

APPENDIX A: UNDEAD MINIONS



guide to necromancy is not complete without a host of new undead creatures to summon and control. Here's an overview of the additional zombie options that you'll find in this appendix.

Zombie Option	CR
Zombie Vermin	0
Stirge Zombie	1/8
Boar Zombie	1/4
Constrictor Snake Zombie	1/4
Mastiff Zombie	1/4
Panther Zombie	1/4
Swarm of Zombie Vermin	1/4
Axe Beak Zombie	1/2
Black Bear Zombie	1/2
Cockatrice Zombie	1/2
Crocodile Zombie	1/2
Darkmantle Zombie	1/2
Harpy Zombie	1/2
Ankheg Zombie	1
Brown Bear Zombie	1
Centaur Zombie	1
Dragon Wyrmling Zombie	1
Grick Zombie	1
Pegasus Zombie	1
Worg Zombie	1
Elephant Zombie	2
Griffon Zombie	2
Minotaur Zombie	2
Owlbear Zombie	2
Winter Wolf Zombie	2
Basilisk Zombie	3
Bulette Zombie	3
Chimera Zombie	3
Ettin Zombie	3
Unicorn Zombie	3
Giant Zombie	4
Troll Zombie	4
Wyvern Zombie	4
Gorgon Zombie	5
T-Rex Zombie	5
Young Dragon Zombie	5



CREATING MINIONS

You can use the following templates to create minions that aren't included **Appendix A: Undead Minions**.

Creating Zombies. Start with the creature's entry in the Monster's Manual and apply the following template.

- Remove its armor and weapons.
- Reduce its speed by 10.
- Reduce its dexterity score by 4.
- Reduce its intelligence and charisma scores to 7 or less.
- Give it the Undead Fortitude feature.
- Give it darkvision out to 60 ft.
- Give it immunity to poison damage and the poisoned condition.

Creating Skeletons. Start with the creature's entry in the Monster's Manual and apply the following template.

- Reduce its intelligence and charisma scores to 7 or less.
- Give it darkvision out to 60 ft.
- Give it immunity to poison damage and the poisoned condition.
- Give it vulnerability to bludgeoning damage.

If you want to reduce the creature's challenge rating, so it becomes a more reasonable summon for *animate dead* or *create undead*, you can take away some or all of its secondary attacks and special abilities, as well as any legendary actions and resistances it might have.

Book of the Dead

ANKHEG ZOMBIE

Large undead, unaligned

1

CR

Armor Class 12 (natural armor)

Hit Points 39 (6d10 + 6)

Speed 20 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (–1)	13 (+1)	1 (–5)	10 (+0)	3 (–4)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the zombie ankheg to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie ankheg drops to 1 hit point instead.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the zombie ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Necrotic Spray (Recharge 6). The zombie ankheg spits necrotic energy in a line that is 30 ft. long and 5 ft. wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one.

APE ZOMBIE

Medium undead, unaligned

1/2

CR

Armor Class 10

Hit Points 26 (4d8 + 8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	6 (–2)	12 (+1)	7 (–2)

Skills Athletics +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the ape zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the ape zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The ape zombie makes two fist attacks.

Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Rock. Ranged Weapon Attack: +5 to hit, range 25/50 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

AXE BEAK ZOMBIE

Large undead, unaligned

1/2

CR

Armor Class 9

Hit Points 32 (5d10 + 5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (–1)	12 (+1)	2 (–4)	10 (+0)	5 (–3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the axe beak zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the axe beak zombie drops to 1 hit point instead.

ACTIONS

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

BASILISK ZOMBIE

Medium undead, unaligned

3

CR

Armor Class 10 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	4 (–3)	15 (+2)	2 (–4)	8 (–1)	7 (–2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 3 (700 XP)

Petrifying Gaze. If a creature starts its turn within 30 ft. of the basilisk zombie and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

If the basilisk sees its reflection within 30 ft. of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

Undead Fortitude. If damage reduces the basilisk zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the basilisk zombie drops to 1 hit point instead.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

BLACK BEAR ZOMBIE

Medium undead, unaligned

1/2

CR

Armor Class 9 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (–2)	14 (+2)	2 (–4)	12 (+1)	7 (–2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the black bear zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the black bear zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

BOAR ZOMBIE

Medium undead, unaligned

1/4

CR

Armor Class 9 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	7 (–2)	14 (+2)	2 (–4)	9 (–1)	5 (–3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Charge. If the boar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Undead Fortitude. If damage reduces the boar zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the boar zombie drops to 1 hit point instead.

ACTIONS

Tusk. Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

BROWN BEAR ZOMBIE

Large undead, unaligned

1

CR

Armor Class 9 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (–2)	16 (+3)	2 (–4)	11 (+0)	7 (–2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the brown bear zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the brown bear zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

BULETTE ZOMBIE

Large undead, unaligned

3CR

Armor Class 15 (natural armor)

Hit Points 85 (9d10 + 36)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (–2)	19 (+4)	2 (–4)	10 (+0)	5 (–3)

Damage Immunities

Condition Immunities

Senses

Languages

Challenge

poison

poisoned

darkvision 60 ft., tremorsense 60 ft., passive Perception 10

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3 (700 XP)

Undead Fortitude. If damage reduces the bulette zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie bulette drops to 1 hit point instead.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 30 (4d12 + 4) piercing damage.

Deadly Leap. If the bulette zombie jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette zombie's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

CENTAUR ZOMBIE

Large undead, unaligned

1CR

Armor Class 10

Hit Points 45 (6d10 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	3 (–4)	10 (+0)	3 (–4)

Damage Immunities

Condition Immunities

Senses

Languages

Challenge

poison

poisoned

darkvision 60 ft., passive Perception 10

Can't speak but understand elvish and sylvan

1 (200 XP)

Undead Fortitude. If damage reduces the centaur zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie centaur drops to 1 hit point instead.

ACTIONS

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

CHIMERA ZOMBIE

Large undead, unaligned

3CR

Armor Class 12 (natural armor)

Hit Points 85 (9d10 + 36)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	7 (–2)	19 (+4)	3 (–4)	10 (+0)	4 (–3)

Damage Immunities

Condition Immunities

Senses

Languages

Challenge

poison

poisoned

darkvision 60 ft., passive Perception 10

Understands draconic but can't speak

3 (700 XP)

Undead Fortitude. If damage reduces the chimera zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie chimera drops to 1 hit point instead.

ACTIONS

Multiattack. The chimera makes two attacks: one with its bite and one with its horns.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Horns. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) bludgeoning damage.

Necrotic Breath (Recharge 5-6). The dragon head exhales necrotic energy in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 22 (5d8) necrotic damage on a failed save, or half as much damage on a successful one.

COCKATRICE ZOMBIE

Small undead, unaligned

1/2CR

Armor Class 9

Hit Points 27 (6d6 + 6)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	8 (–1)	12 (+1)	2 (–4)	13 (+1)	5 (–3)

Damage Immunities

Condition Immunities

Senses

Languages

Challenge

poison

poisoned

darkvision 60 ft., passive Perception 11

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1/2 (100 XP)

Undead Fortitude. If damage reduces the cockatrice zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the cockatrice zombie drops to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one creature. *Hit:* 1 (1d6 -1) piercing damage and the target must succeed on a DC 11 Constitution saving throw against being magically petrified . On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

CONSTRICTOR SNAKE ZOMBIE

Large undead, unaligned

1/4CR

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	12 (+1)	1 (–5)	10 (+0)	3 (–4)

Damage Immunities

Condition Immunities

Senses

Languages

Challenge

poison

poisoned

blindsight 10 ft., darkvision 60 ft., passive Perception 10

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1/4 (50 XP)

Undead Fortitude (Zombie). If damage reduces the constrictor snake zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the constrictor snake zombie drops to 1 hit point instead.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) piercing damage.

Constrict. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake zombie can't constrict another target.

CROCODILE ZOMBIE

Large undead, unaligned

1/2CR

Armor Class 10 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (–2)	15 (+2)	2 (–4)	10 (+0)	3 (–4)

Damage Immunities

Condition Immunities

Senses

Languages

Challenge

poison

poisoned

darkvision 60 ft., passive Perception 10

—

1/2 (100 XP)

Undead Fortitude. If damage reduces the crocodile zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie crocodile drops to 1 hit point instead.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

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GRIFFON ZOMBIE

2CR

Large undead, unaligned

Armor Class 10

Hit Points 59 (7d10 + 21)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	2 (−4)	9 (−1)	5 (−3)

Damage Immunities

poison

Condition Immunities

poisoned

Senses

darkvision 60 ft., passive Perception 9

Languages

—

Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the griffon to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the griffon drops to 1 hit point instead.

ACTIONS

Multiattack. The griffon zombie makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

HARPY ZOMBIE

1/2CR

Medium undead, unaligned

Armor Class 9

Hit Points 38 (7d8 + 7)

Speed 20 ft., fly 30 ft.

Damage Immunities

poison

Condition Immunities

poisoned

Senses

darkvision 60 ft., passive Perception 10

Languages

Common

Challenge 1/2 (100 XP)

Undead Fortitude (Zombie). If damage reduces the harpy zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie harpy drops to 1 hit point instead.

ACTIONS

Multiattack. The zombie harpy makes two attacks: one with its claws and one with its club.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

Club. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage.

MASTIFF ZOMBIE

1/4CR

Medium undead, unaligned

Armor Class 10

Hit Points 16 (3d8 + 3)

Speed 30 ft.

Damage Immunities

poison

Condition Immunities

poisoned

Senses

darkvision 60 ft., passive Perception 9

Languages

—

Challenge 1/4 (50 XP)

Undead Fortitude (Zombie). If damage reduces the mastiff zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the mastiff zombie drops to 1 hit point instead.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

MEDUSA ZOMBIE

5CR

Medium undead, unaligned

Armor Class 13 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 20 ft.

Damage Immunities

poison

Condition Immunities

poisoned

Senses

darkvision 60 ft., passive Perception 11

Languages

Understands common, but can't speak

Challenge 5 (1800 XP)

Petrifying Gaze. When a creature that can see the medusa's eyes starts its turn within 30 ft. of the medusa, the medusa zombie can force it to make a DC 14 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save. If the medusa sees itself reflected on a polished surface within 30 ft. of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

Undead Fortitude. If damage reduces the medusa to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the medusa drops to 1 hit point instead.

ACTIONS

Multiattack. The medusa zombie makes a slam attack and an attack with its snake hair.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

Snake Hair. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

MINOTAUR ZOMBIE

2CR

Large undead, unaligned

Armor Class 12 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 30 ft.

Damage Immunities

poison

Condition Immunities

poisoned

Senses

darkvision 60 ft., passive Perception 13

Languages

Understands abyssal, but can't speak

Challenge 2 (450 XP)

Charge. If the minotaur zombie moves at least 10 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 ft. away and knocked prone.

ACTIONS

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage.

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

OGRE ZOMBIE

2CR

Large undead, neutral evil

Armor Class 8

Hit Points 85 (9d10 + 36)

Speed 30 ft.

Damage Immunities

poison

Condition Immunities

poisoned

Senses

darkvision 60 ft., passive Perception 8

Languages

Understands common and giant but can't speak

Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the ogre zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Morningstar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

OWLBEAR ZOMBIE

2CR

Large undead, unaligned

Armor Class 11 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 30 ft.

Damage Immunities

poison

Condition Immunities

poisoned

Senses

darkvision 60 ft., passive Perception 11

Languages

—

Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the owlbear to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie owlbear drops to 1 hit point instead.

ACTIONS

Multiattack. The zombie owlbear makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 10 (1d10 + 5) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

PANTHER ZOMBIE

1/4CR

Medium undead, unaligned

Armor Class 10

Hit Points 13 (3d8 + 0)

Speed 40 ft., climb 30 ft.

Damage Immunities

poison

Condition Immunities

poisoned

Senses

passive Perception 12

Languages

—

Challenge 1/4 (50 XP)

Pounce. If the panther moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

Undead Fortitude. If damage reduces the panther zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the panther zombie drops to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) piercing damage.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

WINTER WOLF ZOMBIE

2CR

Armor Class 11 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (−1)	14 (+2)	4 (−3)	12 (+1)	8 (−1)

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the winter wolf zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the winter wolf zombie drops to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Necrotic Breath. The wolf zombie exhales a blast of necrotic energy in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

WORG ZOMBIE

1CR

Armor Class 11 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	3 (−4)	11 (+0)	4 (−3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands common and worg, but can't speak

Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the worg to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the worg drops to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

WYVERN ZOMBIE

4CR

Armor Class 11 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (−2)	16 (+3)	5 (−3)	12 (+1)	6 (−2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 4 (1100 XP)

Undead Fortitude. If damage reduces the wyvern zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the wyvern zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Stinger. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

YOUNG DRAGON ZOMBIE

5CR

Armor Class 15 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (−2)	17 (+3)	4 (−3)	10 (+0)	3 (−4)

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 10

Languages Understands common and draconic but can't speak

Challenge 5 (1800 XP)

Undead Fortitude. If damage reduces the zombie young dragon to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie young dragon drops to 1 hit point instead.

ACTIONS

Multiattack. The dragon makes one bite attack and two attacks with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Necrotic Breath (Recharge 5-6). The dragon exhales necrotic energy in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 31 (7d8) necrotic damage on a failed save, or half as much damage on a successful one.