

Ogre Zombie

Large, Undead, Neutral Evil

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ARMOR CLASS**8****HIT POINTS****85 (9d10 + 36)****CHALLENGE****2 | 450 XP****PROFICIENCY****+2**

Speed Walk 30 ft.

Initiative -2

Saving Throws Wis +0

Skills N/A

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft.; Passive Perception 8

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Languages Understands Common and Giant but can't speak

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

Traits

Undead Fortitude. If damage reduces the zombie to 0 Hit Points, it can make a Constitution saving throw to drop to 1 Hit Point instead, unless the damage is Radiant or from a Critical Hit.

Actions

Morningstar. Melee Attack Roll: +6, reach 5 ft. Hit: 13 (2d8 + 4) Bludgeoning damage.

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