

ZEIKBO MILLER

Medium humanoid (Human), Lawful Good

Armor Class 14 (chain shirt)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	9 (-1)	12 (+1)	14 (+2)

Saving Throws Str +4

Skills Athletics +4, Insight +3

Senses passive Perception 11

Languages Common

Challenge 1 (200 XP)

Items. Zeikbo is carrying a Potion of Healing, an Explorer's Pack, and a flask of moonshine.

ACTIONS

Multiattack. Zeikbo makes two shortsword attacks, or one crossbow attack.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

REACTIONS

Parry. Zeikbo adds 2 to his AC against one melee attack that would hit him. To do so, Zeikbo must see the attacker and be wielding a melee weapon.

MUCKRUCKER

Medium monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +5, Stealth +4

Senses tremorsense 60 ft., passive Perception 15

Languages —

Challenge 2 (450 XP)

Hold Breath. The muckrucker can hold its breath for 1 hour.

Agile Tunneler. The muckrucker has advantage on stealth checks while hidden underground in mud or clay.

Blood Frenzy. The muckrucker has advantage on melee attack rolls against any creature that doesn't have all its hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and 4 (1d8) acid damage.

GIANT SWAMP SNAKE

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 112 (15d12 + 15)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +3

Damage Resistances poison

Condition Immunities poisoned

Senses blindsight 10 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Tighten Grasp. As a bonus action, the giant swamp snake can deal 9 (2d8) bludgeoning damage to a target it has had constricted since its last turn. This also increases the escape DC by 1 each time.

ACTIONS

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage in a failed save, or half as much on a success.

GIANT CROCODILE

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 85 (9d12 + 27)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Skills Stealth +5

Senses passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Hold Breath. The crocodile can hold its breath for 30 minutes.

ACTIONS

Multiattack. The crocodile makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target not grappled by the crocodile. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

BUNYIP

Large monstrosity, Chaotic neutral

Armor Class 14 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	5 (-3)	12 (+1)	3 (-4)

Saving Throws Con +5

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Hold Breath. A Bunyip can hold its breath for an hour.

Matted Fur. The bunyip's fur is thick and matted and melee weapons can easily get caught. If a creature makes two melee weapon attacks in the same turn against the bunyip, the 2nd attack is with disadvantage.

Swamp Rot. The bunyip's mouth and claws are covered in disease. After a creature takes melee attack damage from the bunyip, its hit point max is decreased by 2. After a long rest, that creature regains any maximum hit points lost this way equal to 1d4 + their Constitution modifier.

ACTIONS

Multiattack. The bunyip makes three attacks, one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

STITCHED ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 30 (4d8 + 12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Resistances necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands all languages it spoke in life but can't speak

Challenge 1/4 (50 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

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

ZOMBIE AMALGAMATION

Medium undead, neutral evil

Armor Class 10

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Resistances necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands all languages it spoke in life but can't speak

Challenge 1 (200 XP)

Keen Hearing and Smell. The zombie amalgamation has advantage on Wisdom (Perception) checks that rely on hearing 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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ZOMBIE CROCODILE

Large beast, unaligned

Armor Class 10 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	2 (-4)	6 (-2)	5 (-3)

Skills Stealth +0

Damage Resistances necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the zombie crocodile 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 crocodile drops to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the crocodile can't bite another target

SWARM OF ZOMBIES

Huge undead (swarm), neutral evil

Armor Class 8

Hit Points 95 (10d12 + 30)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Resistances bludgeoning, necrotic, piercing, poison, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, stunned

Senses darkvision 60 ft., passive Perception 8

Languages understands all languages it spoke in life but can't speak

Challenge 3 (700 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small humanoid. The swarm can't regain hit points or gain temporary hit points.

ZOMBIE WORG ABOMINATION

Large undead, neutral evil

Armor Class 11 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	16 (+3)	4 (-3)	6 (-2)	5 (-3)

Damage Resistances necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Only understands the language of its creator

Challenge 1 (200 XP)

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Undead Fortitude. If damage reduces the zombie worg abomination 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 worg abomination drops to 1 hit point instead.

ACTIONS

Multiattack. The zombie worg abomination makes one bite attack and two goblin corpse two attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Goblin Corpse. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Grasp of Death. While the swarm is occupying the same space as another creature that is hostile to it, that creature must make a DC 12 Strength Saving Throw or be restrained. The DC is lowered to 10 if the horde has half of its hit points remaining or fewer. The creature can use an action to repeat the saving throw at the start of each of its turns.

Ungainly Mob. The zombie horde automatically fails Dexterity Saving Throws. Any attack roll that totals 20 or more after modifiers ignores the resistance to bludgeoning, slashing, or piercing damage.

Power in Numbers. The swarm does not face the full effects of the Turn Undead ability. It has advantage on the saving throw, and if it fails the saving throw the only effect is its movement speed is halved and it can only make one attack until the end of its next turn.

ACTIONS

Multiattack. The swarm of zombies makes two attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, or 5 (1d6 + 2) bludgeoning damage if the swarm has half of its hit points or fewer.

CORPSE SPINNER

Large fiend, Neutral Evil

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Con +5, Cha +6

Skills Arcana +3, Deception +6

Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Infernal

Challenge 5 (1,800 XP)

Innate Spellcasting. The Corpse Spinner's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The Corpse Spinner can innately cast the following spells, requiring no material components:

At will: *chill touch* (5th lvl), *thaumaturgy*, *animate dead* (3rd lvl)
2/day each: *inflict wounds*, *web*, *misty step*, *blindness/deafness*

Staff of the Plague Flies. Once per day, as an action, the Corpse Spinner can activate its staff of the plague flies. The staff becomes surrounded by a swarm of flesh eating flies in a 15 foot radius in all directions. Any attack made against the Corpse Spinner while inside the swarm has disadvantage. Any creature besides the Corpse Spinner that enters the swarm for the first time, or ends a subsequent turn there, must make a DC 14 Constitution saving throw, taking 4d6 piercing damage on a failure, or half as much on a success. Maintaining the swarm requires Concentration. The swarm lasts for 10 minutes or until dismissed.

A Cursed Death. In death, the Corpse Spinner curses the mortal being who killed it before its body withers away. Whenever a creature kills the Corpse Spinner, it must make a DC 14 Wisdom saving throw. On a failure, the creature receives a random greater curse, and receives a lesser curse on a success. The curses last indefinitely until removed by the *remove curse* spell, or other means. See table for the curses.

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) bludgeoning damage and 3 (1d6) necrotic damage.

LAIR ACTIONS

Stench of Decay. Sulphurous fumes drift out of the piles of corpses. The Corpse spinner chooses up to 3 creatures it can see. They must succeed on a DC 14 Constitution Saving throw or take 2d6 poison damage and become poisoned until end of next turn.

Explode Corpse. The corpse spinner chooses a pile of corpses it can see within 60 ft and causes it to explode. Each creature within 10 ft of the pile must succeed on a DC 14 Dexterity Saving throw or take 4d6 necrotic damage, or half as much on success.

Summon Claws. The corpse spinner summons 1d4 Crawling Claws that come out of the ground in any area it can see within 60 ft. They act on its initiative count and follow its commands (no action needed).

CRAWLING CLAW

Tiny undead, neutral evil

Armor Class 12

Hit Points 2 (1d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 0 (10 XP)

Turn Resistance. The claw is immune to effects that turn undead.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning or slashing damage (claw's choice).