

ARMORED ZOMBIE

Medium • Undead • Neutral Evil

Armor Class 17

Initiative 7 (-3)

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	5 (-3)	17 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Con +5

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 8

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

CR 1 (XP 200; PB +2)



Undead Fortitude. If damage reduces the zombie 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 drops to 1 hit point instead.

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

ACTIONS

Greataxe. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 8 (1d12 + 2) slashing damage.

REACTIONS

Stumble. *Trigger:* The zombie misses with an attack roll. *Response - Strength Saving Throw:* DC 12, the attacker. The target is knocked prone. *Failure or Success:* The zombie is knocked prone and can't get up this turn anymore.

ARMORED ZOMBIE — WEAKER

Armor Class 15

Initiative 7 (-3)

Hit Points 13 (2d8 + 4)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	5 (-3)	15 (+2)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 8

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

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



Undead Fortitude. If damage reduces the zombie 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 drops to 1 hit point instead.

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

ACTIONS

Rusted Battleaxe. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 5 (1d8 + 1) slashing damage.

REACTIONS

Stumble. *Trigger:* The zombie misses with an attack roll. *Response - Strength Saving Throw:* DC 11, the attacker. The target is knocked prone. *Failure or Success:* The zombie is knocked prone and can't get up this turn anymore.

ARMORED ZOMBIE — STRONGER

Armor Class 18

Initiative 7 (-3)

Hit Points 51 (6d8 + 24)

Speed 20 ft.

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

Saving Throws Con +6

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 8

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

CR 3 (XP 700; PB +2)



Undead Fortitude. If damage reduces the zombie 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 drops to 1 hit point instead.

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

ACTIONS

Multiattack. The zombie makes two Rusted Greataxe attacks.

Rusted Greataxe. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 8 (1d12 + 3) slashing damage plus 3 (1d6) poison damage.

REACTIONS

Stumble. *Trigger:* The zombie misses with an attack roll. *Response - Strength Saving Throw:* DC 14, the attacker. The target is knocked prone. *Failure or Success:* The zombie is knocked prone and can't get up this turn anymore.