

Beasts of the Jungle Rot

Unleash new dinosaurs and undead thunder lizards in this supplement for the world's greatest roleplaying game.

Credits

Designers

James Introcaso and Ruty Rutenberg

Art

Cover by Daarken

Dilophosaurus by Herschel Hoffmeyer/Shutterstock.com

Dinosaur Race by Eric Belisle

Giganotosaurus by ДиБгд/Wikimedia Commons

Girallon Zombie by Eric Belisle

Mosasaurus 1 by Dmitry Bogdanov/Wikimedia Commons

Mosasaurus 2 by Dmitry Bogdanov/Wikimedia Commons

Nemicolopterus by Warpaint/Shutterstock.com

Pachycephalosaurus by NobuTamura/Wikimedia Commons

Sarcosuchus by UNC Sea Grant College Program/Flickr's The Commons

Therizinosaurus by Johnson Mortimer/Wikimedia Commons

Titanosaurus by David Roland/Shutterstock.com

Troodon by Herschel Hoffmeyer/Shutterstock.com

Zealoraptor by Ryanz720/Wikimedia Commons

Zombie Giganotosaurus by Herschel Hoffmeyer/Shutterstock.com

Zombie Triceratops by Herschel Hoffmeyer/Shutterstock.com

Get free game resources, podcasts, GM tips, and more at ENnie-winning worldbuilderblog.me.

Watch Maze Arcana.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild. All other original material in this work is copyright 2017 by Introcaso LLC and Ruty Rutenberg and published under the Community Content Agreement for Dungeon Masters Guild.

This PDF was made using The Homebrewery.

Dinosaurs

Monsters that lived in the real world. That's what dinosaurs are. The release of *Tomb of Annihilation* allows a chance to get up close and personal with the extinct beasts that sold millions of toys and inspired as many elementary school science projects. Big, small, carnivorous, or herbivorous, dinosaurs capture our imaginations from the time we're young and never let go.

This document contains statistics for new dinosaurs and zombie dinosaurs for use in any *Dungeons & Dragons* game and additional material that can be added to any *Tomb of Annihilation* campaign or modified for any adventure that features dinosaurs.

New Dinosaurs

The *Monster Manual* and *Volo's Guide to Monsters* provide statistics for various kinds of dinosaurs. This document provides several more.

Archelon

This enormous sea turtle weighs more than 4,500 pounds. Its soft shell allows it to swim at great speeds as it chases prey through the shallow sea. The turtle perfers to eat jellyfish, but makes a meal of any slow-moving meat in its territory.

Brachiosaurus

Larger than even the brontosaurus, the brachiosaurus is one of the heaviest known dinosaurs. Woe to any creature that disturbs the long-necked herbivore, as its powerful tail and massive feet easily crush even large predators.

Dilophosaurus

This human-sized, bipedal carinvore sports rounded crests along its nose. It can spit a powerful venom that blinds and paralyzes its prey.

Venomous Dilophosaurus

There is no evidence in the real world that dilophosaurus was venomous. Many fictional stories embellish the dinosaur's ability to do this, since there is no edvidence that it couldn't spit venom either. The version of the dilophosaurus presented here borrows from those pop culture tales and spits venom to make the dinosaur unique.

Giganotosaurus

Larger and faster than the tyrannosaurus, giganotosaurus is a bipedal carnivore that rules any area it decides is its territory. These creatures are extremely rare, living alone and mating only once every few years. No one has ever raised a giganotosaurus from birth, so its eggs are incredibly valuable.

Mosasaurus

This 50-foot-long aquatic carnivore has a bullet-shaped body and long, crocodillian jaws. It hunts in the deep sea, swimming with grace and speed.

Nemicolopterus

One of the smallest flying reptiles, nemicolopterus, lives in trees nears streams and hunts small fish. Swarms of the dinosaurs attack when larger predators invade their territory.

Pachycephalosaurus

This bipedal, herbivorous dinosaur has a dome-shaped skull it bashes against other pachycephalosaurus when competing for mates. It also slams its head into predators when threatened.

Sarcosuchus

Over 40 feet long, this enormous crocodile is surprisingly stealthy, ambushing prey in murky freshwater.

Therizinosaurus

This bipedal herbivore has the longest claws of any dinosaur. It uses them to tear the leaves off trees and protect itself from predators who invade its territory.

Titanosaurus

Also called the argentinosaurus, this is the largest known dinosaur. Its intimidating 130-foot length and overwhelming 220,000-pound weight mean the titanosaurus almost never needs to use its massive feet and tail to defend itself.

Troodon

Considered the most intelligent dinosaurs, troodons are feathered omnivores with prominent, serrated teeth. The halfling-sized dinosaurs hunt together in packs and set ambushes for their prey.

Zealoraptor

At 7 feet long and over 1,000 pounds, the zealoraptor (aka utahraptor) is a terrible beast to behold. Often just called raptors, these bipedal carnivores are clever, silent, swift pack hunters with large claws on their feet.

Those Aren't Dinosaurs!

You may be reading this document thinking archelon, nemicolopterus, mosasaurus, and sarcosuchus are not dinosaurs, and you'd be correct in real-world scientific terms. In terms of game simplicity, it makes sense to classify these ancient reptiles that existed alongside the dinosaurs as such, especially since they aren't any less exciting to use in your game.

Archelon

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3
Senses passive Perception 13
Languages -
Challenge 1 (200 XP)

Hold Breath. The archelon can hold its breath for 6 hours.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.



Brachiosaurus

Gargantuan beast, unaligned

Armor Class 16 (natural armor)
Hit Points 145 (10d20 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	19 (+4)	2 (-4)	10 (+0)	7 (-2)

Saving Throws Con +7
Senses passive Perception 10
Languages -
Challenge 6 (2,300 XP)

Actions

Stomp. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 34 (5d10 + 7) bludgeoning damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Tail. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 40 (6d10 + 7) bludgeoning damage.

Dilophosaurus

Medium beast, unaligned

Armor Class 13 (natural armor)
Hit Points 26 (4d8 + 4)
Speed 30 ft.

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

Skills Perception +3
Senses passive Perception 13
Languages -
Challenge 1 (200 XP)

Actions

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

Venomous Spit. *Ranged Weapon Attack:* +4 to hit, range 10/20 ft., one target. *Hit:* The target must succeed on a DC 12 Constitution saving throw or become blinded for 1 minute. A blinded creature must repeat the saving throw at the end of its next turn, becoming paralyzed for as long as it remains blinded on a failure or ending the blinded condition on a success. A blinded and paralyzed creature can repeat the saving throw at the end of its turn, ending both conditions on a success. Creatures immune to the poisoned condition are immune to this effect.



Giganotosaurus

Gargantuan beast, unaligned

Armor Class 14 (natural armor)
Hit Points 217 (14d20 + 70)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	21 (+5)	2 (-4)	12 (+1)	10 (+0)

Skills Perception +5
Senses passive Perception 15
Languages -
Challenge 10 (5,900 XP)

Actions

Multiattack. The giganotosaurus can make two attacks: one with its bite and one with its tail. It can use Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 34 (4d12 + 8) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the giganotosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage.

Swallow. The giganotosaurus makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends.

While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the giganotosaurus, and it takes 21 (6d6) acid damage at the start of each of the giganotosaurus' turns.

If the giganotosaurus takes 30 damage or more on a single turn from a creature inside it, the giganotosaurus must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the giganotosaurus. If the giganotosaurus dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Legendary Actions

The giganotosaurus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The giganotosaurus regains spent legendary actions at the start of its turn.

Momentum. The giganotosaurus moves its speed.

Tail Sweep. (2 Actions) The giganotosaurus sweeps its tail in a 20-foot cone. Each creature in the cone must succeed on a DC 17 Strength saving throw or be knocked prone.

Roar (3 Actions). Creatures within 20 feet of the giganotosaurus that can hear it must succeed on a DC 17 Wisdom saving throw or be frightened of the giganotosaurus until the end of its next turn.



Mosasaurus

Gargantuan beast, unaligned

Armor Class 13 (natural armor)
Hit Points 159 (11d20 + 44)
Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	19 (+4)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages -
Challenge 8 (3,900 XP)

Water Breathing. The mosasaurus can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the mosasaurus can't bite another target.

Swallow. The mosasaurus makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends.

While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the mosasaurus, and it takes 17 (5d6) acid damage at the start of each of the mosasaurus' turns.

If the mosasaurus takes 25 damage or more on a single turn from a creature inside it, the mosasaurus must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the mosasaurus. If the mosasaurus dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Nemicolopterus

Tiny beast, unaligned

Armor Class 12
Hit Points 1 (1d4 - 1)
Speed 5 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages -
Challenge 0 (10 XP)

Jungle Camouflage. The nemicolopterus has advantage on Dexterity (Stealth) checks made to hide in jungle and forest terrain.

Actions

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





Swarm of Nemicolopterus

Medium swarm of Tiny beasts, unaligned

Armor Class 12
Hit Points 24 (7d8 - 7)
Speed 5 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	8 (-1)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3, Stealth +4
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 13
Languages -
Challenge 1/4 (50 XP)

Jungle Camouflage. The swarm has advantage on Dexterity (Stealth) checks made to hide in jungle and forest terrain.

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.



Pachycephalosaurus

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 40 ft.

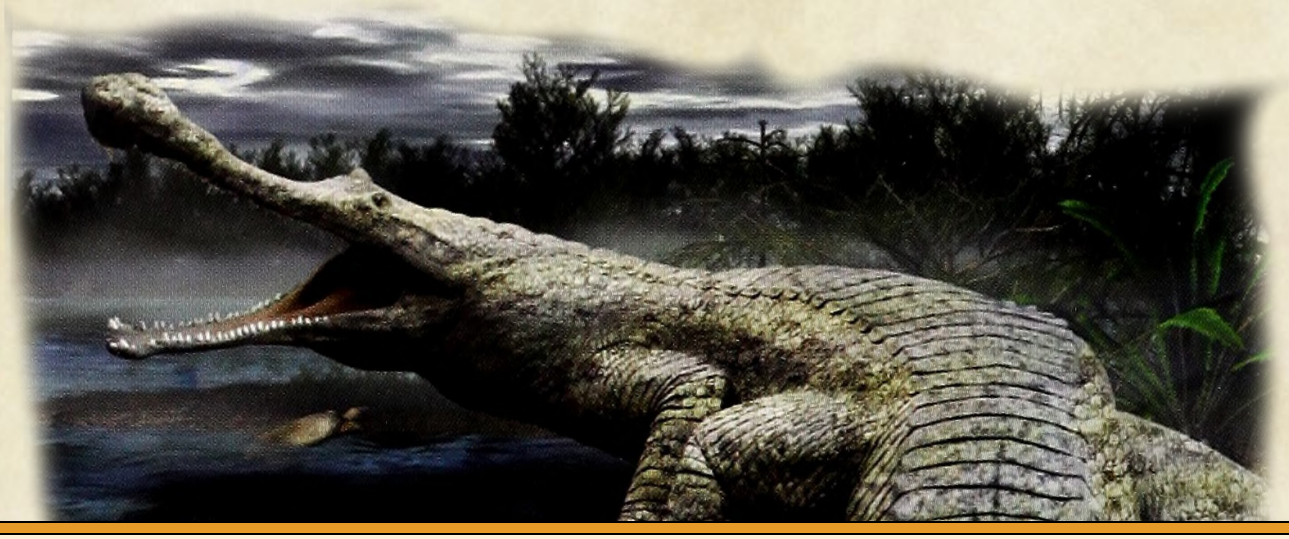
STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10
Languages -
Challenge 2 (450 XP)

Charge. If the pachycephalosaurus moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.



Sarcosuchus

Gargantuan beast, unaligned

Armor Class 15 (natural armor)
Hit Points 137 (10d20 + 32)
Speed 40 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	18 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4, Stealth +5
Senses passive Perception 14
Languages -
Challenge 7 (2,900 XP)

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

Actions

Multiattack. The sarcosuchus can make two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the sarcosuchus can't bite another target.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.



Therizinosaurus

Huge beast, unaligned

Armor Class 14 (natural armor)
Hit Points 104 (11d12 + 33)
Speed 30 ft.

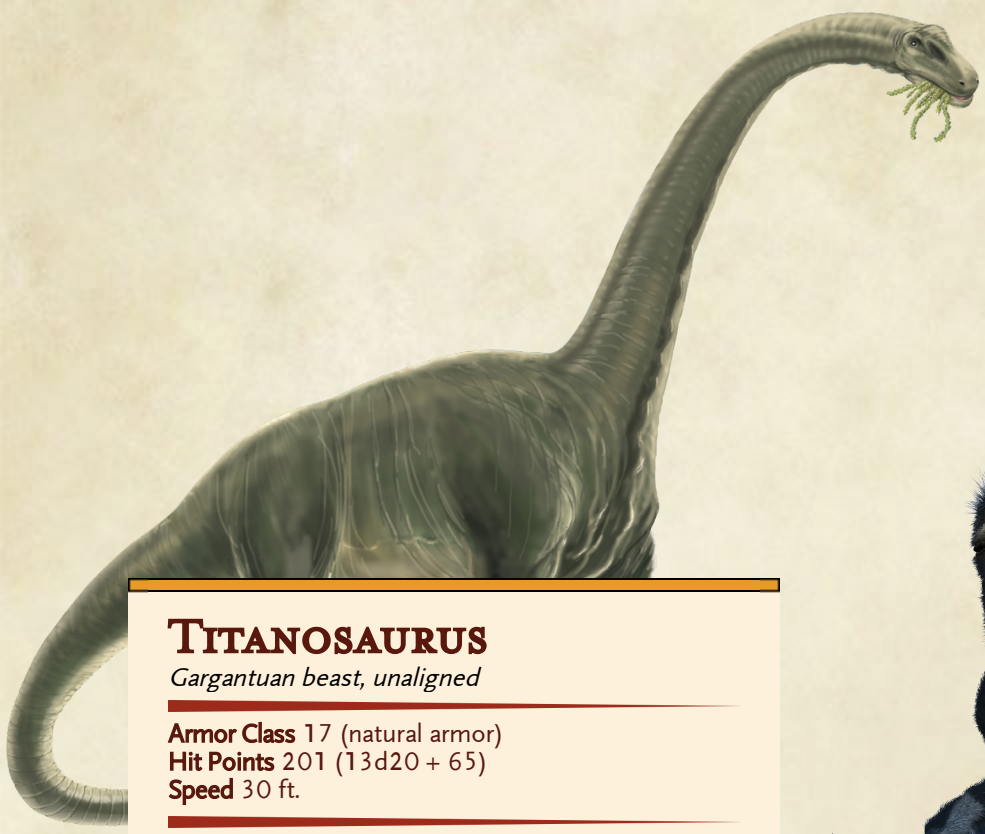
STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	2 (-4)	11 (+0)	7 (-2)

Senses passive Perception 10
Languages -
Challenge 5 (1,800 XP)

Actions

Mutltiattack. The therizinosaurus makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.



Titanosaurus

Gargantuan beast, unaligned

Armor Class 17 (natural armor)
Hit Points 201 (13d20 + 65)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	7 (-2)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Saving Throws Con +8
Senses passive Perception 10
Languages -
Challenge 7 (2,900 XP)

Actions

Stomp. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 40 (6d10 + 7) bludgeoning damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 45 (7d10 + 7) bludgeoning damage.

Legendary Actions

The titanosaurus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The titanosaurus regains spent legendary actions at the start of its turn.

Momentum. The titanosaurus moves half its speed without provoking opportunity attacks.

Tough Defense. (2 Actions) The titanosaurus picks one of the following damage types and is resistant to that type of damage until the start of its next turn: bludgeoning, piercing, or slashing.

Tail Thunder. (3 Actions) The titanosaurus makes a tail attack with disadvantage against each creature in a 20-foot cone.



Troodon

Small beast, unaligned

Armor Class 13 (natural armor)
Hit Points 22 (4d6 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	4 (-3)	14 (+2)	10 (+0)

Skills Perception +4, Stealth +4
Senses passive Perception 14
Languages -
Challenge 1 (200 XP)

Improved Critical. The troodon scores a critical hit with its bite on a roll of 19 or 20.

Pack Tactics. The troodon has advantage on an attack roll against a creature if at least one of the troodon's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.



Zealoraptor

Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	15 (+2)	3 (-4)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +6
Senses passive Perception 13
Languages -
Challenge 2 (450 XP)

Pounce. If the zealoraptor 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 13 Strength saving throw or be knocked prone. If the target is prone, the zealoraptor can make one bite attack against it as a bonus action.

Pack Tactics. The zealoraptor has advantage on an attack roll against a creature if at least one of the zealoraptor's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The zealoraptor makes one bite and one claw attack.

Bite. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

Claw. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit.* 9 (1d10 + 4) slashing damage.

Zombie Dinosaurs

Tomb of Annihilation provides statistics for the ankylosaurus and tyrannosaurus zombies. This document provides more dinosaur zombies. For more information on zombies, see the *Monster Manual*.

Allosaurus Zombie. This zombie retains much of the savage ferocity it had in life.

Archelon Zombie. This enormous raft of undead flesh pollutes shallow seas, attacking any living creature it can find. It seems to never tire of filling its dead belly.

Brachiosaurus Zombie. This powerful creature emits noxious gas from its forehead nostrils and haunts forgotten jungles.

Brontosaurus Zombie. Brontosaurus zombies thunder through the world, barely aware of their surroundings, but harboring an burning hatred for the living.

Deinonychus Zombie. Deinonychus zombies retain some of their agility and still hunt in packs, seeking to tear flesh from living bones.

Dilophosaurus Zombie. This zombie spits a necrotic slime instead of venom.

Dimetrodon Zombie. Dimetrodon zombie herds haunt shallow rivers.

Giganotosaurus Zombie. Giganotosaurus zombies have gullets full of smaller zombies, like tyrannosaurus zombies.

Hadrosaurus Zombie. Hadrosaurus zombies roam the wildnerness in slow packs, only stopping to kill.

Mosasaurus Zombie. A mosasaurus zombie has necrotic energy boiling in its stomach, waiting to be set free in a belch.

Nemicolopterus Zombie. Nemicolopterus zombies live deep in jungle ruins, waiting to feast on the flesh of the living.

Pachycephalosaurus Zombie. This creature hits as fast and hard as it ever did with its exposed skull.

Plesiosaurus Zombie. The plesiosaurus zombie is known to hunt in ocean areas polluted with garbage.

Pteranodon Zombie. Pteranodon zombies hunt jungles at night in packs and glide as silent at death.

Quetzalcoatlus Zombie. These massive zombies lose their ability to fly, but can make incredible leaps using what is left of their shredded wings. Quetzalcoatlus zombies' bones break in horrid ways to allow them to move faster on the ground than their living counterparts.

Sarcosuchus Zombie. This enormous undead crocodile turns water it touches toxic.

Stegosaurus Zombie. This plodding behemoth seems to seek out and murder living stegosauruses, leaving corpses a trail of corpses behind it as it travels the jungle.

Therizinosaurus Zombie. This zombie's claws are coated with a powerful paralyzing fluid.

Titanosaurus Zombie. The titanosaurus zombie can drop sticky hunks of dead flesh that surround and trap enemies.

Triceratops Zombie. A triceratops zombie may seem totally unaware, but when it notices a living creature, the undead beast charges forth with a fury it never had in life.

Troodon Zombie. Troodon zombies retain their ability to fight well in packs.

Velociraptor Zombie. These creatures haunt ancient ruins in massive numbers.

Zealoraptor Zombie. A zealoraptor zombie's claws are coated in fluids that cause disease.

Allosaurus Zombie

Large undead, unaligned

Armor Class 11 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	17 (+3)	1 (-5)	7 (-2)	3 (-4)

Damage Immunities poison
Conidition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages -
Challenge 2 (450 XP)

Cling. If the allosaurus zombie hits a creature with a claw attack, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the allosaurus zombie can make one bite attack against it as a bonus action.

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.

Undying Hunger (1/Turn). If the allosaurus zombie hits a creature with a claw attack, the allosaurus zombie gains 5 temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Archelon Zombie

Large undead, unaligned

Armor Class 11 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 10 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	14 (+2)	1 (-5)	8 (-1)	3 (-4)

Damage Immunities poison
Conidition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages -
Challenge 1 (200 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.

Undying Hunger (1/Turn). If the archelon zombie hits a creature with a bite attack, the archelon zombie gains 5 temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Brachiosaurus Zombie

Gargantuan undead, unaligned

Armor Class 14 (natural armor)
Hit Points 145 (10d20 + 40)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	5 (-3)	19 (+4)	1 (-5)	7 (-2)	5 (-3)

Saving Throws Con +7
Damage Immunities poison
Conidition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages -
Challenge 6 (2,300 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

Stomp. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 34 (5d10 + 7) bludgeoning damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Tail. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 40 (6d10 + 7) bludgeoning damage.

Poison Breath (Recharge 5-6). The brachiosaurus zombie exhales poison gas in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Brontosaurus Zombie

Gargantuan undead, unaligned

Armor Class 14 (natural armor)
Hit Points 121 (9d20 + 27)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	6 (-2)	17 (+3)	1 (-5)	6 (-2)	6 (-2)

Saving Throws Con +6
Damage Immunities poison
Conidition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages -
Challenge 5 (1,800 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

Stomp. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 27 (5d8 + 5) bludgeoning damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Tail. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 32 (6d8 + 5) bludgeoning damage.

Deinonychus Zombie

Medium undead, unaligned

Armor Class 11 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	1 (-5)	7 (-2)	4 (-3)

Damage Immunities poison
Conidition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages -
Challenge 1 (200 XP)

Pounce. If the deinonychus zombie 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 deinonychus zombie can make one bite attack against it as a bonus action.

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.

Undying Hunger (1/Turn). If the deinonychus zombie hits a creature with a claw attack, the deinonychus zombie gains 5 temporary hit points.

Actions

Multiattack. The deinonychus zombie makes two attacks: one with its bite and one with its claws.

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

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

Dilophosaurus Zombie

Medium undead, unaligned

Armor Class 11 (natural armor)
Hit Points 26 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	1 (-5)	7 (-2)	3 (-4)

Damage Immunities poison
Conidition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages -
Challenge 1 (200 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:* 5 (1d8 + 1) piercing damage.

Necrotic Spit. *Ranged Weapon Attack:* +2 to hit, range 10/20 ft., one target. *Hit:* 10 (3d6) necrotic damage and the target must succeed on a DC 12 Constitution saving throw or become blinded for 1 minute. A blinded creature can repeat the saving throw at the end of its turn, ending the condition on a success.

Dimetrodon Zombie

Medium undead, unaligned

Armor Class 10 (natural armor)
Hit Points 25 (4d8 + 8)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	7 (-2)	15 (+2)	1 (-5)	6 (-2)	3 (-4)

Damage Immunities poison
Conidition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
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:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.



Giganotosaurus Zombie

Gargantuan undead, unaligned

Armor Class 12 (natural armor)
Hit Points 217 (14d20 + 70)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	4 (-3)	21 (+5)	1 (-5)	8 (-1)	7 (-2)

Damage Immunities poison
Conidition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages -
Challenge 10 (5,900 XP)

Disgorge Zombie. As a bonus action, the giganotosaurus zombie can disgorge a normal **zombie**, which appears in an unoccupied space within 15 feet of it. The disgorged zombie acts on its own initative count. After a zombie is disgorged, roll a d6. On a roll of 1, the giganotosaurus zombie runs out of zombies to disgorge and loses this trait. On a roll of 6, the next zombie the giganotosaurus zombie disgorges is an **ogre zombie**. If the giganotosaurus zombie still has this trait when it dies, 1d4 normal **zombies** erupt from its corpse at the start of its next turn. These zombies act on their own initative counts.

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

Multiattack. The giganotosaurus zombie can make two attacks: one with its bite and one with its tail. It can use Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 34 (4d12 + 8) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the giganotosaurus zombie can't bite another target.

Tail. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage.

Swallow. The giganotosaurus zombie makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends.

While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the giganotosaurus zombie, and it takes 18 (4d6) poison damage at the start of each of the giganotosaurus zombie's turns. A creature that dies while swallowed becomes a **zombie** the giganotosaurus zombie can disgorge at the start of the giganotosaurus zombie's next turn.

If the giganotosaurus zombie takes 30 damage or more on a single turn from a creature inside it, the giganotosaurus zombie must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the giganotosaurus zombie. If the giganotosaurus zombie dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Legendary Actions

The giganotosaurus zombie can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The giganotosaurus zombie regains spent legendary actions at the start of its turn.

Disgorge Zombie. The giganotosaurus zombie disgorges a zombie.

Tail Sweep. (2 Actions) The giganotosaurus zombie sweeps its tail in a 20-foot cone. Each creature in the cone must succeed on a DC 17 Strength saving throw or be knocked prone.

Roar (3 Actions). Creatures within 20 feet of the giganotosaurus zombie that can hear it must succeed on a DC 17 Wisdom saving throw or be frightened of the giganotosaurus zombie until the end of its next turn.

Hadrosaurus Zombie

Large undead, unaligned

Armor Class 9 (natural armor)
Hit Points 30 (4d10 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	7 (-2)	15 (+2)	1 (-5)	6 (-2)	3 (-4)

Damage Immunities poison
Conidition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
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

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage.

Mosasaurus Zombie

Gargantuan undead, unaligned

Armor Class 11 (natural armor)
Hit Points 159 (11d20 + 44)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	19 (+4)	1 (-5)	7 (-2)	5 (-3)

Damage Immunities poison
Conidition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages -
Challenge 8 (3,900 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:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the mosasaurus zombie can't bite another target.

Necrotic Belch (Recharge 6). The mosasaurus zombie belches necrotic energy in a 30-foot cone. Creatures in the area must make a DC 15 Constitution saving throw, taking 22 (4d10) necrotic damage and becoming blinded for 1 minute on a failure, or taking only half damage on a success.

Swallow. The mosasaurus zombie makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends.

While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the mosasaurus zombie, and it takes 17 (5d6) necrotic damage at the start of each of the mosasaurus zombie's turns.

If the mosasaurus zombie takes 25 damage or more on a single turn from a creature inside it, the mosasaurus zombie must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the mosasaurus zombie. If the mosasaurus zombie dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Nemicolopterus Zombie

Tiny undead, unaligned

Armor Class 10
Hit Points 1 (1d4 - 1)
Speed 5 ft., fly 40 ft.

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

Damage Immunities poison
Conidition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages -
Challenge 0 (10 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:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Swarm of Nemicolopterus Zombies

Medium swarm of Tiny undead, unaligned

Armor Class 10
Hit Points 24 (7d8 - 7)
Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	8 (-1)	2 (-4)	8 (-1)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 13
Languages -
Challenge 1/4 (50 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 Tiny nemicolopterus zombie. The swarm can't regain hit points or gain temporary hit points.

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

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Necrotic Droppings (Recharge 6). One creature the swarm is directly above must succeed on a DC 10 Dexterity saving throw or take 10 (3d6) necrotic damage.

Pachycephalosaurus Zombie

Large undead, unaligned

Armor Class 10 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	2 (-4)	6 (-2)	3 (-4)

Damage Immunities poison
Conidition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages -
Challenge 2 (450 XP)

Shattered Skull Charge. If the pachycephalosaurus zombie moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or it is poisoned until the end of the pachycephalosaurus zombie's next turn.

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

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Plesiosaurus Zombie

Large undead, unaligned

Armor Class 11 (natural armor)
Hit Points 26 (8d10 + 24)
Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	1 (-5)	7 (-2)	3 (-4)

Damage Immunities poison
Conidition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages -
Challenge 2 (450 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.

Undying Hunger (1/Turn). If the plesiosaurus zombie hits a creature with a bite attack, the plesiosaurus zombie gains 5 temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

Pteranodon Zombie

Medium undead, unaligned

Armor Class 11 (natural armor)
Hit Points 25 (4d8 + 8)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	15 (+2)	1 (-5)	5 (-3)	3 (-4)

Damage Immunities poison
Conidition Immunities poisoned
Senses darkvision 60 ft., passive Perception 7
Languages -
Challenge 1/4 (50 XP)

Terrestrial Leap. If the pteranodon zombie moves at least 10 feet toward a target and then hits with a bite attack on the same turn, the attack deals an extra 10 (3d6) damage to the target.

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.

Undying Hunger (1/Turn). If the pteranodon zombie hits a creature with a bite attack, the pteranodon zombie gains 5 temporary hit points.

Actions

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

Quetzalcoatlus Zombie

Huge undead, unaligned

Armor Class 11 (natural armor)
Hit Points 42 (5d12 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	15 (+2)	1 (-5)	6 (-2)	3 (-4)

Damage Immunities poison
Conidition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages -
Challenge 3 (700 XP)

Standing Leap. The quetzalcoatlus zombie's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

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.

Undying Hunger (1/Turn). If the quetzalcoatlus zombie hits a creature with a bite attack, the quetzalcoatlus zombie gains 5 temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 12 (3d6 + 2) piercing damage.

Deadly Leap.. If the quetzalcoatlus zombie jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 12 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 12 (3d6 + 2) bludgeoning damage plus 12 (3d6 + 2) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the quetzalcoatlus zombie's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the quetzalcoatlus zombie's space.

Sarcosuchus Zombie

Gargantuan undead, unaligned

Armor Class 12 (natural armor)
Hit Points 137 (10d20 + 32)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	6 (-4)	18 (+4)	1 (-5)	8 (-1)	5 (-3)

Damage Immunities poison
Conidition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages -
Challenge 7 (2,900 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.

Water Poisoner. Water within 20 feet of the sarcosuchus zombie is tainted with toxins. A creature that enters or starts its turn in that water must succeed on a DC 15 Constitution saving throw or it is poisoned until the start of its next turn.

Actions

Multiattack. The sarcosuchus zombie can make two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the sarcosuchus zombie can't bite another target.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Stegosaurus Zombie

Huge undead, unaligned

Armor Class 12 (natural armor)
Hit Points 76 (8d12 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	17 (+3)	1 (-5)	6 (-2)	3 (-4)

Damage Immunities poison
Conidition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages -
Challenge 4 (1,100 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

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 26 (6d6 + 5) piercing damage.

Therizinosaurus Zombie

Huge undead, unaligned

Armor Class 12 (natural armor)
Hit Points 104 (11d12 + 33)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	7 (-2)	17 (+3)	2 (-4)	7 (-2)	4 (-3)

Damage Immunities poison
Conidition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages -
Challenge 5 (1,800 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

Mutltiattack. The therizinosaurus zombie makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Titanosaurus Zombie

Gargantuan undead, unaligned

Armor Class 15 (natural armor)
Hit Points 201 (13d20 + 65)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	3 (-4)	20 (+5)	1 (-5)	5 (-3)	4 (-3)

Saving Throws Con +8
Damage Immunities poison
Conidition Immunities poisoned
Senses darkvision 60 ft., passive Perception 7
Languages -
Challenge 7 (2,900 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

Stomp. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 40 (6d10 + 7) bludgeoning damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 45 (7d10 + 7) bludgeoning damage.

Legendary Actions

The titanosaurus zombie can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The titanosaurus zombieregains spent legendary actions at the start of its turn.

Flesh Drop. The titanosaurus zombie chooses one Medium or smaller creature within 10 feet of it that it can see. That creature must succeed on a DC 10 Dexterity saving throw or be restrained in a mote of the titanosaurus zombie's flesh that has separated from its body. The creature can repeat the saving throw at the end of its turn, ending the effect on a success.

Poison Gas. (2 Actions) The titanosaurus zombie breathes gas in a 30-foot cone. Creatures in the area must succeed on a DC 16 Constitution saving throw or become poisoned for 1 minute. Creatures poisoned this way can repeat the saving throw at the end of their turns, ending the effect on a success.

Tail Thunder. (3 Actions) The titanosaurus makes a tail attack with disadvantage against each creature in a 20-foot cone.



Triceratops Zombie

Huge undead, unaligned

Armor Class 12 (natural armor)
Hit Points 95 (10d12 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	17 (+3)	1 (-5)	6 (-2)	5 (-3)

Damage Immunities poison
Conidition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages -
Challenge 5 (1,700 XP)

Trampling Charge. If the triceratops zombie moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the triceratops zombie can make one stop attack against it as a bonus action.

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

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Troodon Zombie

Small undead, unaligned

Armor Class 11 (natural armor)
Hit Points 26 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	3 (-4)	8 (-1)	6 (-2)

Damage Immunities poison
Conidition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Improved Critical. The troodon zombie scores a critical hit with its bite on a roll of 19 or 20.

Pack Tactics. The troodon zombie has advantage on an attack roll against a creature if at least one of the troodon zombie's allies is within 5 feet of the creature and the ally isn't incapacitated.

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 (1d10 + 1) piercing damage and the target must succeed on a DC 11 Constitution saving throw or become poisoned until the end of the troodon zombie's next turn.

Velociraptor Zombie

Tiny undead, unaligned

Armor Class 11 (natural armor)
Hit Points 18 (4d4 + 8)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	15 (+2)	2 (-4)	7 (-2)	4 (-3)

Damage Immunities poison
Conidition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages -
Challenge 1/4 (50 XP)

Pack Tactics. The velociraptor zombie has advantage on an attack roll against a creature if at least one of the velociraptor zombie's allies is within 5 feet of the creature and the ally isn't incapacitated.

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.

Undying Hunger (1/Turn). If the velociraptor zombie hits a creature with a bite attack, the velociraptor zombie gains 5 temporary hit points.

Actions

Multiattack. The velociraptor zombie makes two attacks: one with its bite and one with its claws.

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Sewer Plague

It takes 1d4 days for sewer plague to manifest in an infected creature. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest.

At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

Zealoraptor Zombie

Large undead, unaligned

Armor Class 11 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	3 (-4)	8 (-1)	5 (-3)

Damage Immunities poison
Conidition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages -
Challenge 2 (450 XP)

Pounce. If the zealoraptor zombie 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 13 Strength saving throw or be knocked prone. If the target is prone, the zealoraptor zombie can make one bite attack against it as a bonus action.

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

Multiattack. The zealoraptor makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

Claw. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit.* 8 (1d10 + 3) slashing damage and the creature must succeed on a DC 12 Constitution saving throw or contract sewer plague (see the "Sewer Plague" sidebar or "Diseases" in chapter 8, "Running the Game" of the *Dungeon Master's Guide*).

Tomb of Annihilation Additions

If you're playing *Tomb of Annihilation*, you can add the creatures found in this document into the adventure using the following supplemental information.

Dinosaur Hunts

Dinosaur hides and eggs can be sold in Port Nyanzaru to various merchants. The hides of harder-to-kill dinosaurs go for substantial gold, since they are obtained at high personal risk. The hides are sold as art to the wealthy or turned into armor for soldiers and adventurers.

Dinosaur eggs are often more valuable than hides, since to have any hope of training a dinosaur, one must begin with a hatchling. Dinosaur racers and merchants with a need for pack animals are particularly interested in obtaining the eggs.

To track a specific type of dinosaur through the jungle or at sea, a character must spend 1d10 days in the wilderness searching and succeed on a Wisdom (Survival) check as shown on the Dinosaur Hunt table. If this check fails, a character must spend another 1d10 days traversing the wilderness looking for the specific type of dinosaur and repeat the ability check.

A successful check means the character tracks the dinosaur to its lair. The Dinosaur Hunt table shows the number of dinosaurs and eggs within a lair and how much each dinosaur's hide and eggs are worth. If adventurers flood the market with a specific type of dinosaur hides or eggs, it could reduce the price of the product at the DM's discretion.

When harvesting the hide of a dinosaur, it takes 5 minutes to skin a Tiny dinosaur, 10 minutes to skin a Small dinosaur, 30 minutes to skin a Medium dinosaur, 1 hour to skin a Large dinosaur, 8 hours to skin a Huge dinosaur, and 1 day to skin a Gargantuan dinosaur. A character trained in Survival only requires half the time to properly harvest a dinosaur hide.

Dinosaur Hunt

Dinosaur	Skill Check DC	Number in Lair	Price Per Hide*	Number of Eggs	Price Per Eggs
Allosaurus	12	2	60 gp	1d6	120 gp
Ankylosaurus	13	2	150 gp	1d4	300 gp
Archelon	11	1	30 gp	2d6	30 gp
Brachiosaurus	16	2	600 gp	1	1,200 gp
Brontosaurus	15	2	500 gp	1	1,000 gp
Deinonychus	11	2d6	10 gp	2d8	20 gp
Dimetrodon	10	3d6	10 gp	2d10	20 gp
Dilophosaurus	11	3d4	10 gp	2d6	20 gp
Giganotosaurus	20	1	1,000 gp	1	2,000 gp
Hadrosaurus	10	3d6	20 gp	3d10	40 gp
Mosasaurus	18	1	800 gp	1d4	800 gp
Nemicolopterus	10	3d6 swarms	1 gp	4d10	2 gp
Pachycephalosaurus	12	2d4	60 gp	2d6	120 gp
Plesiosaurus	12	2	60 gp	2d4	60 gp
Pteranodon	10	3d6	10 gp	3d6	20 gp
Quetzalcoatlus	12	2	100 gp	1d6	200 gp
Sarcosuchus	17	1	700 gp	1	1,400 gp
Stegosaurus	14	2	200 gp	1d6	400 gp
Therizinosaurus	15	2	250 gp	1d4	500 gp
Titanosaurus	17	2	700 gp	1	1,400 gp
Triceratops	15	2	250 gp	1d4	500 gp
Troodon	12	3d6	5 gp	3d6	10 gp
Tyrannosaurus rex	18	1	400 gp	1d4	800 gp
Velociraptor	10	4d6	1 gp	4d10	2 gp
Zealoraptor	12	2d6	60 gp	2d6	120 gp

Random Encounters

Whenever you roll for a random encounter on the Wilderness Encounters table in appendix B, "Random Encounters," of *Tomb of Annihilation* that includes a dinosaur (see appendix B), you can subsititute any of the dinosaurs of a similar challenge rating in this document for the dinosaurs in the adventure. If you roll for this encounter in the Lesser Undead or Greater Undead areas of the jungle, you can instead substitute any of the dinosaur zombies in this document.

If your encounter result is "undead, zombies," instead of rolling a d10 as described in *Tomb of Annihilation*, roll on the Expanded Zombies table in this document to determine what appears.

Expanded Zombies

d100	Encounter
01-04	3d6 **zombies**
05-08	3d6 **dimetrodon zombies**
09-12	2d10 **hadrosaurus zombie**
13-16	2d6 **nemicolopterus zombie swarms**
17-20	3d6 **pteranodon zombies**
21-24	3d6 **velociraptor zombies**
25-28	2d4 **deinonychus zombies**
29-32	1d8 **dilophosaurus zombies**
33-36	2d4 **troodon zombies**
37-40	1 **allosaurus zombie**
41-44	1d4 **ogre zombies**
45-48	1d4 **pachycephalosaurus zombies**
49-52	1d4 **quetzalcoatlus zombies**
53-56	1d6 **zealoraptor zombies**
57-60	1 **ankylosaurus zombie**
61-64	1d4 **girallon zombies**
65-68	1 **stegosaurus zombie**
69-72	1 **brontosaurus zombie**
73-76	1 **therizinosaurus zombie**
77-80	1 **triceratops zombie**
81-84	1 **braciosaurus zombie**
85-88	1 **sarcosuchus zombie**
89-92	1 **titanosaurus zombie**
93-96	1 **tyrannosaurus zombie**
97-100	1 **giganotosaurus zombie**



Dinosaur Racing

The Additional Racing Dinosaurs table can be used if the characters decide to race dinosaurs (see "Dinosaur Racing" in chapter 1, "Port Nyanzaru," in *Tomb of Annihilation*).

Additional Racing Dinosaurs

Mount	Speed	Skill Check DC	AC	Hit Points	Attack	Damage	Constitution
Dilophosaurus	30/50	8*	13	26	+4	6 (1d8 + 2)	14 (+2)
Pachycephalosaurus	40/60	12	13	68	+6	8 (1d8 + 4)	16 (+3)
Zealoraptor	50/100	19*	15	52	+6	9 (1d10 + 4)	15 (+2)

*If an Animal Handling check made with advantage due to lashing fails by 5 or more, the animal goes berserk and is out of the race.



Creatures by Challenge Rating

Creature	CR
Nemicolopterus	0
Nemicolopterus zombie	0
Dimetrodon zombie	1/4
Hadrosaurus zombie	1/4
Pteranodon zombie	1/4
Swarm of nemicolopterus	1/4
Swarm of nemicolopterus zombies	1/4
Velociraptor zombie	1/4
Archelon	1
Archelon zombie	1
Deinonychus zombie	1
Dilophosaurus	1
Dilophosaurus zombie	1
Troodon	1
Troodon zombie	1
Allosaurus zombie	2
Pachycephalosaurus	2
Pachycephalosaurus zombie	2
Plesiosaurus zombie	2
Zealoraptor	2
Zealoraptor zombie	2
Quetzalcoatlus zombie	3
Stegosaurus zombie	4
Brontosaurus zombie	5
Therizinosaurus	5
Therizinosaurus zombie	5
Triceratops zombie	5
Brachiosaurus	6
Brachiosaurus zombie	6
Sarcosuchus	7
Sarcosuchus zombie	7
Titanosaurus	7
Titanosaurus zombie	7
Mosasaurus	8
Mosasaurus zombie	8
Giganotosaurus	10
Giganotosaurus zombie	10