Skeleton

March 8, 2023

undead

Warhorse Skeleton

March 8, 2023

undead

Minotaur Skeleton

March 8, 2023

undead

Ghoul

March 8, 2023

undead

Ghast

March 8, 2023

undead

Zombies

March 8, 2023

- Cyberzombie
- Ogre Zombie
- Undead Countess
- Undead Guardian Hound
- Zombie

Skeletons

March 8, 2023

- [Minotaur Skeleton](#)
- [Skeleton](#)
- [Warhorse Skeleton](#)

Cyberzombie

March 8, 2023

Medium undead, neutral evil

- **Armor Class** 16 (Power Armor)
- **Hit Points** 30 (4d8 + 12)
- **Speed** 30 ft.

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

- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned
- **Senses** darkvision 60 ft., passive Perception 8
- **Languages** the languages it knew in life
- **Challenge** 5 (1,800 XP)

Reanimation (1/day). When the cyberzombie drops to 0 hit points, it can use its reaction to reattach its head and return to 1 hit point.

Actions

Multiattack. The Cyberzombie makes two Cyber Slam attacks.

Cyber Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage.

Plasma Cannon. Ranged Weapon Attack: +5 to hit, range 60/180 ft., one target. Hit: 11 (2d8 + 2) radiant damage.

Taser Gauntlet (Recharge 5–6). The Cyberzombie adds 7 (2d6) electrical damage to its Cyber Slam attack.

Skeletal Miner

March 8, 2023

Medium undead, lawful evil

- **Armor Class** 14 (hide armor)

- **Hit Points** 13 (2d8 + 4)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

- **Damage Vulnerabilities** bludgeoning
- **Damage Immunities** piercing, poison
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands the languages it knew in life but can't speak
- **Challenge** 1/4 (50 XP)

War Pick. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Rubble Rumble (Recharge 6). If the Skeletal Miner is within 5 ft. of a mine or cave wall, it can slam its pick on the wall and send a shockwave through the ceiling, causing a collapse in a 20-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save, or half as much damage on a successful one.