

ZOMBIE BRUTE**CR 5****XP 1,600**

Giant human juju zombie fighter 4

NE Large undead

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

DEFENSE

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size)**hp** 38 (4d10+16)**Fort** +4, **Ref** +2, **Will** +1**Defensive Abilities** channel resistance +4; **DR** 5/magic and slashing; **Immune** cold, electricity, *magic missile*, undead traits; **Resist** fire 10

OFFENSE

Speed 30 ft.**Melee** pillar +10 (2d8+10) or slam +11 (1d8+12)**Space** 10 ft.; **Reach** 10 ft.

STATISTICS

Str 24, **Dex** 13, **Con** —, **Int** 5, **Wis** 10, **Cha** 14**Base Atk** +4; **CMB** +12; **CMD** 23**Feats** Catch Off-Guard, Cleave, Great Cleave, ImprovedInitiative^B, Power Attack, Toughness^B, Weapon Focus (slam),
Weapon Specialization (slam)**Skills** Climb +22; **Racial Modifier** +8 Climb**SQ** armor training 1**Gear** pillar (large improvised greatclub)