

ZOMBIE GIANT

Huge • Undead • Neutral Evil

Armor Class 13

Initiative -2 (8)

Hit Points 162 (13d12 + 78)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	6 (-2)	22 (+6)	3 (-4)	8 (-1)	6 (-2)

Saving Throws Str +8, Con +9, Wis +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

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

CR 7 (XP 2,900; PB +3)



Putrefaction. While the zombie giant is bloodied, *Constitution Saving Throw*: DC 17, any creature starting its turn in a 10-foot emanation originating from the zombie giant. *Failure*: The target becomes poisoned. While poisoned this way, the target spends its action retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

Undead Fortitude. If damage reduces the zombie giant to 0 hit points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is radiant or from a critical hit. On a successful save, the zombie giant drops to 1 hit point instead.

Unusual Nature. The zombie giant doesn't require air, food, drink, or sleep.

Zombie Meal. The zombie giant has 1d2 **zombies** swallowed at the start of combat.

ACTIONS

Multiattack. The zombie giant makes two attacks, only one of which can be a Bite attack.

Slam. *Melee Weapon Attack*: +8, reach 10 ft. *Hit*: 19 (3d8 + 5) bludgeoning damage.

ZOMBIE GIANT — WEAKER

Armor Class 12

Initiative -2 (8)

Hit Points 92 (8d12 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	20 (+5)	3 (-4)	8 (-1)	6 (-2)

Saving Throws Str +6, Con +7, Wis +1

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

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

CR 4 (XP 1,100; PB +2)



Putrefaction. While the zombie giant is bloodied, *Constitution Saving Throw*: DC 15, any creature starting its turn in a 10-foot emanation originating from the zombie giant. *Failure*: The target becomes poisoned. While poisoned this way, the target spends its action retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

Undead Fortitude. If damage reduces the zombie giant to 0 hit points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is radiant or from a critical hit. On a successful save, the zombie giant drops to 1 hit point instead.

Unusual Nature. The zombie giant doesn't require air, food, drink, or sleep.

Zombie Meal. The zombie giant has 1d2 - 1 **zombies** swallowed at the start of combat.

ACTIONS

Multiattack. The zombie giant makes two attacks, only one of which can be a Bite attack.

Slam. *Melee Weapon Attack*: +6, reach 10 ft. *Hit*: 13 (2d8 + 4) bludgeoning damage.

ZOMBIE GIANT — STRONGER

Armor Class 14

Initiative -2 (8)

Hit Points 216 (16d12 + 112)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	6 (-2)	24 (+7)	3 (-4)	8 (-1)	6 (-2)

Saving Throws Str +10, Con +11, Wis +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

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

CR 10 (XP 5,900; PB +4)

Putrefaction. While the zombie giant is bloodied, *Constitution Saving Throw*: DC 19, any creature starting its turn in a 10-foot emanation originating from the zombie giant. *Failure*: The target becomes poisoned. While poisoned this way, the target spends its action retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

Undead Fortitude. If damage reduces the zombie giant to 0 hit points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is radiant or from a critical hit. On a successful save, the zombie giant drops to 1 hit point instead.

Unusual Nature. The zombie giant doesn't require air, food, drink, or sleep.

Zombie Meal. The zombie giant has 1d3 **zombies** swallowed at the start of combat.

ACTIONS

Multiattack. The zombie giant makes two attacks, only one of which can be a Bite attack.

Slam. *Melee Weapon Attack*: +10, reach 10 ft. *Hit*: 24 (4d8 + 6) bludgeoning damage.

Bite. *Melee Weapon Attack*: +6, reach 5 ft., one grappled creature. *Hit*: 11 (2d6 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14).

BONUS ACTIONS

Swallow. *Strength Saving Throw*: DC 15, one Medium or smaller creature grappled by the zombie giant (it can have up to two creatures swallowed at a time). *Failure*: The target is swallowed by the zombie giant, and the grapple ends. A creature swallowed by the zombie giant is restrained; it has three-quarters cover against attacks and other effects outside the zombie giant. The target can perceive its surroundings partially through the shredded body of the zombie giant. At the start of each of the target's turns, it takes 7 (2d6) poison damage and must save against the Putrefaction trait, even if the zombie giant is not bloodied.

As an action, the swallowed target can make a DC 15 Strength check, provided the zombie is bloodied, to escape from the zombie's ripped-open body, exiting prone. If the zombie is dead, a target automatically succeeds on the check.



Bite. *Melee Weapon Attack*: +10, reach 5 ft., one grappled creature. *Hit*: 20 (4d6 + 6) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 19).

BONUS ACTIONS

Swallow. *Strength Saving Throw*: DC 19, one Medium or smaller creature grappled by the zombie giant (it can have up to four creatures swallowed at a time). *Failure*: The target is swallowed by the zombie giant, and the grapple ends. A creature swallowed by the zombie giant is restrained; it has three-quarters cover against attacks and other effects outside the zombie giant. The target can perceive its surroundings partially through the shredded body of the zombie giant. At the start of each of the target's turns, it takes 14 (4d6) poison damage and must save against the Putrefaction trait, even if the zombie giant is not bloodied.

As an action, the swallowed target can make a DC 19 Strength check, provided the zombie is bloodied, to escape from the zombie's ripped-open body, exiting prone. If the zombie is dead, a target automatically succeeds on the check.