

XP 9,600

CG large outsider (azata, extraplanar, good, chaotic)

Init +4; **Senses** darkvision 60 ft.; low-light vision; Perception +8

DEFENSE

AC 17, touch 10, flat-footed 17 (+8 natural -1 size)

hp 38 (4d10+16)

Fort +8, **Ref** +4, **Will** +2

DR 10/cold iron or evil; **Immune** electricity, petrification

Resist fire 10, cold 10

OFFENSE

Speed 60 ft.

Melee Greatsword +8 (2d6+6)

Spell-Like Abilities (CL 20th)

Constant—*detect evil*, *see invisibility*

STATISTICS

Str 18, **Dex** 10, **Con** 18, **Int** 10, **Wis** 12, **Cha** 12

Base Atk +4; **CMB** +8; **CMD** 19

Feats Blind Fight, Improved Initiative

Skills Acrobatics +7, Climb +11, Diplomacy +8, Perception +8, Sense Motive +8, Swim +11

Languages Celestial, Draconic, Infernal; truespeech

SQ Gold Form