

# ZOMBIE TEMPLATE

When a creature becomes a zombie, it retains its statistics except as described below. The zombie may gain or lose abilities or equipment per the DM's discretion.

***Creature Type.*** The creature becomes an undead.

***Alignment.*** The creature's alignment changes to neutral evil.

***Armor Class.*** The creature's armor class becomes 10 + their Dexterity bonus, unless they had natural armor in life, in which case they take a -3 penalty to their natural armor AC.

***Hit Points.*** The creature gains an additional 2 hit dice.

***Speed.*** The creature's speed is reduced by 10 feet.

***Ability Score, Strength.*** The creature gains a +2 to their Strength score.

***Ability Score, Dexterity.*** The creature takes a -4 penalty to their Dexterity score.

***Ability Score, Constitution.*** If a creature has a Constitution score of 14 or lower, it increases to 16. If it is already higher than 14, it gains a +2 to its Constitution score.

***Ability Score, Intelligence.*** The creature's Intelligence changes to 3 (-4) unless it is lower.

***Ability Score, Wisdom.*** The creature takes a -4 penalty to their Wisdom score.

***Ability Score, Charisma.*** The creature's Charisma changes to 5 (-3) unless it is lower.

***Saving Throw.*** The creature loses all saving throws it had in life, it then gains a Wisdom saving throw.

***Damage Resistance & Immunities.*** The creature is only immune to poison damage.

***Condition Immunities.*** The creature is only immune to being poisoned.

***Darkvision.*** The creature gains 60 foot darkvision, if it already has darkvision it retains its range it had in life unless it is less than 60 feet.

***Languages.*** The creature loses all ability to talk, but understands all languages it spoke in life.

***Challenge Rating.*** The creature's Challenge Rating shouldn't change unless being a zombie removes or adds many traits or abilities.

***Undead Fortitude.*** The creature gains the new trait: *If damage reduces the 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.*

***Lost Traits.*** The creature loses any traits from class features, spells, magical effects and similar. They only keep traits that they naturally have like a Beholder's eye rays or a Tiger's keen smell or pounce.

***Attacks.*** The creature either uses the weapons it had in life or gains a new slam Attack, it can make the slam attack once per turn, it deals bludgeoning damage and is proficient with the attack. The damage die is based on the creature's size per the chart below.

***Elemental Damage.*** If the creature could normally deal damage with elemental energies, like Fire or Acid, it can no longer deal that type of damage.

***Reactions & Legendary Actions.*** The creature loses any reactions or Legendary Actions it had.

## UNDEAD SLAM DAMAGE

Size	Damage Die	Size	Damage Die
Tiny	1d4	Large	2d8
Small	1d6	Huge	3d8
Medium	1d8	Gargantuan	4d8

## VULTURE ZOMBIE

*Medium undead, neutral evil*

**Armor Class** 8

**Hit Points** 22 (3d8 + 9)

**Speed** 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	6 (-2)	16 (+3)	2 (-4)	8 (-1)	4 (-3)

**Saving Throws** Wis +1

**Skills** Perception +1

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** --

**Challenge** 0 (10 XP)

***Keen Sight and Smell.*** The zombie has advantage on Wisdom (Perception) checks that rely on sight or smell.

***Undead Fortitude.*** If damage reduces the 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

***Beak.*** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 0 (1d4 - 2) piercing damage.

***Slam.*** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) bludgeoning damage.

## UNICORN ZOMBIE

Large undead, neutral evil

**Armor Class** 10  
**Hit Points** 93 (11d10 + 33)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	3 (-4)	13 (+1)	5 (-3)

**Saving Throws** Wis +3  
**Damage Immunities** Poison  
**Condition Immunities** Poisoned  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** understands Celestial, Elvish, and Sylvan but can't speak  
**Challenge** 3 (700 XP)

**Charge.** If the zombie moves at least 20 feet straight toward a target and then hits it with a horn 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 15 Strength saving throw or be knocked prone.

**Undead Fortitude.** If damage reduces the 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

**Multiattack.** The unicorn makes two attacks: one with its hooves and one with its horn.

**Hooves.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

**Horn.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

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

## YOUNG RED DRAGON ZOMBIE

Large undead, neutral evil

**Armor Class** 15 (natural armor)  
**Hit Points** 212 (19d10 + 108)  
**Speed** 30 ft., climb 30 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	6 (-2)	23 (+7)	3 (-4)	7 (-2)	5 (-3)

**Saving Throws** Wis +1  
**Skills** Perception +5, Stealth +1  
**Damage Immunities** Poison  
**Condition Immunities** Poisoned  
**Senses** darkvision 120 ft., passive Perception 15  
**Languages** understands Common and Draconic but can't speak  
**Challenge** 8 (3,900 XP)

**Undead Fortitude.** If damage reduces the 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

**Multiattack.** The dragon makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.