

# Zombie Clot

*Huge, Undead, Neutral Evil*

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**ARMOR CLASS**

15

**HIT POINTS**

161 (14d12 + 70)

**CHALLENGE**

6 | 2,300 XP

**PROFICIENCY**

+3

**Speed** Walk 30 ft.

**Initiative** -1

**Saving Throws** Con +8, Str +9

**Skills** N/A

**Damage Vulnerabilities** Radiant

**Damage Resistances** Necrotic, Poison; Bludgeoning, Piercing, Slashing from nonmagical attacks

**Damage Immunities** Poison

**Condition Immunities** Charmed, Exhaustion, Frightened, Poisoned

**Senses** Darkvision 60 ft.; Passive Perception 9

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**Languages** None

**STR**

**22**  
+6

**DEX**

**8**  
-1

**CON**

**20**  
+5

**INT**

**3**  
-4

**WIS**

**8**  
-1

**CHA**

**5**  
-3

## Traits

**Mass of Corpses.** The clot has Advantage on Strength checks and saving throws made to grapple, shove, or resist being moved.

**Corpse Spill.** When the clot takes 30 or more damage from a single source, one hostile creature within 5 feet takes 7 (2d6) Necrotic damage.

## Actions

**Multiattack.** The clot makes two Corpse Slam attacks.

**Corpse Slam.** Melee Attack Roll: +9, reach 10 ft. Hit: 19 (3d8 + 6) Bludgeoning damage plus 9 (2d8) Necrotic damage.

**Rot Wave (Recharge 5-6).** Constitution Saving Throw: creatures within 20 feet. Failure: 36 (8d8) Necrotic damage and the target cannot regain Hit Points until the end of its next turn. Success: Half damage.

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