HORDE OF ZOMBIES

Gargantuan • Swarm of Medium Undead • Neutral Evil

Armor Class 7 **Initiative** -3 (7)
Hit Points 116 (8d20 + 32)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	5 (-3)	18 (+4)	3 (-4)	6 (-2)	7 (-2)

Saving Throws Str +6, Con +7, Wis +1
Skills Perception +1
Damage Resistances necrotic; bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 11
Languages understands all languages it spoke in life but can't speak
CR 5 (XP 1,800; PB +3)

Horde. The horde has the height of a Medium creature.

Mass Undead Fortitude. If damage reduces the horde to 0 hit points, it makes a Constitution saving throw (DC 5 plus the damage taken). On a successful save, the horde drops to 1 Hit Point instead.

Overwhelm. *Strength Saving Throw:* DC 14, each hostile creature that starts its turn in the horde's space. *Failure:* The target becomes knocked prone, grappled (escape DC 14), and is restrained until the grapple ends.

Swarm. The horde can occupy another creature's space and vice versa, and the horde can move through any opening large enough for a Medium humanoid. The swarm can't regain hit points or gain temporary hit points.

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

ACTIONS

Multiattack. The horde makes two Slam attacks and uses its Gnawing. If both Slam attacks hit the same creature, the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Slam. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Gnawing. *Dexterity Saving Throw:* DC 14, each hostile creature in the horde's space. *Failure:* 15 (6d4) piercing damage, or 7 (3d4) piercing damage if the horde is bloodied. *Success:* Half damage.

BONUS ACTIONS

Staggered Rush (Recharge 5-6). The horde moves up to its speed toward a hostile creature that it can see. When the horde does so, it counts as bloodied for the purpose of its Gnawing action until the start of its next turn.

HORDE OF ZOMBIES — WEAKER

Gargantuan • Swarm of Medium Undead • Neutral Evil

Armor Class 7 **Initiative** -3 (7)
Hit Points 67 (5d20 + 15)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	5 (-3)	16 (+3)	3 (-4)	6 (-2)	7 (-2)

Saving Throws Str +4, Con +5, Wis +0
Skills Perception +0
Damage Resistances necrotic; bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 10
Languages understands all languages it spoke in life but can't speak
CR 3 (XP 700; PB +2)

Horde. The horde has the height of a Medium creature.

Mass Undead Fortitude. If damage reduces the horde to 0 hit points, it makes a Constitution saving throw (DC 5 plus the damage taken). On a successful save, the horde drops to 1 Hit Point instead.

Overwhelm. *Strength Saving Throw:* DC 12, each hostile creature that starts its turn in the horde's space. *Failure:* The target becomes knocked prone, grappled (escape DC 12), and is restrained until the grapple ends.

Swarm. The horde can occupy another creature's space and vice versa, and the horde can move through any opening large enough for a Medium humanoid. The swarm can't regain hit points or gain temporary hit points.

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

ACTIONS

Multiattack. The horde makes two Slam attacks and uses its Gnawing. If both Slam attacks hit the same creature, the target must succeed on a DC 12 Strength saving throw or be knocked prone.

Slam. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Gnawing. *Dexterity Saving Throw:* DC 12, each hostile creature in the horde's space. *Failure:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the horde is bloodied. *Success:* Half damage.

BONUS ACTIONS

Staggered Rush (Recharge 5-6). The horde moves up to its speed toward a hostile creature that it can see. When the horde does so, it counts as bloodied for the purpose of its Gnawing action until the start of its next turn.

HORDE OF ZOMBIES — STRONGER

Gargantuan • Swarm of Medium Undead • Neutral Evil

Armor Class 7 **Initiative** -3 (7)
Hit Points 159 (11d20 + 44)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	5 (-3)	19 (+4)	3 (-4)	6 (-2)	7 (-2)

Saving Throws Str +6, Con +7, Wis +1
Skills Perception +1
Damage Resistances necrotic; bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 11
Languages understands all languages it spoke in life but can't speak
CR 7 (XP 2,900; PB +3)

Horde. The horde has the height of a Medium creature.

Mass Undead Fortitude. If damage reduces the horde to 0 hit points, it makes a Constitution saving throw (DC 5 plus the damage taken). On a successful save, the horde drops to 1 Hit Point instead.

Overwhelm. *Strength Saving Throw:* DC 14, each hostile creature that starts its turn in the horde's space. *Failure:* The target becomes knocked prone, grappled (escape DC 14), and is restrained until the grapple ends.

Swarm. The horde can occupy another creature's space and vice versa, and the horde can move through any opening large enough for a Medium humanoid. The swarm can't regain hit points or gain temporary hit points.

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

ACTIONS

Multiattack. The horde makes two Slam attacks and uses its Gnawing. If both Slam attacks hit the same creature, the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Slam. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Gnawing. *Dexterity Saving Throw:* DC 14, each hostile creature in the horde's space. *Failure:* 21 (6d6) piercing damage, or 10 (3d6) piercing damage if the horde is bloodied. *Success:* Half damage.

BONUS ACTIONS

Staggered Rush (Recharge 5-6). The horde moves up to its speed toward a hostile creature that it can see. When the horde does so, it counts as bloodied for the purpose of its Gnawing action until the start of its next turn.