## XP 1,200

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

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +11

## **DEFENSE**

**AC** 18, touch 12, flat-footed 16; (+2 Dex, +6 natural)

**hp** 47 (5d10+20); fast healing 2

Fort +7, Ref +6, Will +3

**DR** 5/magic; **Immune** cold, elemental traits; **SR** 15

Weaknesses vulnerability to fire

## **OFFENSE**

Speed 30 ft.

**Melee** 2 slams +7 (1d6+3 plus 1d6 cold)

Special Attacks cold (1d6), icy barrage, icy destruction

## **STATISTICS**

Str 16, Dex 14, Con 16, Int 4, Wis 11, Cha 11

Base Atk +4; CMB +7; CMD 19

Feats Iron Will, Toughness, Weapon Focus (slam)

**Skills** Climb +12, Knowledge (nature) +5, Perception +11,

Stealth +7 (+11 in snow); **Racial Modifers** +4 Stealth while in snowy terrain

**SQ** empathic, manifestation, territory