

Encounter type: **Zombie, Lesser**

Encountered: 1 See: "[Common Necromancer](#)".

Attacks per turn: 2

Attack types / Damage per successful attack: Draining Grip: 1-D8 +1, Draining Grip: 1-D8 +1 See: "Special".

D20 roll needed to have Gold / # of gold coins found: As the Necromancer.

D20 roll needed to have Silver / # of silver coins: As the Necromancer.

D20 roll needed to have [Treasure](#) / # of treasure items found: As the Necromancer.

Defense: 12

Experience: 15

Life-points: 30

Offense: 0 See: "Special".

Region: Forested Wilderland. This undead is created when the Necromancer's Life-points fall to 0 points.

Special: Draining Grip: The damage caused by Draining Grip will heal the Lesser Zombie for ½ the damage caused (rounded up).