

XP 307,200

CG Medium outsider (azata, extrapalananar, good, chaotic)

Init +13; **Senses** darkvision 60 ft.; low-light vision; Perception +31**DEFENSE****AC** 33, touch 30, flat-footed 24 (+11 deflection +8 Dex +1 dodge +3 natural)**hp** 325 (20d10+225)**Fort** +25, **Ref** +32, **Will** +27;**DR** 15/cold iron and evil; **Immune** electricity, petrification**Resist** fire 10, cold 10**OFFENSE****Speed** 30 ft., fly 150ft. (perfect)**Melee** +5 *holy shocking longsword* +36/31/26/21 (1d8+15 plus 1d6 shocking plus 2d6 vs evil creatures)**Ranged** 2 dark rays +30 vs touch (8d10)**Special Attacks** gaze of the mournful moon**Spell-Like Abilities** (CL 20th)Constant—*detect evil*, *see invisibility*At will—*aid*, *deeper darkness*, *greater invisibility* (self only)*greater teleport* (self plus 50lbs objects only)3/day—*freedom*, *shades*1/day—*etherealness*, *prismatic sphere***STATISTICS****Str** 30, **Dex** 28, **Con** 26, **Int** 12, **Wis** 18, **Cha** 32**Base Atk** +20; **CMB** +30; **CMD** 39**Feats** Alertness, Blind Fight, Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Improved Sunder, Negotiator, Power Attack, Weapon Focus (longsword, dark ray)**Skills** Acrobatics +31, Climb +30, Diplomacy +38, Fly +31, Perception +31, Sense Motive +31, Swim +30**Languages** Celestial, Draconic, Infernal; truespeech**SQ** Dark Form