

ZOMBIE IRON HULK

CREATURE 10

NE LARGE UNDEAD MINDLESS ZOMBIE

Perception +12; darkvision

Skills Athletics +23

Str +7, **Dex** -1, **Con** +4, **Int** -5, **Wis** +0, **Cha** -2

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

Putrid Stench (aura, olfactory, 15 feet) The zombie's rotting flesh is particularly malodorous. A creature that enters the area must attempt a DC26 Fortitude save. On a failure, the creature is sickened 1, and on a critical failure, the creature also takes a -5-foot status penalty to its Speeds for 1 round. While within the aura, the creature takes a -2 circumstance penalty to saves to recover from the sickened condition. A creature that succeeds at its save is temporarily immune to all zombies' putrid stench for 1 minute.

Unkillable This zombie is nigh unkillable. The zombie loses its weakness to slashing and gains resistance against all damage equal to its level, and it gains weakness equal to twice its level to critical hits.

Unholy Speed The zombie gains a +10 status bonus to all its Speeds. This cancels out the full plate armor speed penalty.

AC 28 (Full Plate); **Fort** +20, **Ref** +13, **Will** +16

HP 260 (negative healing); **Resistances** 9 all damage (unkillable); **Weaknesses** 18 Critical hits

Speed 25 feet

Melee ♦ hunk of meat +21 (reach 10 feet), **Damage** 2d12+14 bludgeoning

Ranged ♦ hunk of meat +13 (thrown 10 feet), **Damage** 2d10+14 bludgeoning

Ranged ♦ corpse +21 (brutal, range increment 30 feet), **Damage** 2d8+12 bludgeoning

Corpse Throwing A zombie hulk can throw corpses at foes. While any Medium dead body will do, they sometimes throw zombie shamblers, who take just as much damage from being thrown as the target they hit. A thrown shambler lands prone, but if it's not destroyed, it can rise and use other actions normally.

Wide Swing ♦ The zombie hulk makes a hunk of meat Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within the Strike's reach. This attack counts as two attacks for the zombie hulk's multiple attack penalty.