

Zombie

medium ♦ undead ♦ neutral evil

TRAITS

◆ Condition Immunities

This creature is unaffected by the following conditions: poisoned

◆ Undead Regeneration

A zombie that appears dead may later rise and pursue its foes. If a zombie's hit points are reduced to zero, it falls unconscious rather than being killed outright. However, if the zombie is felled by a critical hit or has suffered radiant damage in the last hour, it perishes as normal. Otherwise, the zombie regains 1 hit point at the end of every hour thereafter until fully healed.

ABILITIES

◆ Latch On

As a special attack, the zombie tries to latch onto a target within 5 feet using the grappling rules. Instead of being grappled, the target is "latched-onto" if the zombie's check succeeds, as described below. If the check succeeds by 10 or more, the zombie immediately makes a Gnashing Bite attack against the target as part of the same action.

◆ Gnashing Bite

Melee Weapon Attack: +3 to hit, reach 5 ft., one target that the zombie is Latched-Onto (see above). Hit: 3 (1d4 + 1) slashing damage and the target must succeed on a DC 11 Constitution saving throw or contract the Gift of Dead Lord disease.

New Condition: Latched-Onto. This alternative to the grappled condition halves the target's speed, and the zombie can't drag the target. Additionally, the subject can attempt to escape all latched-on zombies with a single grapple check. Each zombie opposes the escape attempt with its own Strength (Athletics) check, losing its grasp on the subject with a failure.

New Disease: Gift of Dead Lord. A creature that dies while infected immediately rises as a zombie with 1 hit point.

HIT POINTS 24	ARMOUR 8
INITIATIVE -2	SPEED 20
	FLY —
	SWIM —
	BURROW —

+1	STRENGTH SAVE
-2	DEXTERITY SAVE
+3	CONSTITUTION SAVE
-4	INTELLIGENCE SAVE
+0	WISDOM SAVE
-3	CHARISMA SAVE

STR +1 13	DEX -2 6	CON +3 16
INT -4 3	WIS -2 6	CHA -3 5

PASSIVE PERCEPTION	8
60 DARKVISION	TREMORSENSE —
— BLINDSIGHT	TRUESIGHT —

SKILLS

- 2** Acrobatics (Dex)
- 2** Animal Handling (Wis)
- 4** Arcana (Int)
- +1** Athletics (Str)
- 3** Deception (Cha)
- 4** History (Int)
- 2** Insight (Wis)
- 3** Intimidation (Cha)
- 4** Investigation (Int)
- 2** Medicine (Wis)
- 4** Nature (Int)
- 2** Perception (Wis)
- 3** Performance (Cha)
- 3** Persuasion (Cha)
- 4** Religion (Int)
- 2** Sleight of Hand (Dex)
- 2** Stealth (Dex)
- 2** Survival (Wis)

LANGUAGES

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