FENRIS, CELESTIAL WARDEN

XP 51,200

Male hound archon paladin 13

LG Medium outsider (archon, extraplanar, good, lawful)

Init +7; **Senses** darkvision 60 ft., *detect evil*, low-light vision, scent; Perception +21

Aura aura of menace (DC 25), courage (10 ft.), justice (10 ft.), magic circle against evil, resolve (10 ft.)

DEFENSE

AC 32, touch 14, flat-footed 28 (+8 armor, +3 Dex, +1 dodge, +10 natural; +2 deflection vs. evil)

hp 174 (19d10+70)

Fort +19, **Ref** +16, **Will** +17; +4 vs. poison, +2 resistance vs. evil

Defensive Abilities divine grace +4; **DR** 10/evil; **Immune** charm, disease, electricity, fear, petrification; **SR** 26

OFFENSE

Speed 40 ft. (30 ft. with armor)

Melee bite +23 (1d8+6), slam +23 (1d4+2) or +1 evil outsider bane greatsword +24/+19/+14/+9 (2d6+7), bite +18 (1d8+4)

Special Attacks channel positive energy (7d6, DC 20), smite evil 5/day

Spell-Like Abilities (CL 19th)

Constant—detect evil, magic circle against evil

At will—aid, continual flame, greater teleport (self plus 50 lbs. of objects only), message

Paladin Spell-like Abilities (CL 13th)

At will—detect evil

Paladin Prepared Spells (CL 10th)

4th—holy sword

3rd—cure moderate wounds, prayer

2nd—resist energy, shield other

1st—bless weapon, cure light wounds (2), divine favor

STATISTICS

Str 19, Dex 16, Con 15, Int 10, Wis 12, Cha 18

Base Atk +19; CMB +23; CMD 37

Feats Alignment Channel (evil), Channel Smite, Combat Casting, Dodge, Extra Lay on Hands, Improved Initiative, Improved Natural Armor, Iron Will, Power Attack, Toughness

Skills Acrobatics +7, Intimidate +10, Perception +21, Sense Motive +12, Stealth +11, Survival +25; **Racial Modifiers** +4 Stealth, +4 Survival

Languages Celestial, Draconic, Infernal; truespeech

SQ aura of good, change shape (*beast shape II*), divine weapon, lay on hands 14/day, mercy (blinded, cursed, diseased, fatigued)

Gear +2 breastplate, +1 evil outsider bane greatsword, belt of

physical might +2 (Str/Dex), iron bands of the celestial warden