UNCOMMON NE MEDIUM UNDEAD ZOMBIE MINDLESS

Perception +4; darkvision

**Skills** Athletics +9

Str +5, Dex -3, Con +4, Int -5, Wis +0, Cha -2

**Slow** A zombie is permanently slowed 1 and can't use reactions.

AC 15; Fort +10, Ref +3, Will +6

**HP** 70 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** fire 5; **Weaknesses** positive 10, slashing 10

Speed 20 feet

Melee ◆ slam +11, Damage 1d12+5 bludgeoning plus Improved Push 5 feet

Melee ◆ burning eyes +10 (range increment 30 feet), Damage 2d6 fire