Name	Size	Type	Alignment
Zindar	Medium	Humanoid (half-dragon)	Lawful Good

AC 13 (natural armor)

HP 110 (17d8+34) **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14	10	14	16	15	18
+2	+0	+2	+3	+2	+4

Senses blindsight 10 ft., darkvision 60 ft.

Passive Perception	Challenge	XP
12	8	3,900

Languages Common, Draconic, Dwarvish, Primordial

Traits

Saving Throws Con+5, Wis +5
Skills Arcana +6, History +9, Insight +5, Investigation +9
Damage Resistances fire

Features

Spellcasting. Zindar is an 14th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Zindar knows the following sorcerer spells:

Cantrips (at will): fire bolt, friends, light, mage hand, mending, message
1st level (6 slots): magic missile, shield, sleep
2nd level (4 slots): detect thoughts, knock
3rd level (3 slots): clairvoyance, tongues
4th level (3 slots): dominate beasts, stoneskin
5th level (3 slots): hold monster, telekinesis
6th level (1 slot): true seeing
7th level (1 slot): fire storm

Dragon Wings. As a bonus action on his turn, Zindar can sprout a pair of dragon wings from his back, gaining a flying speed of 30 feet until he dismisses them as a bonus action.

Actions
Quarterstaff. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeonging damage, or 6 (1d8+2) bludgeoning damage when used with two hands.

Breath Weapon (recharge 5-6). Zindar uses one of the follwiing options:

Fire Breath. Zindar exhales fire in a 15-foot come. Each creature in that area must make a DC 15 Dexterity saviing throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. Zindar exhales gas in a 15-foot cone. Each creature in that area must make a DC 15 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throws at the end of each of its turns, ending the effect on itself on a success.

Name	Size	Type	Alignment
Ankylosaurus Zombie	Huge	Undead	Unaligned

AC 14 (natural armor)

HP 68 (8d12+16) **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
19	9	15	2	6	3
+4	-1	+2	-4	-2	-4

Senses darkvision 60 ft.

Passive Perception	Challenge	XP
8	3	700

Languages -

Traits

Damage Immunities poison
Condition immunities poisoned

Features

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 a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions
Tail. *Melee Weapon Attack.* +6 to hit, reach 10 ft., one target. *Hit:* 18 (4d6+4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Name	Size	Type	Alignment
Girallon Zombie	Large	Undead	Chaotic Evil

AC 11 (natural armor)

HP 59 (7d10+21) **Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18	12	16	3	7	5
+4	+1	+3	-4	-2	-3

Senses darkvision 60 ft.

Passive Perception	Challenge	XP
8	3	700

Languages -

Traits

Damage Immunities poison
Condition immunities poisoned

Features

Agressive. As a bonus action, the zombie can move up to its speed toward a hostile creature that it can see.

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 a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions
Multiattack. The zombie makes five attacks: one with its bite and four with its claws.

Bite. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Claw. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) slashing damage.