

THE BIG BOOK OF ZOMBIES



A supplement for shambling DMs

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UNYIELDING, UNWAVERING, HUNGERING

Introduction: A classic staple of horror, the zombie has earned its place in the pantheon of classic monsters. Hungering, relentless, and merciless, they are a threat both comical and terrifying at an existential level. Yet, the monster manual offers a meager three offerings to aspiring DMs to threaten their parties of adventurers. Despair no more, for within you shall find not just a greatly expanded list of standard zombies, but variants of every kind to bring ruin and devastation to your hapless PCs.

A GLOSSARY OF ALL THINGS ZOMBIEKIND FOR DMs

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THE ZOMBIE



ffering a glimpse into our own fragile mortality, and a swarm of simple minded targets to vent our frustrations upon guilt free, the shambling horde can play on our both our fears and escapist fantasies on multiple levels. The zombie has earned its place in the monster hall of fame for a reason.

As such, there have been countless takes and variations on the zombie. From your classic shambling hordes only threatening in great numbers to demon possessed monstrosities capable of stalking and ambushing the unwary, to the infested yet tragically still alive; fiction has no shortage of inspiration to draw upon. When considering what kind of zombie you wish to threaten your party of adventures with, there are several basic questions you want to ask.

While the physical form of the zombie is an obvious question to ask, it is not actually the most important one you should be asking when it comes to your undead menace.

MOTIVATION

What drives your zombies? This simple question decides everything about the nature of the encounter your party will face. Consider this question most carefully, as motivation and the ability to act in an intelligent manner, even at a most basic animalistic level, can dictate far more about the level of threat facing your party than the raw combat statistics. Your standard zombie has vastly inflated combat stats for their relative CR because of their complete inability to capitalize on optimal strategy and tactics. Adding sentience to the undead alone may justify raising the Challenge Rating.

MINDLESS NEED

The simplest motivation, and the easiest to run. Whether you are looking at a zombie driven by endless hunger for flesh, an unquenchable thirst for violence and hatred, or the simple drive to spread its infection and pestilence across the land; these are the most straightforward zombies to play.

Whatever the cause for the mindless nature of the zombie, they should be played accordingly. They react reflexively according to their sensory input. They attack the closest enemy they can see, and lacking any intelligence or sense of self preservation, will not retreat from battle even if hopelessly outmatched and outnumbered.

For such zombies, the biggest question you face is how big of a threat do you wish to make the zombies for your party? How many will they face, and what physical forms do the zombies possess? The flow of the encounter will be entirely centered around whether or not the terrain is conducive to hit and run tactics or retreat, and whether or not the zombie horde is manageable in size, formidable, or outright overwhelming.

MALEVOLENT PURPOSE

Something commands your zombies. Something sinister. Something that plans and schemes. Perhaps a necromancer, perhaps a possessing spirit. Whatever the cause, it is a force capable of dictating actual strategy and purpose for the zombie. And capable of capitalizing upon such servants

lacking free will or the need for self preservation. As such, this makes the undead menace a far more dangerous foe.

For this option, the threat and tactical range of options a zombie presents may depend on whether it is left to its own devices or being directly commanded and controlled. Uncontrolled, they likely revert to simple mindless reflexive action. But when under the supervision of an intelligent presence, you may need to adjust the CR

FREE WILL

The state of undeath does not necessarily connote mindlessness. It is entirely possible for a zombie to retain free will and self awareness. Whatever the cause, in this case one should treat zombies as you would any humanoid NPC, beings capable of complex strategy and tactics, valuing self preservation, and having their own motivations and goals, and perhaps even class levels.

ORIGINS

How did your zombie come to be? A simple question with profound implications for not just your encounter, but the entire campaign. Few monsters touch upon as many theological and cultural implications as the zombie, their presence will affect how religions see the afterlife, how societies bury their dead, how prisoners and criminals are treated, and wars are waged. And if there are multiple origins for zombies, it only becomes more complicated.

NECROMANCY

One of the simpler explanations, and a default option for many D&D settings, necromancy is one of the more common origins for the zombie. An enterprising student of the dark arts is always in need of bodyguards and test subjects. Aspiring conquerors always need more soldiers. Villains of every type appreciate minions that can neither question orders, nor ask for a pay raise.

When necromancers are the source of zombies, the undead become a more predictable menace. For students of the arcane, this has the benefit of making the undead threat a topic you can approach more scientifically and methodically. If one sees zombies, you can make an educated guess that there is a necromantic source for the threat. For PCs, it also has the drawback of making spellcasting a more feared, and possibly regulated, craft.

For the religious, the implications of necromancy are heavily dependent upon whether or not the soul is trapped in the undead body in your cosmology. If being undead traps one's spirit in the mortal realm, preventing them from reaching the afterlife, such necromancy will be universally reviled by all but the darkest of gods and demons. On the other hand, if there are no theological objections to raising the dead, you can expect to see them become a centerpiece of warfare and strategy for nations and states.

Such decisions will also affect whether or not a DM should allow a party to animate their own undead servants and what consequences, if any, they may face for doing so. It is entirely possible that necromancer is an honored and revered position in society.

CURSES

More terrifying than the predictable routes of necromancy, zombies can arise from great curses or karmic imbalances.

Perhaps the gods of death have decried that those that do not receive last rights and proper burial are doomed to rise once more and walk the land in a state of undeath.

Maybe a fallen god or dark spirit has cast a curse of undeath upon those blaspheme or have stolen from them, and until said treasures are returned or atonement has been made, the undead shall be unable to find their final rest. It is even possible that such undeath is inevitable end for those that scorn the gods and commit great acts of evil or selfishness.

Whether or not the zombie retains any sentience or free will is dependent on the nature of the curse. The varieties are endless, and that is a decision that can be decided by the setting, or even by the specific curse.

When zombies are created by curses, they are even more feared. Not necessarily for the immediate threat that they represent, but for the horror and malevolent force behind the curse. The threat they represent often becomes unpredictable, as the sources of such darkness do not always follow mortal methods of thought and reasoning. Further intensifying this horror, when zombies are the result of a curse it is extremely likely that the soul is trapped within the shell, and any afterlife is denied to one condemned to such a fate until they are freed.

PCs that engage in necromancy under such circumstances do so at great risk. Not just from the authorities, as necromancy will almost assuredly be outlawed, but often from higher powers as well. Divine retribution is often directed toward those that would deny the afterlife to a soul. The gods are jealous, and do not take such theft lightly.

EXTRAPLANAR

In some worlds, the land of the dead is populated by zombies, skeletons, and other undead. It is possible that this how the afterlife looks. Or perhaps only the sinful and wicked end up this way. Alternatively, perhaps the undead are born into the Shadowfell from the fears and nightmares of mortals. And in places where the barriers between the worlds are weak or thin, they can slip through. Maybe they are called or summoned by dark magics.

Whatever the source, whether the undead come from the literal underworld in the style of Greek mythology's Hades, if they are but dreamstuff and shadow, or even a more lighthearted style Dia de los Muertos where instead your zombie is an honored ancestor, the undead is an interloper into the mortal world.

All of the normal questions regarding the undead will still apply, whether they have free will and so on, but mechanically when zombies are extraplanar the DM must remember that they are vulnerable to all of the magical effects that apply to outsiders. They can be banished, magic circles can bar their entry, and so on.

INFECTION

One simple question can decide the course of an entire campaign? Whether you are playing high fantasy, low fantasy, modern, futuristic, medieval, or spelljamming, that one question halts any campaign dead in its tracks until it is answered.

Is it contagious?

The answer to that question can decide whether or not you are playing a horror based campaign, a post apocalyptic campaign, or a regular game of D&D. Whether the source of the infection is a plague, a fungal infection, a parasite, or something more sinister, the simple fact that it can spread changes everything.

After deciding that undeath can be contagious, the next question you have to ask is whether or not it is curable. If so, how easily? Does the host have to be living to be infected? Are the infected dead, or still alive? How long does the onset take? Days? Hours? Seconds? How does it spread? If a bite is thought of as a death sentence, do you expect or encourage party infighting?

Answering yes to this simple question can decide an entire story arc, the narrative theme of game, and even the direction of your entire game world. Tread carefully.



POSSESSION

Ghosts, demons, elemental spirits, or even malevolent magicians and sorcerers have been known to possess the bodies of the recently departed. Or still living. The soul may present or it may be gone, but either way the form is now host to another entity. One quite possibly malevolent and sinister.

Whether or not the possessing entity is intelligent, whether it can converse, whether it cares for self preservation, that all depends upon the entity doing the possessing. Furthermore, many possessing entities bring additional powers to bear on top of the standard zombie array of abilities.

The bigger question however, is under what conditions may a possession occur. Is this something that must be consented to? If not, under what conditions can one become a zombie? How long does it take? How common is it? What preventative measures does society, if any, take to prevent the dead from being possessed?

BESTIARY

Zombies, for all their variations, do share a few basic traits. They are corporal undead that maintain the basic forms of their former selves. Sometimes they retain the ability to use supernatural abilities, and often retain rote memories or impulses from their former lives. A zombie farmer may find himself returning to the fields to shamble about. A zombie legionnaire may end up in formation. And so on.

When converting a creature into a zombie, there are a few themes to remember. The inability to feel pain allow them to surpass their normal limits, resulting in heightened strength and endurance. Likewise, the dulled senses and decaying mental faculties result in a clumsier and slower body. Lastly, there is the supernatural durability.

Contained within this chapter is a greatly expanded list of standard zombie threats for your adventuring party to face.

HUMANOID ZOMBIES

As a great deal of the emotional impact of facing zombies comes from the realization that these were once sentient, thinking, living and breathing beings it seems appropriate to separate the monstrous and bestial from those that more closely resemble the mortal races. The first section here includes a much wider variety of humanoid zombies, including many that retain some of their racial supernatural abilities.

As humanoid threats, DMs are encouraged to customize equipment loadouts freely to better match your setting or to make for a tougher or easier challenge as needed. Just be aware that a great deal of the balancing how big of a threat a zombie provides is based on a very low base AC coupled with high hit points, and that simply throwing plate mail on a zombie can make for deceptively dangerous combats.

CENTAURS

As fierce in undeath as they were in life, centaur zombies retain their dangerous cavalry charges and mobility. Although no longer capable of ranged combat and hit and run skirmishes, their speed insures that this will not be a fight a party can easily run from.



CENTAUR ZOMBIE

Large undead, neutral evil

Armor Class 10
Hit Points 76 (8d10 + 32)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +1
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive perception 8
Languages Understands Elvish and Sylvan, but can't speak
Challenge 2 (450 XP)

Charge. If the zombie moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie makes two attacks: one with its pike and one with its hooves.

Pike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d10+5) piercing damage.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage.



DRAGONBORN

Like their living kin, dragonborn zombies retain an ancestral breath weapon and a resistance to damage of the same type. Lacking intelligence, they will simply let loose their breath weapons at the first opportunity to do so on as many enemies as possible without regard for whether or not allies are caught in the blast. Clever adventurers may take advantage of this with tricks, illusions, or just careful tactical movement.

For standard dragon lineages, choose an option from the table below:

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

For more unusual lineages, choose from this table:

Dragon	Damage Type	Breath Weapon
Brown	Acid	5 by 30 ft. line (Dex. save)
Deep	Acid	15 ft. cone (Con. save)
Mercury	Radiant	5 by 30 ft. line (Dex. save)
Shadow	Necrotic	15 ft. cone (Con. save)
Song	Lightning	15 ft. cone (Dex. save)
Steel	Acid	5 by 30 ft. line (Dex. save)

DRAGONBORN ZOMBIE

Medium undead, neutral evil

Armor Class 12 (scale mail)

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Damage Resistances same as breath weapon

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 8

Languages Understands Common and Draconic, but can't speak

Challenge 1/2 (100 XP)

Draconic Lineage. The zombie gains a resistance type and a breath weapon type from its draconic lineage.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage.

Breath Weapon. (Recharge 5-6) The zombie lets loose a blast of vile energy. The type of damage, area of effect, and type of saving throw is decided by the dragonborn's draconic lineage. Each creature in the target area must make a DC 12 save, taking 2d6 damage on a failed save, or half as much on a success.

DWARVES

Dwarven zombies are stout, slow, strong, and just as likely to be heavily armed and armored as their living kin. Their racial durability is in no way diminished by their new unlife.

HILL DWARF ZOMBIE

Medium undead, neutral evil

Armor Class 14 (scale mail, shield)

Hit Points 28 (3d8 + 15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 8

Languages Understands Common and Dwarven, but can't speak

Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Warhammer. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) bludgeoning damage.



ELVES

While not as graceful in death as they were in life, elven zombies still maintain surprising speed in undeath. They also tend to be far more alert and aware of their surroundings than other zombies, making them harder to avoid through stealth.

WOOD ELF ZOMBIE

Medium undead, neutral evil

Armor Class 9

Hit Points 22 (3d8 + 9)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Skills Perception +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 10

Languages Understands Common and Elven, but can't speak

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage.

ETTINS

As confused and prone to squabbling as it was in life, this foe has the potential to be both terrifying and comical, all at once. When the ettin is not paralyzed by infighting, it is a formidable opponent with incredible durability, strength, and perception.

ETTIN ZOMBIE

Large undead, neutral evil

Armor Class 10 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	4 (-1)	19 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Skills Perception +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 12 (17 with advantage)

Languages Understands Giant and Orc, but can't speak

Challenge 4 (1,100 XP)

Split Concentration. There is a 50% chance every round the zombie can see more than one foe, each of its heads chooses a different target. If it is impossible to move so that the zombie closes the distance to both targets simultaneously, the zombie's speed is reduced to 0 for the round as each head fights to go a separate direction.

Two Heads. The zombie has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage.

Morning Star. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage.



GIANTS

Zombie giants revert to an entirely bestial nature on the battlefield, not even stopping to kill their prey before eating it.

FIRE GIANT ZOMBIE

Huge undead, neutral evil

Armor Class 18 (plate)

Hit Points 189 (14d12d6+98)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	5 (-3)	25 (+7)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +2

Skills Athletics +12, Perception +2

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 12

Languages Understands Giant, but can't speak

Challenge 8 (3,900 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie makes two attacks: one with its greatsword, and one with either bite or grab.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 29 (6d6+8) slashing damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d8+8) bludgeoning damage. If the target is a Medium or smaller creature grappled by the zombie, that creature is swallowed and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the zombie, and it takes 28 (8d6) fire damage at the start of each of the zombie's turns.

If the zombie takes 25 damage or more on a single turn from a creature inside it, the zombie must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the zombie. If the zombie dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Grab. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 13 (2d4+8) bludgeoning damage and the target is grappled.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10+8) bludgeoning damage.

OPTIONAL ABILITIES

Exceptional zombie giants might add any of the following abilities to their statblock as well:

Fling. One Medium or smaller object held or creature grappled by the zombie is thrown up to 60 feet in and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone.

Spew Bile (Recharge 5-6). The zombie vomits a mass of stomach acid and bile, sprays a 20 ft. cone. Each creature in the target area must make a DC 19 Dexterity save, taking the same damage swallowed creatures suffer on a failed save, or half as much on a success. Any creatures that it has consumed are regurgitated, are subjected to the damaging effect with no save, and fall prone in a random space within the area of effect. Any creatures that perished in the zombie's stomach within the last minute are regurgitated as zombies. If this is the first time this ability has been used in an encounter, there is a 50% chance 1d3 skeletons are spewed forth as well.



HILL GIANT ZOMBIE

Huge undead, neutral evil

Armor Class 11 (natural armor)

Hit Points 126 (11d12+55)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	4 (-3)	21 (+5)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +1

Skills Perception +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 11

Languages Understands Giant, but can't speak

Challenge 5 (1,800 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie makes two attacks: one with its greatclub, and one with either bite or grab.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8+6) bludgeoning damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) bludgeoning damage. If the target is a Medium or smaller creature grappled by the zombie, that creature is swallowed and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the zombie, and it takes 21 (6d6) acid damage at the start of each of the zombie's turns.

If the zombie takes 20 damage or more on a single turn from a creature inside it, the zombie must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the zombie. If the zombie dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Grab. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (2d4+6) bludgeoning damage and the target is grappled.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 22 (3d10+6) bludgeoning damage.

STORM GIANT ZOMBIE

Huge undead, neutral evil

Armor Class 14 (scale mail)

Hit Points 275 (22d12+136)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
31 (+10)	10 (+0)	22 (+6)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +3

Skills Athletics +15, Perception +3

Damage Resistances cold

Damage Immunities lightning, poison, thunder

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 13

Languages Understands Common and Giant, but can't speak

Challenge 12 (8,400 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie makes two attacks: one with its greatsword, and one with either bite or grab.

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 31 (6d6+10) slashing damage.

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 19 (2d8+10) bludgeoning damage. If the target is a Medium or smaller creature grappled by the zombie, that creature is swallowed and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the zombie, and it takes 28 (8d6) acid damage at the start of each of the zombie's turns.

If the zombie takes 25 damage or more on a single turn from a creature inside it, the zombie must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the zombie. If the zombie dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Grab. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d4+10) bludgeoning damage and the target is grappled.

Lightning Strike (Recharge 5-6). The giant hurls a lightning bolt at a point it can see within 500 feet. Each creature within 10 feet of that point must make a DC 10 Dexterity saving throw, taking 45 (10d8) lightning damage on a failed save, or half as much damage on a successful one.

GOBLINS

Retaining an instinctive grasp of their racial tendency towards stealth, goblin zombies are capable ambushers. While not dangerous alone, with stealth and numbers they can pose a surprising threat.



GOBLIN ZOMBIE

Small undead, neutral evil

Armor Class 11 (leather armor)
Hit Points 16 (3d6+6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	14 (+2)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Skills Stealth +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive perception 8
Languages Understands Common and Goblin, but can't speak
Challenge 1/8 (25 XP)

Skulking Dead. Stealth remains an almost instinctive response for the zombie. It can take the Hide action as a bonus action on each of its turns.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Flying Tackle. When attacking a Medium or smaller creature the zombie has advantage against, the zombie makes an opposed Athletics check with advantage to grapple. If successful, it knocks the enemy prone and may immediately make two Slam attacks with advantage.

HUMAN CHILDREN

Few foes will give an adventuring party pause like facing an undead child. Do not expect a party to be merciful to the source of such evil.

ZOMBIE CHILD

Small undead, neutral evil

Armor Class 7
Hit Points 11 (2d6+4)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	5 (-3)	14 (+2)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive perception 8
Languages Understands Common, but can't speak
Challenge 0 (10 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

HUMAN LEGIONNAIRES

Some zombies were former soldiers. So ingrained is this training, that it lingers after death. Such zombies will often unconsciously return to stand in formation with their comrades.

ZOMBIE LEGIONNAIRE

Small undead, neutral evil

Armor Class 16 (ring mail, shield)
Hit Points 22 (3d8+9)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive perception 8
Languages Understands Common, but can't speak
Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Reactions

Protection. The zombie imposes disadvantage on an attack that it can see against an adjacent ally.

HUMAN MOBS

An iconic threat, the massive mob of zombies. Sorted into mobs, they are much easier to manage running as a DM than having dozens upon dozens of individual zombies to worry about.

ZOMBIE MOB

Large swarm of medium undead, neutral evil

Armor Class 8
Hit Points 90 (12d8+36)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive perception 8
Languages Understands Common, but can't speak
Challenge 3 (700 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium human. The swarm can't regain hit points or gain temporary hit points.

Actions

Multiattack. The zombie makes two mob attacks if it has at least half its hit points remaining.

Mob. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) bludgeoning damage and the target is grappled.

HUMAN TORSO

A necessary horror movie trope, the zombie that has lost one or more legs. A mostly trivial threat unless part of a greater horde, these make an excellent addition to an encounter as a diversion or blocking terrain.

ZOMBIE TORSO

Small undead, neutral evil

Armor Class 7

Hit Points 19 (3d6+9)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	3 (-4)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 8

Languages Understands Common, but can't speak

Challenge 0 (10 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Grab. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1+1) bludgeoning damage and the target is grappled. Until this grapple ends, the zombie automatically hits with its bite, and the zombie may not make attacks against other targets.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

KENKU

One of the varieties of zombie known to "speak", kenku that have become undead are dangerous for their ability to lure the unsuspecting into close enough range to be swarmed. While they can emulate speech in a manner of speaking, they do not do so intelligently but merely as a reflex, copying sounds they have recently heard. Often, this happens to be mimicking the sounds of the last moments of their most recent victim.

KENKU ZOMBIE

Medium undead, neutral evil

Armor Class 11

Hit Points 22 (3d8+9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Skills Deception +1, Stealth +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 8

Languages Understands Auran and Common, but speaks only through the use of its Mimicry trait

Challenge 1/4 (50 XP)

Ambusher. In the first round of combat, the zombie has advantage on attack rolls against any creature it has surprised or fooled.

Mimicry. The zombie can mimic and sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 11 Wisdom (Insight) check.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage.

LIZARDMEN

As they do not need to breathe, all zombies are a formidable threat in aquatic environments to adventurers who do not share such an advantage. Lizardmen zombies however, with a natural swim speed, present a different threat altogether as it is unlikely that adventurers can flee such a conflict, and should they turn to fight, they will be facing an enemy that is neither slowed nor rolls attacks with disadvantage in an aquatic environment.

LIZARDMAN ZOMBIE

Medium undead, neutral evil

Armor Class 13 (natural armor, shield)

Hit Points 37 (5d8+15)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	17 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 8

Languages Understands Draconic, but can't speak

Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie makes two attacks: one with its bite, and one with its javelin.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage.



MEDUSA

Mindless now, but no less dangerous as their petrifying gaze remains just as potent in death.

MEDUSA ZOMBIE

Medium undead, neutral evil

Armor Class 13 (natural armor)

Hit Points 144 (17d8+68)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +1

Saving Throws Perception +1

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 11

Languages Understands Common, but can't speak

Challenge 5 (1,800 XP)

Petrifying Gaze. When a creature that can see the zombie's eyes starts its turn within 30 feet of the zombie, the zombie can force it to make a DC 15 Constitution saving throw if the zombie isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the zombie until the start of its next turn, when it can avert its eyes again. If the creature looks at the zombie in the meantime, it must immediately make the save.

If the zombie sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the zombie is affected by its own gaze.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie makes three attacks: one with its snake hair, and two with its slam.

Snake Hair. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+2) piercing damage plus 14 (4d6) poison damage.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage.

MIND FLAYER ZOMBIE

The horror of a mind flayer is lessened not by undeath. For now, the terror it inspires is enough to disturb even its former kin. The psionic might it once displayed with unerring precision is now unleashed in a chaotic storm of uncontrolled psychic energy, the crashing waves of its hunger and pain tearing through the mindscape, ravaging all those near. Such an abomination is hunted and destroyed with great fervor by other mind flayers as they fear such an end on a primal level, and with their heightened psionic sensitivity can sense its anguish, rage, and hunger from great distances, and where the lines between worlds are thin, even across the planes.

In combat, the mind flayer zombie has no ability to hold back on using its Synaptic Static. For most necromancers, this would be considered a significant drawback, as it can harm or kill other servants. But only the foolhardy or truly depraved would ever consider employing them in any real capacity, for to animate such a servant is to risk the ire of its kin. And angry mind flayers will pursue such necromancers across the multiverse.



MIND FLAYER ZOMBIE

Medium undead, neutral evil

Armor Class 13 (breastplate)

Hit Points 119 (14d8+56)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	18 (+4)	3 (-4)	8 (-1)	5 (-3)

Saving Throws Wis +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive perception 12

Languages Understands Deep Speech and Undercommon, but can't speak

Challenge 7 (2,900 XP)

Magic Resistance. The zombie has advantage on saving throws against spells and other magical effects.

Synaptic Static. The zombie constantly emits a telepathic storm to a radius of 240 ft. This effect pierces all forms of cover unless blocked by at least 10 ft. of stone or 1 inch of lead. When a creature enters the area for the first time or starts its turn there, it must make a DC 12 Intelligence saving throw. On a failed saving throw, the creature is frightened. If it is within 120 ft., it is also deafened for 1 minute. If it is within 60 ft., it also takes 9 (2d8) psychic damage and is stunned for 1 round. Constructs and mindless undead (3 Intelligence or lower) are immune to this effect.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Tentacles. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 12 (2d10 + 1) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 14) and must succeed on a DC 12 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. Melee Weapon Attack: +4 to hit, reach 5 ft., one incapacitated humanoid grappled by the zombie. Hit: The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the zombie kills the target by extracting and devouring its brain.

Reactions

Psychic Lash (Recharge 5-6). The zombie reflexively blasts a creature it can see within 60 ft. after taking damage from it. The creature must make a DC 12 Intelligence saving throw. On a failed save, it takes 17 (4d8-1) psychic damage and is stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ORCS

Frighteningly fast for zombies, the bloodlust of the orcs carries over into undeath. Outrunning this opponent may not be possible for most, as not only can they keep pace in the short term with most runners, they will neither tire nor sleep.

ORC ZOMBIE

Medium undead, neutral evil

Armor Class 11 (hide armor)
Hit Points 25 (3d8+12)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive perception 8
Languages Understands Common and Orc, but can't speak
Challenge 1/2 (100 XP)

Aggressive. The zombie can move up to its speed toward a hostile creature it can see.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (1d12+6) slashing damage.

SPRITES

Retaining their inborn talents for stealth and the ability to magically turn invisible, zombie sprites are guaranteed to be an unpleasant surprise for the unprepared adventurer. That said, they are not particularly lethal in combat as they are no longer intelligent enough to use poison.

SPRITE ZOMBIE

Tiny undead, neutral evil

Armor Class 13 (leather armor)
Hit Points 5 (1d4+3)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Skills Stealth +6
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive perception 8
Languages Understands Common, Elvish, and Sylvan; but can't speak
Challenge 0 (10 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Invisibility. The zombie magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the zombie wears or carries is invisible with it.





TIEFLINGS

The infernal malevolence that a tiefling may have controlled or suppressed during life comes raging forth in undeath. Lashing out aimlessly with hellfire, these zombies will inevitably be followed by a trail of destruction and ruin. While they are quite dangerous as foes, they are also quite dangerous to keep around as allies, and as such are very rarely reanimated on purpose.

Some rare tiefling zombies, when reanimated, blossom into full fledged fiends. These monsters often have dim memories of their former lives, but whatever there was of their personality is gone, fully subsumed by the fiend.

INFERNAL ZOMBIE

Medium undead (devil), neutral evil

Armor Class 12 (natural armor)

Hit Points 37 (5d8+15)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-2)	16 (+3)	11 (+0)	10 (+1)	14 (+2)

Saving Throws Charisma +5, Wis +3

Damage Resistances fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive perception 8

Languages Understands Common and Infernal

Challenge 2 (450 XP)

TIEFLING ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8+9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Resistances fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 8

Languages Understands Common and Infernal, but can't speak

Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage.

Reactions

Hellish Rebuke (Recharge 5-6). The zombie clumsily lashes out with hellfire in response to being damaged by a creature within 60 feet that it can see. The creature must roll a DC 7 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save, or half as much on a success.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage plus 3 (1d6) fire damage.

Darkness. As the spell, once per day.

Reactions

Hellfire Rebuke. The zombie lashes out with hellfire in response to being damaged by a creature within 60 feet that it can see. The creature must roll a DC 13 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save, or half as much on a success.

TROGLODYTES

The famed stench of the troglodyte, if anything, is only intensified by the state of undeath. Troglodyte zombies also retain the ability to subconsciously camouflage themselves. Fortunately they also retain the racial sensitivity to sunlight.

TROGLODYTE ZOMBIE

Medium undead, neutral evil

Armor Class 9 (natural armor)
Hit Points 22 (3d8+9)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Skills Stealth +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 8

Languages Understands Troglodyte, but can't speak
Challenge 1/2 (100 XP)

Chameleon Skin. The zombie has advantage on Dexterity (stealth) checks to hide.

Stench. Any creature other than a troglodyte that starts its turn within 5 feet of the zombie must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes and troglodyte zombies for 1 hour.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) slashing damage.

TROLLS

Lumbering hulks capable of regenerating wounds at a frightful rate, zombie trolls are highly prized among necromancers as guardians or vanguards in their armies. Fortunately, like their living cousins, fire and acid serve to neutralize their healing.

TROLL ZOMBIE

Large undead, neutral evil

Armor Class 13 (natural armor)
Hit Points 101 (9d10+54)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	22 (+6)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +1

Skills Perception +1

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 11

Languages Understands Giant, but can't speak
Challenge 5 (1,800 XP)

Keen Smell. The zombie has advantage on Wisdom (perception) checks that rely on smell.

Regeneration. The zombie regains 10 hit points at the start of its turn. If the troll takes acid, fire, or radiant damage, this trait doesn't function at the start of the zombie's next turn. The zombie only perishes if it starts its turn with 0 hit points and doesn't regenerate.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

MONSTROUS ZOMBIES

The section includes a more bestial set of zombies to face your party with, from simple beasts and animals to menace them with to far more powerful and intimidating supernatural alternatives.

APE

A zombie gorilla, for when you need zombies with a climb speed.



APE ZOMBIE

Medium undead, neutral evil

Armor Class 10
Hit Points 30 (4d8+12)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Skills Athletics +6
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive perception 8
Languages --
Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie makes two fist attacks.

Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage.

BLINK DOGS

Teleporting fey zombie dogs, that fade in and out of reality in a haze of smoke and teeth.

BLINK DOG ZOMBIE

Medium undead, neutral evil

Armor Class 11
Hit Points 37 (5d8+15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive perception 8
Languages Understands Sylvan, but can't speak
Challenge 1/2 (100 XP)

Keen Hearing and Smell. The zombie has advantage on Wisdom (perception) checks that rely on hearing or smell.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Teleport (Recharge 4-6). The zombie magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the zombie can make one attack.



BEARS

A zombie bear dies as it lived: eating anything not capable of outrunning it.

BROWN BEAR ZOMBIE

Large undead, neutral evil

Armor Class 9 (natural armor)
Hit Points 47 (5d10+20)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive perception 8
Languages --
Challenge 1 (200 XP)

Keen Smell. The zombie has advantage on Wisdom (perception) checks that rely on smell.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

DRAGONS

A zombified dragon is formidable threat. Sporting flight and breath weapons capable of leveling armies, they are not foes to be taken lightly. Fortunately, they lack any of the cunning or intellect of their living selves. Unfortunately, this also means they cannot be bargained with.

Most of the magical capabilities the dragon once possessed fade after death, and the breath weapon is often a weaker shadow of its former might, albeit corrupted by the necromantic energies animating its corpse.



BLACK DRAGON WYRMLING ZOMBIE

Medium undead, neutral evil

Armor Class 15 (natural armor)
Hit Points 52 (7d8+21)
Speed 20 ft., fly 50 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive perception 8
Languages Understands Draconic, but can't speak
Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage.

Acidic Bile (Recharge 5-6). The zombie exhales sticky acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 13 (3d8) acid damage on a failed save, or half as much on a successful one.

Creatures that failed the save are coated with sticky acid and take an additional 4 (1d8) acid damage at the start of each of their turns. Creatures may use an action to make a DC 10 Dexterity check to scrape off the acid.

YOUNG GREEN DRAGON

ZOMBIE

Large undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 161 (17d10+68)

Speed 30 ft., fly 70 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +1

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive perception 8

Languages Understands Common and Draconic, but can't speak

Challenge 6 (2,300 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

Toxic Breath (Recharge 5-6). The zombie exhales a ball of poisonous gas with a range of 30 ft. that detonates, exploding in a 20-foot burst. The poisonous cloud remains for 10 minutes or until dispersed by a strong wind, and its area is heavily obscured. Each creature in that burst must make a DC 15 Constitution saving throw on starting its turn within the cloud or entering its area for the first time, taking 22 (5d8) poison damage on a failed save, or half as much on a successful one.





ADULT RED DRAGON ZOMBIE

Huge undead, neutral evil

Armor Class 17 (natural armor)
Hit Points 290 (20d12+160)
Speed 30 ft., climb 30 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	6 (-2)	27 (+8)	3 (-4)	8 (-1)	8 (-1)

Saving Throws Wis +5
Damage Immunities fire, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive perception 9
Languages Understands Common and Draconic, but can't speak
Challenge 15 (13,000 XP)

Legendary Resistance (3/day). If the zombie fails a saving throw, it can choose to succeed instead.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 20 (2d10+9) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 16 (2d6+9) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the zombie's choice that is within 120 feet of the zombie and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the zombie's Frightful Presence for the next 24 hours.

Smoldering Breath (Recharge 5-6). The zombie exhales fire in a 60-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, becoming blinded from the smoke for 1 round and taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The zombie can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The zombie regains spent legendary actions at the start of its turn.

Bleed Fire. Flaming ichor spills from the zombie's wounds. 1d6 squares adjacent to the zombie catch fire, dealing 7 (2d6) zombie damage to any creature starting its turn within the flame or entering its area for the first time. The squares burn for 10 minutes or until extinguished.

Shambling Strike. The zombie may move up to half its speed. It then makes a claw attack.

Tail Attack. The zombie makes a tail attack.



ANCIENT WHITE DRAGON ZOMBIE

Huge undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 390 (20d20+180)

Speed 30 ft., climb 30 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	6 (-2)	28 (+9)	3 (-4)	8 (-1)	8 (-1)

Saving Throws Wis +5

Damage Immunities cold, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive perception 9

Languages Understands Common and Draconic, but can't speak

Challenge 18 (20,000 XP)

Ice Walk. The zombie can across and climb icy surfaces without needing to make an ability check. Additionally, terrain composed of ice or snow doesn't cost it extra movement.

Legendary Resistance (3/day). If the zombie fails a saving throw, it can choose to succeed instead.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 20 (2d10+9) piercing damage plus 7 (2d6) cold damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 16 (2d6+9) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 15ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the zombie's choice that is within 120 feet of the zombie and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the zombie's Frightful Presence for the next 24 hours.

Ice Breath (Recharge 5-6). The zombie exhales frost in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, becoming restrained in ice and taking 63 (12d8) cold damage on a failed save, or half as much damage on a successful one. Creatures may use an action to attempt a DC 17 Strength check to break the ice, or by dealing 20 damage to the ice. Fire and bludgeoning deal double damage to the ice.

Additionally, the terrain within the cone becomes coated in ice for 10 minutes, counting as difficult terrain and requiring a DC 17 Acrobatics checks to cross if moving more than half your speed in a round.

Legendary Actions

The zombie can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The zombie regains spent legendary actions at the start of its turn.

Shambling Strike. The zombie may move up to half its speed. It then makes a claw attack.

Tail Sweep. (Costs 2 Actions). The zombie makes a tail attack against every creature in its reach.

GIANT EAGLES

Retaining their predatory instinct and sharp eyesight, giant eagle zombies are a threat well worth respecting. While dangerous, they tend not to survive long in the wild as their mindless ferocity coupled with their aerial mobility quickly leads them into fight after fight until inevitably they find one they cannot win.

GIANT EAGLE ZOMBIE

Large undead, neutral evil

Armor Class 11
Hit Points 42 (5d10+15)
Speed 10 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Skills Perception +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive perception 10
Languages Understands Common and Eagle, but can't speak
Challenge 1 (200 XP)

Keen Sight. The zombie has advantage on Wisdom (perception) checks that rely on sight.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie makes two attacks: one with its bite and one with its talons.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

GIANT RATS

Disease and filth infested vermin before the blight of undeath took them, they have only intensified their vile characteristics since. While not particularly threatening, they are a staple of horror and fantasy genres, and no zombie apocalypse would be quite right without them.

GIANT RAT ZOMBIE

Small undead, neutral evil

Armor Class 10
Hit Points 13 (2d6+6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive perception 8
Languages --
Challenge 1/8 (25 XP)

Keen Smell. The zombie has advantage on Wisdom (perception) checks that rely on smell.

Pack Tactics. The zombie has advantage on an attack roll against a creature if at least one of the zombie's allies is within 5 feet of the creature and the ally isn't incapacitated.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

GIANT SNAKES

Zombie snakes tend to do exactly what normal giant snakes do: wait patiently, eat anything that comes too close, repeat as necessary.

GIANT CONSTRICTOR SNAKE ZOMBIE

Huge undead, neutral evil

Armor Class 10
Hit Points 85 (9d12+27)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

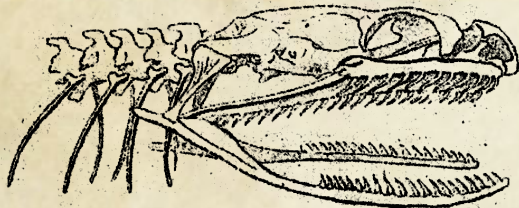
Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive perception 8
Languages --
Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 12 (2d6+5) piercing damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+4) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.



MANTICORES

Death did little to improve the temperament of these creatures, and unfortunately they retain their tendency to hunt in packs.



MANTICORE ZOMBIE

Large undead, neutral evil

Armor Class 12 (natural armor)
Hit Points 82 (9d10+36)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	19 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive perception 8
Languages Understands Common and Eagle, but can't speak
Challenge 3 (700 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie makes three attacks: one with its bite and two with its claws or three with its tail spikes.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Tail Spike(24/day). *Ranged Weapon Attack:* +6 to hit, range 100/200 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

MASTIFF

No zombie apocalypse is complete without man's best friend. Still able to track its prey by scent, zombie dogs have earned their place in horror movie after horror movie.

MASTIFF ZOMBIE

Medium undead, neutral evil

Armor Class 10
Hit Points 15 (2d8+6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Skills Perception +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive perception 10
Languages --
Challenge 1/4 (50 XP)

Keen Hearing and Smell. The zombie has advantage on Wisdom (perception) checks that rely on hearing or smell.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.



RAVENS

Almost never found alone, and almost always as the harbinger of something far worse down the road. Ravens, whether alive or dead, are often seen as an ill omen. Their penchant for mimicry remains in death, and can easily lead the unwary into great peril.

RAVEN ZOMBIE

Tiny undead, neutral evil

Armor Class 10
Hit Points 15 (1d4+3)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Skills Perception +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive perception 10
Languages --
Challenge 0 (10 XP)

Mimicry. The zombie can mimic and sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Beak. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

SWARMS

An endless swarm of beady dead eyes, gnashing teeth, scratching claws serves as the prelude to a thousand feasts upon living flesh and a thousand hungers yet unsated.

SWARM OF RAT ZOMBIES

Small undead, neutral evil

Armor Class 8

Hit Points 52 (7d8+21)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	7 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 30 ft., passive perception 8

Languages --

Challenge 1/2 (100 XP)

Keen Smell. The zombie has advantage on Wisdom (perception) checks that rely on smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

SWARM OF RAVEN ZOMBIES

Small undead, neutral evil

Armor Class 8

Hit Points 52 (7d8+21)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	7 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 30 ft., passive perception 8

Languages --

Challenge 1/2 (100 XP)

Maddening Babble. A thousand voices mimicking the last moments of life of their most recent kill, the zombie swarm is preceded by their cacophony of screams. Anyone within 30 ft. of the swarm is deafened by the noise.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.



WARHORSES

Trained to kill and fight while alive, now thirsting for flesh and slaughter while undead; zombie warhorses are staples for undead armies everywhere. You can also find them roaming ancient battlefields.

WARHORSE ZOMBIE

Large undead, neutral evil

Armor Class 9

Hit Points 34 (4d10+12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 8

Languages --

Challenge 1/2 (100 XP)

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage.

VARIANT: WARHORSE ARMOR

An armored warhorse has an AC based on the type of barding worn. The zombie's AC includes its Dexterity modifier where applicable. Barding doesn't alter the zombie's challenge rating.

AC	Barding	AC	Barding
10	Leather	16	Chain Mail
11	Studded Leather	17	Splint Mail
13	Scale Mail	18	Plate Mail
14	Ring Mail		

WOLVES

Once, they hunted in a pack, howling and harrying their prey across the forests. Now they hunt in silence, their dead eyes betraying their insatiable hunger.

WOLF ZOMBIE

Medium undead, neutral evil

Armor Class 11 (natural armor)

Hit Points 22 (3d8+9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Skills Perception +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 10

Languages --

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The zombie has advantage on Wisdom (perception) checks that rely on hearing or smell.

Pack Tactics. The zombie has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.



VARIANTS & TEMPLATES

To think that all zombies are alike would be a grave mistake. No book on zombies would be complete without a list of optional rules to apply as templates to your zombies. In this section, you will find options for taking your zombies in a variety of different dangerous and unpredictable directions. Modifying what all too many veteran adventurers recognize as an iconic threat is a great way to keep your party on their toes.

An important note here though, in the interest of fairness when encountering a non-standard zombie it is entirely appropriate to allow an Intelligence (Religion) check to get clues as to the nature of what your party may be facing, and any strength and weaknesses they may have.

As to balance, you must use your best judgment when applying a template to a creature. Most of these templates are designed with a mind towards having a neutral effect on Challenge rating. However, the wide variety of zombies available makes this not always the case. Some combinations may make a specific template turn an encounter from straight forward into a cake-walk, or into outright deadly. Keep in mind the terrain and circumstances of the fight will have a tremendous effect on the difficulty of certain templates.

THE CURSED

Whether raised by a simple curse, or some grander and darker design, these zombies are created by more than just your standard necromancy. They can have abilities varied and terrifying for those who have never encountered them before.

THE DESICCATED

Parched and ever thirsting for blood and flesh, these zombies almost resemble mummies to an untrained eye. Having perished alone in some vast desert, they rise again for some malevolent purpose.

While their blows wither and corrupt flesh, fortunately they burn quite easily and water has the capability to undo their curse. They will neither cross water nor venture out in the rain.

Damage Vulnerabilities. The Dessicated gain vulnerability to fire damage.

Dessicating Touch. The strikes of the Desiccated sap away moisture and wetness, leaving cracked and withered flesh where they touch. Their melee attacks deal an extra 3 (1d6) necrotic damage per blow.

Water Susceptibility. While a lack of water may have ended the Desiccated's original life, the presence of it now threatens the very magic that binds it. For every 5 feet the zombie moves through water or for every gallon splashed on it, it takes 1 damage.

THE DROWNED

Those that fall overboard often face a truly terrible end. Many times, by the time their crew realizes what has happened it is too late to turn around. And in colder climates, it may not even matter if they did, as you can freeze and drown in the many long minutes before a ship can turn back. The drowned seek vengeance upon the living, seeking to share their fate.

Their curse's nature makes them highly resistant to fire, and grants them a swim speed, but their true horror is their aura. Their very presence will fill the lungs of the living with water. Fortunately, their waterlogged bodies are vulnerable to bladed weapons and lightning.

Breathless Blows. If a Drowned scores a critical hit against a creature with a melee attack, it knocks the breath out of it, leaving it out of breath (As per PHB pg. 183).

Damage Vulnerabilities. The Drowned gain vulnerability to lightning and slashing damage.

Drowning Aura. All creatures within 60 ft. are considered to be holding their breath unless they are capable of breathing underwater.

Speed. The Drowned gain a swim speed equal to their base move.



SHADOWFELL

Scholars debate whether they are created by the malevolent fey lords of the shadowfell, or if they are simply birthed from the fears and night terrors of mortal man. What is known is that they often cross over from the shadowfell in places where the walls between the worlds are weak.

They are more dangerous than normal zombies as they can jaunt quickly between the planes to strike at their prey, seeming to appear and disappear in puffs of smoke and darkness. They have a basic animal cunning, and use this ability to effectively harass and stalk prey. Fortunately though, they are greatly weakened against light and radiant damage.

Damage Vulnerability. Shadowfell zombies gain vulnerability to radiant damage.

Shadow Jaunt. As a bonus action, the Shadowfell zombie can magically shift from the Material Plane to the Shadowfell, or vice versa. The zombie can see both planes simultaneously, and will use this ability every turn if possible.

Speed. Shadowfell zombies increase their base movement by 10 ft.

Skills. The Shadowfell is proficient in Stealth, and adds twice its proficiency bonus to Stealth checks.

Sunlight Sensitivity. The Shadowfell zombie has disadvantage on all attack rolls and skill checks while in sunlight, and cannot use its Shadow Jaunt ability.

THE UNDYING

There are those who have committed sins and deeds so vile that they brought upon themselves the personal wrath of a great demon lord, a devil prince, or a foul god. And for their crimes, their soul has been chained to a prison of decaying flesh for all time. No blow, however mighty, can still their undead form for good. No pyre. No flame. No disintegration. Eventually, this prison of flesh reforms, and their soul knows no respite.

While you would think this would make them ideal undead servants, the immutability of their eternal nature scares even necromancers on the edge of immortality. Behind the curse afflicting the Undying is a malevolence beyond mortal ken, and only a fool would dare interfere with such punishment as were the victim truly undeserving, the other gods and angels would have surely stepped in to stop it.

For those that face the undying, victory is only a temporary condition. The only silver lining when facing them is that the undying are slow to react as nothing can actually threaten them, although radiant damage and dismemberment can slow them. They are almost never encountered near civilization, instead haunting abandoned ruins and remote wastes, so flight is usually a safe option. And unlike most zombies, who will chase prey to the ends of the earth, the undying rarely chase far as not even violence can rouse their attention for long.

Lethargic. The Undying always act on an initiative count of 1.

Regeneration. The Undying regains a number of hit points equal to its hit dice at the start of its turn. Radiant damage or a critical hit will suppress this effect for 1 round. If the undying starts its turn at 0 hit points and doesn't regenerate, it "dies." After a short or long rest it fully recovers, reforming not always, but usually where it was "slain". This ability replaces Undead Fortitude.

CAUTIONS:

The curse on these undead need not be eternal, but can be removable as a plot point for the party to deal with.

However, it is important that you maintain an element of danger in trying to take advantage of this curse. Eternal undying servants are a mighty temptation for PCs, and can be sorely abused. Making an enemy of an evil god or devil prince by interfering in such punishment should have consequences dire enough to make even epic-level PCs balk at attempting such an act.

The creation of such undead should be limited to only the darkest of powers, and if done to any but those that have fairly brought their own doom upon themselves, risks angering an entire pantheon of gods. This is not something that mortals are generally capable of doing, short of possibly attempting a Wish spell or Divine Intervention. And given the risk involved in burning out one's ability to use Wish, on top of risking divine wrath, most necromancers would never even make the attempt.

THE DAMNED

Some zombies are reborn the way they are specifically in response to a certain sin or crime they have committed. Each of the damned templates emphasize a certain failing or sin the damned possessed in life. However, as these in many ways are righteous punishments levied upon the sinner, there are usually clever ways to take advantage of their weaknesses.

Represented here are the classical seven deadly sins, as well as a few alternative sins to represent other cultures and values. Feel free to add or subtract as many as you like to your setting to represent the particularly cosmology of your world. For thematic reasons, it is loosely recommended to only apply these templates to humanoid zombies.

THE AVARICIOUS DEAD

For those that allowed their greed to bring themselves and those around them to a bad end, this fate awaits. Everything they possess decays, rusts, tarnishes, and withers away. No matter how much they steal or take, it is never enough, and it never lasts. They can often be identified by the unnaturally tarnished and decayed baubles they carry and cling to.

Fortune Sense. The Avaricious Dead can sense wealth. It becomes instantly aware of any silver or gold within a 120 ft. radius, and instantly senses any creature carrying such wealth. However, should a creature not be carrying any such wealth, it is effectively invisible to the Avaricious Dead.

Gold Lust. The Avaricious Dead cannot resist wealth. It will prioritize acquisition everything, even defending itself. If gold is thrown over a cliff, it will chase after it, plummeting to its doom without even a moment's hesitation.

THE ENVIOUS DEAD

Ever jealous, some lived their lives not defined by what they possessed, but what others did that they did not. In death, this compulsion has become all consuming. For now so many more possess everything they do not. Life, beauty, wealth, whatever virtue one possesses when seen by the Envious Dead, it wants. They can often be identified by their mannerisms, often mimicking the body language of their fixation.

Uncontrollable Jealousy. The Envious Dead become fixated on a creature that has something it does not, usually this is the closest living creature it can see. It will focus its attacks on this target to the exclusion of all else. One thing and one thing alone can change its fixation: a complement from another creature. A successful Charisma (Deception) roll against the Envious Dead will cause anyone receiving the complement to become the new target of its wrath. Even other undead.

Voyeur. The Envious Dead have the Perception skill, and add twice their proficiency bonus to it. They have advantage on Perception rolls against the creature they are fixated on.



THE GLUTTONOUS DEAD

For these sinners, the wanton consumption they gorged themselves upon in life has become an insatiable need in death. Never satisfied, they consume anything and everything edible they can reach. Unlike most zombies, they prefer the foods of the living first and foremost. But when those run out, they will gladly consume the flesh of the living. Their nature is given away by their bloated girth and distended jaws.

Raveng Maw. The Gluttonous Dead may make a bite attack as a bonus action. If the zombie does not originally have a bite attack, it gains one according to the table below:

Size	Base Damage
Tiny	1 (Do not add Strength)
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8

Uncontrollable Hunger. If food is available before it, the Gluttonous Dead will attempt to consume it ignoring all other targets, not even caring for self-defense. It will always prioritize the foods it preferred in life first, but if the only food it sees before it are the bodies of the fallen, it will stop to eat before doing anything else. The only exception is that they will not eat the flesh of the undead.

THE LUSTFUL DEAD

As a punishment for their vain and lustful behaviors, the Lustful Dead have been reborn mutilated and horrifying, even by zombie standards. Their countenance disturbs and sickens all but the most stoic. Fortunately, they are even more susceptible than others to their own horror, and seeing their reflection will send them into fits of despair and convulsions. Their nature is often made evident by the garish scraps of clothing they attempt to gather and what, if they were still living, would pass as seductive poses and mannerisms.

Despairing Reflection. If the Lustful Dead sees its own reflection, it is stunned for 1 round.

Frightful Presence. As a bonus action, the Lustful Dead may cause every creature that can see it to make a Wisdom saving throw, creatures failing become frightened for 1 minute and can attempt new saving throws at the end of their turn to end the effect. On a success, a creature becomes immune to the effect for 24 hours. The save DC is equal to 8 + the Lustful Dead's Wisdom modifier + twice the Lustful Dead's proficiency bonus.

THE PRIDEFUL DEAD

As arrogant in death as they were in life, but no longer having the presence of mind for patience and guile, the Proudful Dead are slaves to their sin. Mockery can cause them literal damage, and they will stop at nothing to avenge a slight or insult. Sneering and arrogant even in death, their nature is readily apparent to those who know the signs.

Arrogant Strikes. After successfully attacking an opponent, the Proudful Dead gains advantage on all attacks until it misses.

Shattered Pride. The Proudful Dead have disadvantage on saving throws against any effect that is aimed at manipulating or taking advantage of its pride. Furthermore, damage from effects such as Vicious Mockery is tripled. Even mundane insults can cause it to take 1d6 psychic damage if it fails a contested Charisma (Deception) versus Wisdom (Insight) roll. If mocked, it will prioritize vengeance upon the source of such insult above all else.

THE SLOTHFUL DEAD

Lazy and unambitious, the Slothful Dead's sin is often the salvation for any seeking to avoid conflict, as they are reluctant to chase prey for more than even a round or two. Unfortunately their sloth is often contagious, their victims often despair and simply give up rather than fight or flee. Their slow and lethargic behavior betrays the nature of their damnation.

Aura of Lethargy. Creatures starting their turn within 60 ft. of the Slothful Dead must make a Wisdom saving throw against a DC of 8 + the zombie's proficiency bonus plus the zombie's Constitution modifier. Creatures failing the saving throw have their speed reduced to 0 and gain disadvantage on Wisdom saves for 1 round. Creatures failing this saving throw a second time are restrained as well. Creatures failing this saving throw a third time are incapacitated as well. A successful saving throw renders one immune to this ability for 24 hours.

Lethargic. The Slothful Dead may not use the Dash action.



THE WRATHFUL DEAD

Anger is a cruel master, but nonetheless one that some give themselves wholly over to. The Wrathful Dead are those who let their rage consume their lives, and bring ruin to themselves and those around them. They reveal their nature by the supernatural speed with which they rise to bring down violence upon anything that angers them, and the bloodlust which displays itself so plainly upon their rotting faces.

Aggressive. The Wrathful Dead may take the Dash action as a bonus action.

Die by the Sword. The Wrathful Dead gain vulnerability to slashing damage.

Shameful Rage. The Wrathful Dead have disadvantage on attacks against any creature that has not yet attacked it or its allies. It has advantage on attacks against creatures that have attacked it.

VARIANT: FAST ZOMBIES

The Wrathful Dead template is an excellent base for fast zombies. Simply remove the Shameful Rage trait.

THE DESPAIRING

Giving in to despair and depression is harmful, but being reborn as one of the Despairing requires the such harm to not just have been upon oneself, but upon the entirety of those around you as well. The despairing are easily identified by their sobbing wails and cries. They can be incredibly dangerous to isolated targets, seeming to grow in strength as help grows more distant. Fortunately they are incredibly ineffective at attacking groups, and can be incapacitated for a time by displays of mercy and compassion.

Doubt and Hesitation. The Despairing have disadvantage on all attacks if the target creature's has any allies is within 5 feet of the creature and the ally isn't incapacitated.

Feed Upon Isolation. The Despairing have advantage on all attacks against creatures without an ally in direct unimpeded line of sight that isn't incapacitated. (No creatures, concealment, or cover between them and their ally.)

Show of Mercy. Any form of mercy or kindness shown to one of the Despairing by a creature can force it to make a Wisdom saving throw against $8 +$ the creature's Charisma modifier + the creature's proficiency bonus if proficient in Persuasion. On a failure, the Despairing is left incapacitated for 1 minute. This effect is ended if it takes damage from the creature or one of its allies.

DEPRESSION AS A SIN

Modern science has a very different take on depression than most ancient cultures and religions. Regarding it as a moral failing might strike a little too close to home for some. Be aware, this can be a sensitive topic. You can instead have this template represent the possession of the corpse by a despair demon rather than framing it as a punishment for a sin.

THE IMPIOUS DEAD

Failing to show proper reverence for the gods, the spirits, and your ancestors or parents is a terrible affront to the proper order. Those souls that have shown exceptional blasphemy may arise again as the Impious. Sneering and disdainful even in death, their curse leaves them in constant pain, and their nature is given away by visible marks and scarring from torture. Fortunately, true piety is anathema to them, brandishing a symbol of faith is enough to drive them away.

Cowardice Before Righteousness. The Impious Dead are frightened by displays of true faith, and will flee from even a lay person brandishing a symbol of faith with conviction.

Faithless Hunger. They Impious Dead gains advantage on all attacks against someone with false faith that attempts to brandish a symbol of faith.

Vile Blows. The Impious Dead score critical hits on with weapon attacks on a roll of 19 or 20, dealing an extra 7 (2d6) necrotic damage.

THE INHOSPITABLE DEAD

Hospitality is a sacred mandate. Failing to provide for and protect a guest is a great dishonor. Even worse are those who take advantage of host of a guest, and betray that sacred responsibility. Woe to those who turn away a plea for sanctuary. Those who violate the most basic tenants of true civilization find themselves so cursed. The Inhospitable are twisted, servile creatures in constant pain that seek only to end their suffering. Scrapping, bowing, and groveling, they approach slowly, managing to barely lisp out a plea for death. But its curse will not allow it to simply die, and once attacked they descend upon their attackers with startling speed.

Bound by Honor. If offered food and shelter, the Inhospitable Dead cannot refuse, and cannot attack the host or his allies for 24 hours unless the Inhospitable Dead are attacked first. They will take the food and leave when they realize they cannot fight.

Death Before Dishonor. The Inhospitable Dead is bound to return violence with violence. As a reaction, the zombie may move double its speed towards a creature that attacked it.

Groveling Stride. The Inhospitable Dead may not use the Dash action until it has been attacked.

THE TREACHEROUS DEAD

The betrayers and oathbreakers are cursed in every society. The worst of such may rise again as Treacherous Dead. Surprisingly stealthy for a zombie, they are extremely fast to react once combat begins. Fortunately, they cannot resist the opportunity to betray allies should they show any signs of weakness or vulnerability.

Betrayer. As a reaction, the Treacherous Dead must attack any ally within reach that it has advantage against or that drops below half its maximum hit points. The Treacherous Dead adds its Sneak Attack damage to the total, even if it has already applied its Sneak Attack damage this turn.

Fast Reflexes. The Treacherous Dead have advantage on Initiative rolls.

Skills. The Treacherous dead have proficiency in Stealth.

Sneak Attack. Once per turn, the Treacherous Dead deal an extra 7 (2d6) damage to creatures that it has advantage against. It doesn't need advantage if the target is within 5 feet of one of the Treacherous Dead's allies.

THE INFECTED

One of the simplest and yet most horrifying reasons for zombies in your campaign. It is a literal contagion. Whether it is spread by a bite, by spores, or if the fallen are doomed to rise again by a supernatural curse, the state of undeath is a spreading infection.

The standard assumption with infection based zombies is that spellcasters have means to treat the infection. But even with it as a curable condition, if there are enough zombies, and enough bites, there might not be enough casters to prevent a zombie infection from spiraling out of control.

On the other hand, if you are choosing to run a truly horror driven post-apocalyptic campaign, by all means make it so there is no cure.

FUNGAL DEAD

Originally inspired by *Ophiocordyceps Unilateralis* (a fungus that hijacks the nervous system of ants so that they live only to spread spores), this is a uniquely horrifying option in that variations of it already exist in real life. Rather than true undead, this is closer to a disease or parasite. The host is still living, although depending on how far the infection has progressed, may have lost all neurological function.

Bite Attacks. The Fungal Dead gain a bite attack it may use in place of a slam attack. It deals base piercing damage according to the table below:

Size	Base Damage
Tiny	1 (Do not add Strength)
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8

Fungal Infection. The bite attack gains the following additional text: "If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target is transformed into a Fungal Dead."

Creature Type. The Fungal Dead are not true undead, and retain their creature type. Particularly advanced cases may have the Plant type instead of undead.

Damage Vulnerability. The Fungal Dead gain vulnerability to fire damage.

Speed. Increase all forms of base speed by 10 ft.

VARIANT: SPROUTING ZOMBIES

These zombies are actively sprouting spores. Remove the increase to their base speed. Creatures beginning a turn adjacent to a Sprouting Zombie require a saving throw against the infection just as if they had been bitten.

MANAGING THE INFECTION

Whether or not the infection is curable after a creature has been infected is up to the DM. Sprouting zombies may be beyond saving, and require Raise Dead or Resurrection, whereas your basic Fungal Dead may be curable with a Greater Restoration. For increased horror, the time interval between maximum hit point reduction can be decreased to 1 hour instead of 24 hours. At the DM's discretion, saving throws against the disease may be rolled secretly to further increase the horror and uncertainty.

Quick thinking, such as amputation, may grant an additional saving throw against the infection, or advantage if the save has not yet been rolled.

Creatures killed by the Fungal Dead's physical attacks and not the disease will not rise again as Fungal Dead, although they may develop into fungal blights that can serve as dangerous terrain or traps. The Gas Spore from the the Monster Manual is an ideal template for this kind of threat.



PLAGUEBORN

Plagueborn on the other hand are true undead. The disease that causes such infestations is almost certainly magical in nature. Such infection is usually spread through blood contact or bites, but may also be spread through tainted food or vile potions brewed by practitioners of dark magic. The virulence that rots their flesh leaves it vulnerable to dismemberment.

Bite Attacks. The Plagueborn gain a bite attack it may use in place of a slam attack. It deals base piercing damage according to the following table:

Size	Base Damage
Tiny	1 (Do not add Strength)
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8

Necrotic Rot. The Plagueborn's bite attack gains the following text: "If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every hour. Once infected, if at anytime the target's hit points reach 0, it dies. At some point within the next 24 hours, it rises again as one of the Plagueborn unless the body is destroyed.

Damage Vulnerability. The Plagueborn gain vulnerability to slashing damage.

MANAGING THE INFECTION

Once infected, it does not actually matter what kills the host. If the corpse is intact, it will rise again as one of the plagueborn. Against such infestations, burning the dead becomes a matter of practical necessity.

There is no cure unfortunately, once one has become one of the plagueborn, destroying the undead is necessary for most forms of resurrection.

THE POSSESSED

Sometimes, angry elemental spirits can occupy the bodies of the recently departed. The type of spirit willing to defile and desecrate the dead in such a way is almost never a friendly one, and is incredibly difficult to intimidate or frighten as it cares not for the well being of the corpse it possesses. Even worse, unlike most forms of zombies, they can be dangerously clever as the spirit retains its full mental faculties.

As such, these variants are not designed to be balanced around maintaining the base creature's current Challenge Rating, if you choose to play them tactically, raising the Challenge Rating may be appropriate. All four variants of the possessed share the following traits:

Elemental. The zombie gains the elemental creature type in addition to the undead type.

Exorcism Vulnerability. A casting of *Protection from Evil and Good* if delivered with a melee spell attack, or any similar spell or effect that prevents possession will immediately expel the elemental spirit from the possessed body, effectively banishing the spirit and returning the corpse to rest.

Malevolent Intellect. The zombie has the following minimum ability scores: Intelligence 6, Wisdom 10, Charisma 6.

THE BREATHLESS DEAD

Possessed by an angry elemental spirit of air, the Breathless are one of the more terrifying zombies a party may face. With gale force winds constantly whipping around them, they descend upon the skies upon the living seeking only vengeance for some past slight or insult.

Bound by Earth. If successfully hit by even just a handful of earth or mud, the Breathless Dead loses its Flight and Vortex abilities for 1 minute.

Damage Immunities. The Breathless Dead are immune to lightning damage.

Flight. The Breathless Dead have an innate fly speed equal to twice their base speed.

Vortex. The Breathless Dead is surrounded by a swirling gale of violent wind in a 30-foot radius. While this vortex is active, the Breathless Dead has resistance to all damage from ranged attacks, and all ranged attacks passing through the vortex have disadvantage. The Breathless Dead may choose to activate or suppress this ability at will as a bonus action.

THE BURNING DEAD

Possessed by an angry elemental spirit of fire, the Burning Dead seek simply to destroy and incinerate. This is a task made simple by the ever burning corpse it now possesses.

Bound by Water. If successfully hit by even a splash of ice or water, the Burning Dead loses its Burning Blows and Detonation abilities for 1 minute.

Burning Blows. The Burning Dead are coated in sheets of flame. Their melee attacks deal an extra 3 (1d6) fire damage per blow.

Damage Immunities. The Burning dead are immune to fire damage.

Damage Vulnerability. The Burning Dead are vulnerable to cold damage.

Detonation. The Burning Dead explode upon reaching 0 hit points, every creature in a 15-foot radius must make a Dexterity saving throw with a DC equal to 8 + the zombie's Strength modifier + the zombie's proficiency bonus, taking 16 (3d10) fire damage on a failed saving throw, or half as much on a success.

THE FROZEN DEAD

Possessed by an angry elemental spirit of water, the Frozen Dead seek to drown, freeze, and destroy the living. The chill in the air and frozen earth surrounding them betrays their nature.

Bound by Fire. If struck with flame of any type, magical or mundane, the Frozen Dead loses its Detonation and Frigid Blows abilities for 1 minute.

Damage Immunities. The Frozen dead are immune to cold damage.

Damage Vulnerability. The Frozen Dead are vulnerable to fire damage.

Detonation. The Frozen Dead explode upon reaching 0 hit points, every creature in a 15-foot radius must make a Constitution saving throw with a DC equal to 8 + the zombie's Strength modifier + the zombie's proficiency bonus, taking 16 (3d10) cold damage on a failed saving throw, or half as much on a success.

Fields of Ice. The ground in a 30-foot radius surrounding the Frozen Dead freezes over, requiring a DC 10 Dexterity (Acrobatics) check to cross if a creature moves more than half its speed, falling prone on a failure.

Frigid Blows. The very touch of the Frozen Dead saps heat from the living. Their melee attacks deal an extra 3 (1d6) cold damage per blow.

Frostwalker. The Frozen Dead can freely move across water and ice without any movement penalties. It gains a swim speed equal to its base speed, and if it so chooses can walk across the surface of the water.





THE SUNKEN DEAD

Possessed by an angry elemental spirit of earth, the sunken dead glide through earth stone as if it were hardly even there. Their flesh seems to become hardened like stone, and their blows hammer down without mercy or humanity upon the living.

Bound by Air. If the Sunken Dead is ever separated from the ground this will immediately expel the elemental spirit from the possessed body, effectively banishing the spirit and returning the corpse to rest.

Burrow. The Sunken Dead gains a burrow speed equal to its base speed.

Damage Immunities. The Sunken Dead is immune to acid damage.

Earth Glide. The Sunken Dead can burrow through non magical, unworked earth and stone. While doing so, the Sunken Dead doesn't disturb the material it moves through.

Earth Sense. The Sunken Dead can sense creatures touching the ground within 120 ft., even without line of sight.

Ground as Cover. The Sunken Dead will be mostly submerged in stone when not attacking, and as such will usually have either 1/2 cover (+2 AC) or 3/4 cover (+5 AC) at all times except when it lunges forth to strike.

Skills. The Sunken Dead is proficient in the Athletics skill.

THE SACRED

Not all zombies are cursed. Some are sacred and honored spirits. In such circumstances, the zombie is either an ancestral spirit watching over its descendants or a guardian for a sacred place, such as an ancestral tomb or burial ground.

HONORED ANCESTORS

An eternity spent watching their descendants both prosper and fail gives these spirits great wisdom and temperance. Hardly ever in a hurry, they can be great assets when seeking advice and information about their family. They are rarely concerned with matters not directly involved with their legacy however, and are unlikely to interfere for or against any such causes.

Alignment. The Honored Dead retains the alignment it had in life.

Burial Raiments. The Honored Dead retains any equipment it was buried or cremated with. In many cultures, this will include weapons and armor.

Extraplanar. The Honored Dead no longer treats the material plane as its native plane of existence, instead calling home whatever plane its afterlife calls it to.

Sagely Advice. 3/day The Honored dead may cast *Augury* or *Divination**. It is extremely unlikely to do so unless the questions asked involve its descendants.

Watchful Eye (1/day). The Honored Dead may cast *Scrying* targeting one of its descendants regardless of range. It does not need a material component or focus for this effect.

Wisdom of the Ancients. Time has granted even the densest of these spirits some modicum of wisdom and learning. They have a minimum Intelligence and Charisma score of 10, and a minimum Wisdom of 13, or the mental ability scores they had in life, whichever is higher.

ZOMBIES BY CHALLENGE RATING

CHALLENGE 0 (10 XP)

Raven	27
Sprite	17
Zombie Child	12
Zombie Torso	14

CHALLENGE 1/8 (25 XP)

Giant Rat	25
Goblin	12

CHALLENGE 1/4 (50 XP)

Kenku	14
Mastiff	27
Wolf	29
Wood Elf	8

CHALLENGE 1/2 (100 XP)

Ape	20
Blink Dog	20
Dragonborn	7
Hill Dwarf	8
Lizardman	15
Orc	17
Swarm of Rats	28
Swarm of Ravens	28
Tiefling	18
Troglodyte	19
Warhorse	29
Zombie Legionnaire	13

CHALLENGE 1 (200 XP)

Brown Bear	21
Giant Eagle	25

CHALLENGE 2 (450 XP)

Black Dragon Wyrmling	21
Centaur	6
Giant Constrictor Snake	26
Tiefling, Infernal	18

CHALLENGE 3 (700 XP)

Human Mob	13
Manticore	26

CHALLENGE 4 (1,100 XP)

Ettn	9
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CHALLENGE 5 (1,800 XP)

Hill Giant	11
Medusa	15
Troll	19

CHALLENGE 6 (2,300 XP)

Young Green Dragon	22
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CHALLENGE 7 (2,900 XP)

Mind Flayer	16
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CHALLENGE 8 (3,900 XP)

Fire Giant	10
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CHALLENGE 12 (8,400 XP)

Storm Giant	11
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CHALLENGE 15 (13,000 XP)

Adult Red Dragon	23
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CHALLENGE 18 (20,000 XP)

Ancient White Dragon	24
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SHAMBLE STALK SWARM

Ravenous hunger, mindless anger, and a thirst for vengeance upon the living. Zombies have always been a dark mirror for the worst in our natures. Driven by primal need and instinct, there is so little yet so much that separates us from the soulless mob. Such an iconic threat deserves a more in depth look.

Inside you will find 41 new zombies, and over 20 templates to bring back zombies to your game as the terrifying threat they should be.



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