



CORPSE BALL

Rolling through dungeons, graveyards, and battlefields come the corpse balls. And they are exactly what they sound like: a huge wad of zombies that can bowl over even the strongest adventurer.

Who created these horrible things? Does it matter? Look out! Here comes one now!

Undead Nature. The corpse ball does not require food, air, drink, or sleep.

CORPSE BALL

Huge undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 203 (14d12 + 112)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	26 (+8)	2 (-4)	5 (-3)	3 (-4)

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius)

Languages understands the languages of its creator but cannot speak

Challenge 9 (5,000 XP)

Disassemble. If the corpse ball is reduced to 0 hit points, twelve **zombies** rise from its remains.

Actions

Engulf. The ball moves up to its speed. While doing so, it can enter Medium or small creatures' spaces. Whenever the ball enters a creature's space, the creature must make a DC 18 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the ball. A creature that chooses not to be pushed suffered the consequences of a failed saving throw.

On a failed save, the ball enters the creature's space, and the creature takes 14 (4d6) bludgeoning damage plus 17 (5d6) piercing damage and is engulfed. The engulfed creature is restrained and takes 17 (5d6) bludgeoning damage plus 17 (5d6) piercing damage at the start of each of the ball's turns. When the ball moves, the engulfed creature moves with it.

If the creature's hit points are reduced to 0 while restrained by the ball, it dies, and permanently becomes part of the corpse ball. The corpse ball then regains a number of temporary hit points equal to the creature's Strength score.

An engulfed creature can try to escape by taking an action to make a DC 18 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the ball.