

ZOMBIE

MM P316

Medium Undead, Neutral Evil

Armor Class	Hit Points	Speed	Challenge	PB	
8	22 (3d8 + 9)	20 ft.	1/4 (50 XP)	+2	
STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Imm. poison

Condition Imm. poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands all languages it spoke in life but can't speak

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.