

ZOMBIE TURKEY**CR 1/2****XP 200**

NE Small undead

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)**hp** 7 (1d8+3)**Fort** +0, **Ref** +1, **Will** +2**DR** 5/slashing; **Immune** critical hits, sneak attacks, undead traits

OFFENSE

Speed 20 ft.**Melee** dagger +0 (1d3+1/19-20), dagger +0 (1d3+1/19-20) or slam +2 (1d4+1)**Special Attacks** giblet blast

STATISTICS

Str 12, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +0; **CMB** +0; **CMD** 11**Feats** Toughness^B, Two-Weapon Fighting^B**SQ** death throes