

Plant Zombie

Medium, Plant (Undead Host), Neutral Evil

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ARMOR CLASS

12

HIT POINTS

52 (8d8 + 16)

CHALLENGE

2 | 450 XP

PROFICIENCY

+2

Speed Walk 25 ft.

Initiative +0

Saving Throws N/A

Skills N/A

Damage Vulnerabilities Fire

Damage Resistances Necrotic, Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft.; Passive Perception 9

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Languages Understands the languages it knew in life but cannot speak

STR15
+2**DEX**10
+0**CON**15
+2**INT**3
-4**WIS**8
-1**CHA**5
-3

Traits

Rooted Corpse. The zombie has Advantage on saving throws made to resist being pushed or knocked Prone while standing on soil, roots, moss, or vegetation.

Green Rot. A creature hit by the zombie Slam cannot benefit from nonmagical healing until the start of the zombie next turn.

Actions

Slam. Melee Attack Roll: +4, reach 5 ft. Hit: 9 (2d6 + 2) Bludgeoning damage.

Spore Cough (Recharge 5-6). Constitution Saving Throw: creatures in a 10-foot Cone. Failure: 10 (3d6) Poison damage and the target has Disadvantage on its next Strength or Dexterity check before the end of its next turn. Success: Half damage only.

Reactions

Root Clutch. When a creature leaves the zombie reach, the zombie can force it to succeed on a Strength saving throw or reduce its Speed to 0 until the end of the current turn.

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