

# CORPSEDAMP ZOMBIE

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[by Justin Alexander - March 4th, 2020](#)



The word *dampf*, in German, means “vapour.” In England, the term became used to describe a variety of gases encountered during mining:

- **Firedamp** refers to a flammable gas, most often methane.
- **Whitedamp** refers to a smothering, toxic gas (usually carbon monoxide resulting from burning coal). This is the gas which canaries were famously used to detect.
- **Stinkdamp** is hydrogen sulfide. Poisonous, corrosive, and very flammable, with the foul odor of rotten eggs.
- **Afterdamp**, the toxic mixture of gases left in the aftermath of an explosion. Could be any mixture of the above.

**Corpsedamp** is a gas most often extracted by necromancers from rotting corpses. It has a number of properties favorable to their work, but is particularly notable for allowing the creation of corpsedamp zombies: Shambling undead literally bloated by the mass of gas which has been used to animate them. Their rotting skin is drawn taut; the milky white remnants of their eyes often bulge from the face or are even pushed out to dangle against their cheeks by their internal pressure.

## **CORPSEDAMP ZOMBIE**

*Medium undead, neutral evil*

**Armor Class** 8

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

**Speed** 20 ft.

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

**Saving Throws** Wis +0

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Vulnerability** fire

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

**Languages** understands all languages it spoke in life, but cannot speak

**Challenge** 1/2 (100 XP)

**Explosive Death.** If a corpsedamp zombie is reduced to 0 hit points, it immediately explodes. All creatures within 15 feet must make a DC 13 Dexterity save. A target takes 2d8 fire damage on a failed save or half as much damage on a successful one. (The fire spreads around corners and ignites flammable objects in the area that weren't being worn or carried.)

**FieryDeath.** A corpsedamp zombie is vulnerable to fire. If they die as a result of fire damage, however, their Explosive Death ability deals 4d8 damage (or half on a successful save) instead of the normal amount.

## **ACTIONS**

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

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