

BRINE ZOMBIE

CREATURE 1

NE**MEDIUM****UNDEAD****AMPHIBIOUS****MINDLESS****ZOMBIE**

converted by VaranSL

Perception +3; darkvision

Skills Athletics +7 (+9 to swim)

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

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

Items cutlass

AC 13; **Fort** +6, **Ref** +3, **Will** +4

HP 50 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** fire 5; **Weaknesses** positive 10, slashing 10

Speed 25 feet, swim 25 feet

Melee ♦ fist +9 [+4/-1], **Damage** 1d8+4 bludgeoning plus Grab

Melee ♦ cutlass +9 [+4/-1] (forceful, sweep), **Damage** 1d6+4 slashing

jaws ♦ (attack); **Requirement** The zombie has a creature grabbed or restrained.

Effect The zombie makes a jaws unarmed melee Strike against the grabbed or restrained creature with an attack modifier of +9 that deals 1d12+4 piercing damage.

Cutlass / Martial Weapon

Price 1 gp **Hands** 1 **Bulk** 1

Group Sword **Traits** forceful, sweep

Damage 1d6 S

These zombies are bloated corpses animated with strands of seaweed clinging to them.