

XP 38,400

N Huge outsider (cold, elemental, kami, native)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +26

DEFENSE

AC 29, touch 13, flat-footed 24; (+4 Dex, +1 dodge, +16 natural, -2 size)

hp 199 (19d10+95); fast healing 9

Fort +17, **Ref** +15, **Will** +12

DR 10/—; **Immune** cold, elemental traits; **SR** 25

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +24 (3d6+6 plus 3d6 cold)

Special Attacks cold (3d6), icy barrage, icy destruction

Spell-like Abilities (CL 19)

Constant—*true seeing*

At will—*chill metal* (DC 16), *greater teleport* (self only within territory), *ice storm*

3/day—*cone of cold* (DC 19), *wall of ice*

1/day—*freezing sphere* (DC 20)

1/week—*wall of ice**

*This spell's duration is permanent.

STATISTICS

Str 22, **Dex** 18, **Con** 18, **Int** 10, **Wis** 18, **Cha** 11

Base Atk +19; **CMB** +27; **CMD** 42

Feats Dodge, Great Fortitude, Improved Initiative, Improved Natural Attack (slam), Iron Will, Mobility, Power Attack, Step Up, Toughness, Weapon Focus (slam)

Skills Climb +28, Intimidate +22, Knowledge (nature) +22, Perception +26, Sense Motive +26, Stealth +18 (+22 in snow);

Racial Modifiers +4 Stealth while in snowy terrain

Languages telepathy 100 ft.

SQ empathic, manifestation, territory