

XP 9,600

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

Init +4; **Senses** darkvision 60 ft.; low-light vision; Perception +15

Aura aura of menace (DC 20), *magic circle against evil*

DEFENSE

AC 24, touch 9, flat-footed 24 (+15 natural -1 size)

hp 115 (11d10+55)

Fort +12, **Ref** +3, **Will** +8;

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

Resist fire 10, cold 10

OFFENSE

Speed 30 ft.

Melee 2 claws +13 (2d6+2)

Special Attacks psychic shock, rend (2d6+3), spells (CL 11)

Spell-Like Abilities (CL 20th)

Constant—*detect evil*, *see invisibility*

Spells Prepared

6th—*greater heroism*, *mislead*

5th—*cone of cold* (2), *transmute rock to mud*

4th—*globe of invulnerability*, *resilient sphere*, *solid fog*, *wall of fire*

3rd—*dispel magic* (2), *fire ball* (2), *major image*

2nd—*levitate* (3), *scorching ray*, *web*

1st—*alarm*, *obscuring mist*, *shield*, *unseen servant* (2)

0 (at will)—*detect magic*, *flare*, *read magic*, *resistance*

STATISTICS

Str 14, **Dex** 10, **Con** 20, **Int** 22, **Wis** 12, **Cha** 8

Base Atk +11; **CMB** +13; **CMD** 23

Feats Alertness, Blind Fight, Combat Casting, Combat Expertise, Improved Initiative, Negotiator

Skills Acrobatics +11, Climb +13, Diplomacy +13, Knowledge (arcana) +20, Knowledge (religion) +20, Perception +15, Sense Motive +15, Spellcraft +20, Survival +13, Swim +13

Languages Celestial, Draconic, Infernal; truespeech

SQ Change Shape