

Angazhani Champion CR 14

CE Huge magical beast, advanced

Init +8; Senses darkvision 60 ft., low-light vision, scent, see invisibility; Perception +18

Defense

AC 29, touch 12, flat-footed 25 (+4 armor, +4 Dex, +13 natural, -2 size)

hp 275 (19d10+171)

Fort +19, Ref +15, Will +12

DR 10/cold iron or good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 19

Offense

Speed 30 ft., climb 30 ft. (40-ft. base)

Melee bite +29 (2d6+12) or bite +30 (2d6+12), 4 claws +30 (2d6+12 plus rend)

Space 15 ft.; Reach 15 ft.

Special Attacks rend (4 claws, 2d6+18)

Spell-Like Abilities (CL 14th, concentration +18)

Constant—see invisibility

At will—deeper darkness, dimension door, dispel magic

3/day—dominate monster (DC 23), fear (DC 18)

Statistics

Str 34, Dex 19, Con 26, Int 16, Wis 20, Cha 18

Base Atk +19; CMB +33; CMD 47

Feats Cleave, Combat Reflexes, Improved Bull Rush, Improved Overrun, Improved Natural Attack (Claw), Iron Will, Multiweapon Fighting, Power Attack, Weapon Focus (claws)

Skills Climb +30, Intimidate +20, Knowledge (religion) +16, Perception +20, Stealth +12, Survival +20

Languages Abyssal, Common, Polyglot

SQ martial training

Gear masterwork hide armor

Special Abilities

Martial Training (Ex) Because of their high intelligence, angazhani are proficient with light and medium armors, simple weapons, and one martial weapon of choice.

Melee/Power Attack stats

Bite +24 (2d6+22), 4 claws +25 (2d6+22) + [rend 2d6+33]

