

# Zombie

March 8, 2023



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

**Skills**

**Damage Resistances**

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** understands the languages it knew in life but can't speak

**Challenge** 44930 (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.