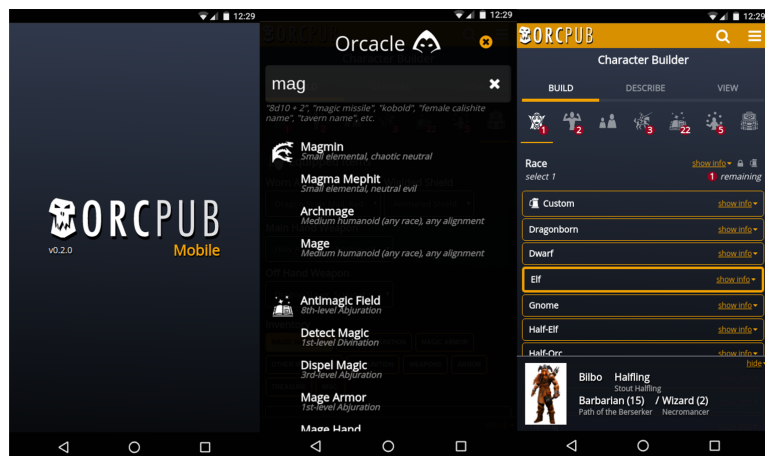


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D&D 5e

## Ogre Zombie

*Large undead, neutral evil*

Armor Class 8

Hit Points 85 (9d10 + 36)

Speed 30 ft. ft.

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

Proficiency Bonus +2

Saving Throws Wis +0

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 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.

### Description

### Actions

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

Appendix A: Miscellaneous Creatures This appendix contains statistics for various animals, vermin, and other critters. The stat blocks are organized alphabetically by creature name.