



## ANIMATE DEAD & FUNGAL UNDEAD

Both the level 3 Animate Dead spell and the level 6 druid class ability of one of the druidic circles allow characters to create undead minions. Both allow the creation of medium or small sized zombies from humanoid corpses. The Animate Dead spell allows the creation of medium or small sized skeletons from humanoids while the druid class ability allows the creation of medium or small zombies from former beasts. Unfortunately, the manuals only gives us game statistics for basic zombies and skeletons, without any variation for race. There are also no game statistics for zombies created from beasts. This document offers you the statistics necessary the create zombies and skeletons of different humanoid races and different kinds of beasts.

### ANIMATE DEAD

The following tables (1.1 and 1.2) give alterations that can be made to the standard zombie and skeleton statistics (see Appendix) to represent zombies and skeletons created from remains of members of other races. Just apply these changes directly to the zombie or skeleton statistics, do not replace them.

*For example, a Dwarf Zombie would have an AC of 10 and a Dexterity Saving Throw of -2.*

**Table 1.1 Alternate Skeleton modifications**

Race	Bonuses	Penalties
Dwarf	AC +2	Dexterity Saving Throw -2
Halfling*	Dexterity Saving Throw +2	Damage -2
Gnome*	Wisdom Saving Throw +2	HP -2
(Half-)Elf	Dexterity Saving Throw +2	Wisdom Saving Throw -2
(Half-)Orc	Constitution Saving Throw +2	Wisdom Saving Throw -2
Dragonborn	HP +2	Dexterity Saving Throw -2
Tiefling	Damage +2	AC -2
Goblin/Kobold*	Dexterity Saving Throw +2	HP -2
Hobgoblin/Bugbear	AC +2	Wisdom Saving Throw -2



**Table 1.2 Alternate zombie modifications**

Race	Bonuses	Penalties
Dwarf	HP +2	Wisdom Saving Throw -2
Halfling*	AC +2	Damage -2
Gnome*	Wisdom Saving Throw +2	Damage -2
(Half-)Elf	Dexterity Saving Throw +2	Wisdom Saving Throw -2
(Half-)Orc	Damage +2	AC -2
Dragonborn	Constitution Saving Throw +2	Wisdom Saving Throw -2
Tiefling	Resistance to Fire	HP -2, Wisdom Saving Throw -2
Goblin/Kobold*	AC +2	HP -2
Hobgoblin/Bugbear	Damage +2	Dexterity Saving Throw -2

\*: The size of these zombies is small

## FUNGAL ZOMBIES

The level 6 druidic ability of one of the druidic circles allows for the creation of different kinds of zombies from small of medium beasts and humanoids. Table 1.2 above gives the option of creating zombies from corpses of different humanoid races. Below are the statistics of 6 different zombie and skeleton creatures created from beasts. While only zombies are allowed to be created by the druidic ability, DM's may be persuaded to allow skeletal beasts as well to add even more variety. When adapting other beasts, pay close attention to the remarks made in the sidebar below.



## ALTERNATE ANIMATE DEAD SPELL

DM's could allow players to create different kinds of undead using the Animate Dead spell, in particular, the DM could allow the creation of zombies and skeletons created from the remains of beasts. This volume contains 6 different zombies and skeletons created from the remains of beasts that the characters could reanimate. As a DM you can always create others, but keep the following restrictions in mind when determining which beasts should be converted:

- Only size medium and small beasts or humanoids
- No fly speed
- CR ¼ (or lower) beasts and humanoids only
- A Zombie's AC becomes 8 and should never be more than 10.
- Skeletons have Vulnerability to Bludgeoning damage.
- A zombie's attack should never be more than a +3
- A Skeleton's attack should never be more than a +4

Allowing more options for the Animate Dead spell does make it more useful and powerful. The spell itself should be changed to balance out the options as such.

### **Animate Dead**

*3rd-level necromancy*

**Casting Time:** 1 minute

**Range:** touch

**Components:** V, S, M (a drop of blood, a piece of flesh, a pinch of bone dust and 5gp worth of silver that gets used up by the spell)

**Duration:** Instantaneous

This spell creates an undead servant. Choose and touch a pile of bones or a corpse of a Medium or Small humanoid or beast within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (the GM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you animate or reassert control over two additional undead creatures for each slot level above 3rd. Each of the creatures must come from a different corpse or pile of bones.



## BOAR

### SKELETAL BOAR

Medium undead, lawful evil

**Armor Class** 13

**Hit Points** 11 (2d8 + 2)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	3 (-4)	8 (-1)	5 (-3)

**Damage Immunities** poison

**Damage Vulnerabilities** bludgeoning

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft. passive Perception 9

**Languages** -

**Challenge** 1/4 (50 XP)

**Charge.** If the Skeletal Boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

#### ACTIONS

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

### ZOMBIE BOAR

Medium undead, neutral evil

**Armor Class** 8

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	13 (+1)	3 (-4)	8 (-1)	5 (-3)

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft. passive Perception 9

**Languages** -

**Challenge** 1/4 (50 XP)

**Charge.** If the Zombie Boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

**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

**Tusk.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) slashing damage.

## CRAB

### SKELETAL CRAB

Medium undead, lawful evil

**Armor Class** 13

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	3 (-4)	8 (-1)	5 (-3)

**Damage Immunities** poison

**Damage Vulnerabilities** bludgeoning

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft. passive Perception 9

**Languages** -

**Challenge** 1/4 (50 XP)

#### ACTIONS

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage, and the target is grappled (escape DC 11).

### ZOMBIE CRAB

Medium undead, neutral evil

**Armor Class** 8

**Hit Points** 11 (2d8 + 2)

**Speed** 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	13 (+1)	3 (-4)	8 (-1)	5 (-3)

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft. passive Perception 9

**Languages** -

**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

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) slashing damage, and the target is grappled (escape DC 11).





## PANTHER

### SKELETAL PANTHER

Medium undead, lawful evil

**Armor Class** 12  
**Hit Points** 11 (2d8 + 2)  
**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	3 (-4)	8 (-1)	5 (-3)

**Damage Immunities** poison  
**Damage Vulnerabilities** bludgeoning  
**Condition Immunities** exhaustion, poisoned  
**Senses** darkvision 60 ft. passive Perception 9  
**Languages** -  
**Challenge** 1/4 (50 XP)

**Pounce.** If the Skeletal Panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the Skeletal Panther deals an additional 3 (1d6) piercing damage.

#### ACTIONS

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

### ZOMBIE PANTHER

Medium undead, neutral evil

**Armor Class** 8  
**Hit Points** 11 (2d8 + 2)  
**Speed** 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	13 (+1)	3 (-4)	8 (-1)	5 (-3)

**Damage Immunities** poison  
**Condition Immunities** poisoned  
**Senses** darkvision 60 ft. passive Perception 9  
**Languages** -  
**Challenge** 1/4 (50 XP)

**Pounce.** If the Zombie Panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 11 Strength saving throw or be knocked prone. If the target falls prone, the Zombie Panther deals an additional 3 (1d6) piercing damage to it.

**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

**Claw.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) slashing damage.

## PONY

### SKELETAL PONY

Medium undead, lawful evil

**Armor Class** 13  
**Hit Points** 11 (2d8 + 2)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	3 (-4)	8 (-1)	5 (-3)

**Damage Immunities** poison  
**Damage Vulnerabilities** bludgeoning  
**Condition Immunities** exhaustion, poisoned  
**Senses** darkvision 60 ft. passive Perception 9  
**Languages** -  
**Challenge** 1/4 (50 XP)

**Strong Build.** The Skeletal Pony's size counts as Large when determining how much it can lift, carry, push and drag.

#### ACTIONS

**Hooves.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) slashing damage.

### ZOMBIE PONY

Medium undead, neutral evil

**Armor Class** 8  
**Hit Points** 16 (3d8 + 3)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	13 (+1)	3 (-4)	8 (-1)	5 (-3)

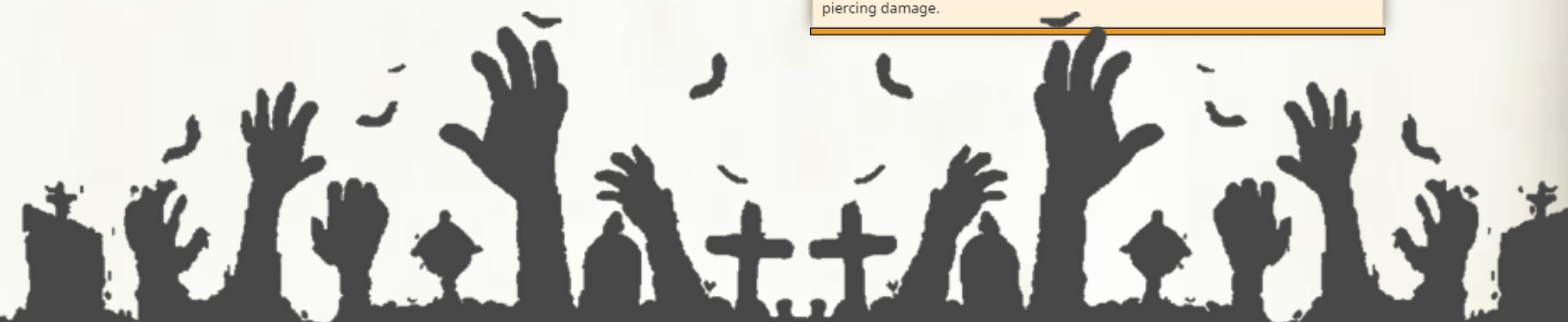
**Damage Immunities** poison  
**Condition Immunities** poisoned  
**Senses** darkvision 60 ft. passive Perception 9  
**Languages** -  
**Challenge** 1/4 (50 XP)

**Strong Build.** The Zombie Pony's size counts as large when determining how much it can lift, carry, push or drag.

**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

**Hooves.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) piercing damage.



## GIANT WOLF SPIDER

### SKELETAL GIANT WOLF SPIDER

*Medium undead, lawful evil*

**Armor Class** 13

**Hit Points** 11 (2d8 + 2)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	3 (-4)	8 (-1)	5 (-3)

**Damage Immunities** poison

**Damage Vulnerabilities** bludgeoning

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft. passive Perception 9

**Languages** -

**Challenge** 1/4 (50 XP)

**Spider Climb.** The Skeletal Spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Walker.** The Skeletal Spider ignores movement restrictions caused by webbing.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

### ZOMBIE GIANT WOLF SPIDER

*Medium undead, neutral evil*

**Armor Class** 8

**Hit Points** 11 (2d8 + 2)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	13 (+1)	3 (-4)	8 (-1)	5 (-3)

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft. passive Perception 9

**Languages** -

**Challenge** 1/4 (50 XP)

**Spider Climb.** The Zombie Giant Wolf Spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**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.

**Web Walker.** The Zombie Giant Wolf Spider ignores movement restrictions caused by webbing.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., One Target. *Hit:* 4 (1d6+1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

## WOLF

### SKELETAL WOLF

*Medium undead, lawful evil*

**Armor Class** 13

**Hit Points** 11 (2d8 + 2)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	3 (-4)	8 (-1)	5 (-3)

**Damage Immunities** poison

**Damage Vulnerabilities** bludgeoning

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft. passive Perception 9

**Languages** -

**Challenge** 1/4 (50 XP)

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

### ZOMBIE WOLF

*Medium undead, neutral evil*

**Armor Class** 8

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	13 (+1)	3 (-4)	8 (-1)	5 (-3)

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft. passive Perception 9

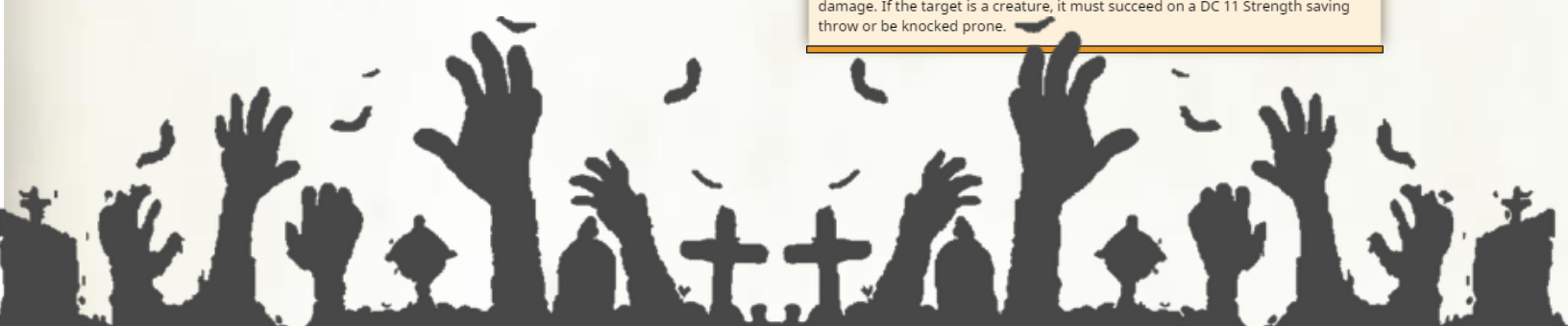
**Languages** -

**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

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.



## APPENDIX

### ZOMBIE

*Medium undead, neutral evil*

**Armor Class** 8

**Hit Points** 22 (3d8 + 9)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

**Saving Throws** Wis +0

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** understands the languages it knew 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:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

### SKELETON

*Medium undead, lawful evil*

**Armor Class** 13 (armor scraps)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

**Damage Vulnerabilities.** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

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

**Challenge** 1/4 (50 XP)

### ACTIONS

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

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



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