

APPENDIX A: UNDEAD MINIONS

A guide to necromancy is not complete without a host of new undead creatures to summon and control. Here's an overview of the additional zombie options that you'll find in this appendix.

Zombie Option	CR
Zombie Vermin	0
Stirge Zombie	1/8
Boar Zombie	1/4
Constrictor Snake Zombie	1/4
Mastiff Zombie	1/4
Panther Zombie	1/4
Swarm of Zombie Vermin	1/4
Axe Beak Zombie	1/2
Black Bear Zombie	1/2
Cockatrice Zombie	1/2
Crocodile Zombie	1/2
Darkmantle Zombie	1/2
Harpy Zombie	1/2
Ankheg Zombie	1
Brown Bear Zombie	1
Centaur Zombie	1
Dragon Wyrmling Zombie	1
Grick Zombie	1
Pegasus Zombie	1
Worg Zombie	1
Elephant Zombie	2
Griffon Zombie	2
Minotaur Zombie	2
Owlbear Zombie	2
Winter Wolf Zombie	2
Basilisk Zombie	3
Bulette Zombie	3
Chimera Zombie	3
Ettin Zombie	3
Unicorn Zombie	3
Giant Zombie	4
Troll Zombie	4
Wyvern Zombie	4
Gorgon Zombie	5
T-Rex Zombie	5
Young Dragon Zombie	5



CREATING MINIONS

You can use the following templates to create minions that aren't included **Appendix A: Undead Minions**.

Creating Zombies. Start with the creature's entry in the *Monster's Manual* and apply the following template.

- Remove its armor and weapons.
- Reduce its speed by 10.
- Reduce its dexterity score by 4.
- Reduce its intelligence and charisma scores to 7 or less.
- Give it the Undead Fortitude feature.
- Give it darkvision out to 60 ft.
- Give it immunity to poison damage and the poisoned condition.

Creating Skeletons. Start with the creature's entry in the *Monster's Manual* and apply the following template.

- Reduce its intelligence and charisma scores to 7 or less.
- Give it darkvision out to 60 ft.
- Give it immunity to poison damage and the poisoned condition.
- Give it vulnerability to bludgeoning damage.

If you want to reduce the creature's challenge rating, so it becomes a more reasonable summon for *animate dead* or *create undead*, you can take away some or all of its secondary attacks and special abilities, as well as any legendary actions and resistances it might have.

Book of the Dead

ANKHEG ZOMBIE

Large undead, unaligned

1
CR

Armor Class 12 (natural armor)
Hit Points 39 (6d10 + 6)
Speed 20 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	13 (+1)	1 (-5)	10 (+0)	3 (-4)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages —
Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the zombie ankheg 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 ankheg drops to 1 hit point instead.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the zombie ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Necrotic Spray (Recharge 6). The zombie ankheg spits necrotic energy in a line that is 30 ft. long and 5 ft. wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one.

APE ZOMBIE

Medium undead, unaligned

1/2
CR

Armor Class 10
Hit Points 26 (4d8 + 8)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the ape 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 ape zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The ape zombie makes two fist attacks.

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

Rock. Ranged Weapon Attack: +5 to hit, range 25/50 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

AXE BEAK ZOMBIE

Large undead, unaligned

1/2
CR

Armor Class 9
Hit Points 32 (5d10 + 5)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the axe beak 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 axe beak zombie drops to 1 hit point instead.

ACTIONS

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

BASILISK ZOMBIE

Medium undead, unaligned

3
CR

Armor Class 10 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	4 (-3)	15 (+2)	2 (-4)	8 (-1)	7 (-2)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 3 (700 XP)

Petrifying Gaze. If a creature starts its turn within 30 ft. of the basilisk zombie and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

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

If the basilisk sees its reflection within 30 ft. of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

Undead Fortitude. If damage reduces the basilisk 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 basilisk zombie drops to 1 hit point instead.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

BLACK BEAR ZOMBIE

Medium undead, unaligned

1/2
CR

Armor Class 9 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the black bear 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 black bear zombie drops to 1 hit point instead.

ACTIONS

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

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

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

BOAR ZOMBIE

Medium undead, unaligned

1/4
CR

Armor Class 9 (natural armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	7 (-2)	14 (+2)	2 (-4)	9 (-1)	5 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 1/4 (50 XP)

Charge. If the boar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Undead Fortitude. If damage reduces the boar 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 boar zombie drops to 1 hit point instead.

ACTIONS

Tusk. Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

BROWN BEAR ZOMBIE

Large undead, unaligned

1
CR

Armor Class 9 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	16 (+3)	2 (-4)	11 (+0)	7 (-2)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the brown bear 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 brown bear zombie drops to 1 hit point instead.

ACTIONS

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

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

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

BULETTE ZOMBIE

Large undead, unaligned

3
CR

Armor Class 15 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	19 (+4)	2 (-4)	10 (+0)	5 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages —
Challenge 3 (700 XP)

Undead Fortitude. If damage reduces the bulette 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 bulette drops to 1 hit point instead.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 30 (4d12 + 4) piercing damage.

Deadly Leap. If the bulette zombie jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette zombie's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

GENTAUR ZOMBIE

Large undead, unaligned

1
CR

Armor Class 10
Hit Points 45 (6d10 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	3 (-4)	10 (+0)	3 (-4)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Can't speak but understand elvish and sylvan
Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the centaur 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 centaur drops to 1 hit point instead.

ACTIONS

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

CHIMERA ZOMBIE

Large undead, unaligned

3
CR

Armor Class 12 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	7 (-2)	19 (+4)	3 (-4)	10 (+0)	4 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Understands draconic but can't speak
Challenge 3 (700 XP)

Undead Fortitude. If damage reduces the chimera 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 chimera drops to 1 hit point instead.

ACTIONS

Multiattack. The chimera makes two attacks: one with its bite and one with its horns.

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

Horns. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) bludgeoning damage.

Necrotic Breath (Recharge 5-6). The dragon head exhales necrotic energy in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 22 (5d8) necrotic damage on a failed save, or half as much damage on a successful one.

COCKATRICE ZOMBIE

Small undead, unaligned

1/2
CR

Armor Class 9
Hit Points 27 (6d6 + 6)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	8 (-1)	12 (+1)	2 (-4)	13 (+1)	5 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the cockatrice 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 cockatrice zombie drops to 1 hit point instead.

ACTIONS

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one creature. Hit: 1 (1d6 - 1) piercing damage and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

CONSTRUCTOR SNAKE ZOMBIE 1/4

Large undead, unaligned

1/4
CR

Armor Class 10
Hit Points 13 (2d10 + 2)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Undead Fortitude (Zombie). If damage reduces the constrictor snake 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 constrictor snake zombie drops to 1 hit point instead.

ACTIONS

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

Constrict. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake zombie can't constrict another target.

CROCODILE ZOMBIE

Large undead, unaligned

1/2
CR

Armor Class 10 (natural armor)
Hit Points 30 (4d10 + 8)
Speed 20 ft., swim 20 ft.

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

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the crocodile 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 crocodile drops to 1 hit point instead.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

DARKMANTLE ZOMBIE

Small undead, unaligned

1/2
CR

Armor Class 9
Hit Points 31 (7d6 + 7)
Speed 10 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Echolocation. The darkmantle can't use its blindsight while deafened.

False Appearance. While the darkmantle remains motionless, it is indistinguishable from a cave formation such as a stalactite or stalagmite.

Undead Fortitude (Zombie). If damage reduces the darkmantle 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 darkmantle zombie drops to 1 hit point instead.

ACTIONS

Crush. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) bludgeoning damage, and the darkmantle zombie attaches to the target. If the target is Medium or smaller and the darkmantle zombie has advantage on the attack roll, it attaches by engulfing the target's head, and the target is also blinded and unable to breathe while the darkmantle zombie is attached in this way. While attached to the target, the darkmantle zombie can attack no other creature except the target but has advantage on its attack rolls. The darkmantle zombie's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target.

A creature can detach the darkmantle zombie by making a successful DC 13 Strength check as an action. On its turn, the darkmantle zombie can detach itself from the target by using 5 feet of movement.

DRAGON WYRMLING ZOMBIE

Medium undead, unaligned

1
CR

Armor Class 15 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	4 (-3)	11 (+0)	6 (-2)

Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages Understands draconic, but can't speak
Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the dragon wyrmling 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 dragon wyrmling zombie drops to 1 hit point instead.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

Necrotic Breath (Recharge 5-6). The dragon exhales necrotic in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

ELEPHANT ZOMBIE

Huge undead, unaligned

2
CR

Armor Class 9 (natural armor)
Hit Points 76 (8d12 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	5 (-3)	17 (+3)	3 (-4)	11 (+0)	6 (-2)

Damage Immunities poison
Condition Immunities poisoned
Senses Darkvision 60 ft., passive Perception 10
Languages —
Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the elephant 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 elephant drops to 1 hit point instead.

ACTIONS

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) piercing damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one prone creature. Hit: 22 (3d10 + 6) bludgeoning damage.

ETTIN ZOMBIE

Large undead, unaligned

3
CR

Armor Class 10 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	4 (-3)	17 (+3)	4 (-3)	10 (+0)	8 (-1)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Understands giant and orc, but can't speak
Challenge 3 (700 XP)

Two Heads. The ettin 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 ettin 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 ettin zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The ettin zombie makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 14 (2d8 + 5) bludgeoning damage.

GIANT ZOMBIE

Huge undead, unaligned

4
CR

Armor Class 12 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	18 (+4)	3 (-4)	11 (+0)	3 (-4)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common, Giant
Challenge 4 (1100 XP)

Undead Fortitude. If damage reduces the giant 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 giant drops to 1 hit point instead.

ACTIONS

Slam. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 24 (4d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage.

GORGON ZOMBIE

Large undead, unaligned

5
CR

Armor Class 17 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	18 (+4)	2 (-4)	9 (-1)	5 (-3)

Damage Immunities petrified, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 5 (1800 XP)

Trampling Charge. If the gorgon zombie moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the gorgon can make one attack with its hooves against it as a bonus action.

Undead Fortitude (Zombie). If damage reduces the gorgon 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 gorgon zombie drops to 1 hit point instead.

ACTIONS

Gore. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 18 (2d12 + 5) piercing damage.

Hooves. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage.

Petrifying Breath (Recharge 5-6). The gorgon zombie exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on a DC 12 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the greater restoration spell or other magic.

GRICK ZOMBIE

Medium undead, unaligned

1
CR

Armor Class 12 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 20 ft., climb 20 ft.

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

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 1 (200 XP)

Stone Camouflage. The grick zombie has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Undead Fortitude. If damage reduces the grick 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 grick zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The grick makes one attack with its tentacles. If that attack hits, the grick can make one beak attack against the same target.

Tentacles. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

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

GRIFFON ZOMBIE

Large undead, unaligned

2
CR

Armor Class 10
Hit Points 59 (7d10 + 21)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	2 (-4)	9 (-1)	5 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the griffon 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 griffon drops to 1 hit point instead.

ACTIONS

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

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

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

HARPY ZOMBIE

Medium undead, unaligned

1/2
CR

Armor Class 9
Hit Points 38 (7d8 + 7)
Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	12 (+1)	7 (-2)	10 (+0)	13 (+1)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

Undead Fortitude (Zombie). If damage reduces the harpy 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 harpy drops to 1 hit point instead.

ACTIONS

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

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

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

MASTIFF ZOMBIE

Medium undead, unaligned

1/4
CR

Armor Class 10
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	3 (-4)	9 (-1)	7 (-2)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 1/4 (50 XP)

Undead Fortitude (Zombie). If damage reduces the mastiff 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 mastiff zombie drops to 1 hit point instead.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

MEDUSA ZOMBIE

Medium undead, unaligned

5
CR

Armor Class 13 (natural armor)
Hit Points 127 (17d8 + 51)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	16 (+3)	5 (-3)	13 (+1)	6 (-2)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Understands common, but can't speak
Challenge 5 (1800 XP)

Petrifying Gaze. When a creature that can see the medusa's eyes starts its turn within 30 ft. of the medusa, the medusa zombie can force it to make a DC 14 Constitution saving throw if the medusa 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 medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save. If the medusa sees itself reflected on a polished surface within 30 ft. of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

Undead Fortitude. If damage reduces the medusa 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 medusa drops to 1 hit point instead.

ACTIONS

Multiattack. The medusa zombie makes a slam attack and an attack with its snake hair.

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

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

MINOTAUR ZOMBIE

Large undead, unaligned

2
CR

Armor Class 12 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (-2)	16 (+3)	4 (-3)	16 (+3)	7 (-2)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Understands abyssal, but can't speak
Challenge 2 (450 XP)

Charge. If the minotaur zombie moves at least 10 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 ft. away and knocked prone.

ACTIONS

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage.

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

OGRE ZOMBIE

Large undead, neutral evil

2
CR

Armor Class 8
Hit Points 85 (9d10 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages Understands common and giant but can't speak
Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the ogre 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

Morningstar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

OWLBEAR ZOMBIE

Large undead, unaligned

2
CR

Armor Class 11 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the owlbear 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 owlbear drops to 1 hit point instead.

ACTIONS

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

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

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

PANTHER ZOMBIE

Medium undead, unaligned

1/4
CR

Armor Class 10
Hit Points 13 (3d8 + 0)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 12
Languages —
Challenge 1/4 (50 XP)

Pounce. If the panther moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

Undead Fortitude. If damage reduces the panther 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 panther zombie drops to 1 hit point instead.

ACTIONS

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

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

PEGASUS ZOMBIE

Large undead, unaligned

1
CR

Armor Class 10
Hit Points 59 (7d10 + 21)
Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 12
Languages Understands common, elvish, sylvan and celestial but can't speak.
Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the zombie pegasus 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 pegasus drops to 1 hit point instead.

ACTIONS

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

REEF SHARK ZOMBIE

Medium undead, unaligned

1/4
CR

Armor Class 10 (natural armor)
Hit Points 32 (5d8 + 10)
Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the reef shark 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 reef shark zombie drops to 1 hit point instead.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

STIRGE ZOMBIE

Tiny undead, unaligned

1/8
CR

Armor Class 12 (natural armor)
Hit Points 2 (1d4 + 0)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 1/8 (25 XP)

Undead Fortitude. If damage reduces the stirge 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 stirge zombie drops to 1 hit point instead.

ACTIONS

Blood Drain. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss. The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

SWARM OF ZOMBIE VERMIN

Medium swarm of tiny beasts (undead), unaligned

1/4
CR

Armor Class 10
Hit Points 21 (6d8 - 6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned, poisoned
Senses darkvision 30 ft., passive Perception 10
Languages —
Challenge 1/4 (50 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 Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Undead Fortitude (swarm). When the swarm takes damage, it must make a Constitution saving throw with a DC of 10 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the swarm takes no damage.

ACTIONS

Bites. Melee Weapon Attack: +2 to hit, reach 0 ft., one target in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

TROLL ZOMBIE

Large undead, unaligned

4
CR

Armor Class 13
Hit Points 84 (8d10 + 40)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Understands giant, but can't speak
Challenge 4 (1100 XP)

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

ACTIONS

Multiattack. The troll zombie makes two attacks: one bite attack and one claw attack.

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

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

TYRANNOSAURUS REX ZOMBIE

Huge undead, unaligned

5
CR

Armor Class 11 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	6 (-2)	19 (+4)	2 (-4)	10 (+0)	4 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 5 (1800 XP)

Undead Fortitude. If damage reduces the tyrannosaurus rex 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 tyrannosaurus rex drops to 1 hit point instead.

ACTIONS

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 30 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

Tail. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

UNICORN ZOMBIE

Large undead, unaligned

3
CR

Armor Class 10
Hit Points 90 (12d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	4 (-3)	11 (+0)	7 (-2)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Understands celestial, elvish and sylvan, but can't speak
Challenge 3 (700 XP)

Charge. If the unicorn zombie moves at least 20 ft. straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

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

Magic Weapons. The unicorn zombie weapon attacks are magical.

ACTIONS

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

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

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

Decaying Touch (3/Day). The unicorn zombie touches another creature with its horn. The target must succeed on a DC 15 Constitution saving throw or take 22 (4d8 + 4) necrotic damage and be poisoned for 1 minute. On a successful save, the target takes only half damage and isn't poisoned.

VERMIN ZOMBIE

Tiny beast, unaligned

0
CR

Armor Class 10
Hit Points 7 (2d4 + 2)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	12 (-1)	2 (-4)	10 (+0)	4 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 30 ft., passive Perception 10
Languages —
Challenge 0 (10 XP)

Undead Fortitude. If damage reduces the vermin 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 vermin zombie drops to 1 hit point instead.

ACTIONS

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

WINTER WOLF ZOMBIE

Large undead, unaligned

2
CR

Armor Class 11 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	14 (+2)	4 (-3)	12 (+1)	8 (-1)

Damage Immunities cold, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the winter wolf 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 winter wolf zombie drops to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Necrotic Breath. The wolf zombie exhales a blast of necrotic energy in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

WORG ZOMBIE

Large undead, unaligned

1
CR

Armor Class 11 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	3 (-4)	11 (+0)	4 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Understands common and worg, but can't speak
Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the worg 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 worg drops to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

WYVERN ZOMBIE

Large undead, unaligned

4
CR

Armor Class 11 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 4 (1100 XP)

Undead Fortitude. If damage reduces the wyvern 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 wyvern zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Stinger. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

YOUNG DRAGON ZOMBIE

Large undead, unaligned

5
CR

Armor Class 15 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	17 (+3)	4 (-3)	10 (+0)	3 (-4)

Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 10
Languages Understands common and draconic but can't speak
Challenge 5 (1800 XP)

Undead Fortitude. If damage reduces the zombie young dragon 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 young dragon drops to 1 hit point instead.

ACTIONS

Multiattack. The dragon makes one bite attack and two attacks with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Necrotic Breath (Recharge 5-6). The dragon exhales necrotic energy in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 31 (7d8) necrotic damage on a failed save, or half as much damage on a successful one.