

TITAN ZOMBIE

Gargantuan undead, neutral evil

Armor Class 9 (natural armor)
Hit Points 297 (18d20 + 108)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	5 (-3)	22 (+6)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Str +11, Con +10

Skills Athletics +11

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common and Giant but can't speak

Challenge 12 (8,400 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.

Trample. The zombie can step over creatures that are two or more size categories smaller than it. The zombie cannot end its Move Action in a space occupied by another creature. If the zombie passes through a creature's space during its move action, that creature must make a DC12 Dexterity Saving Throw. On a failure, the creature takes 2d8 bludgeoning damage and is knocked prone.

Actions

Multiattack. The zombie makes two Slam attacks.

Slam. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage.

If the zombie is grappling a creature two size categories or more smaller than it, it can use that creature as a club. The zombie deals an extra 1d10 of damage in this case, and also deals this damage to the creature it is grappling.