

LEA THE HUNTRESS, GUARDIAN OF THE SACRED GARDENS

CR 16

XP 76,800

Female advanced half-celestial leonal (half-celestial)

NG Medium outsider (agathion, extraplanar, good, agathion, native)

Init +12; **Senses** darkvision 60 ft., scent, Perception +22**Aura** protective aura(20 ft.)**DEFENSE****AC** 35, **touch** 19, **flat-footed** 26 (+8 Dex, +1 dodge, +16 natural)**hp** 201 (14d10+126)**Fort** +18, **Ref** +17, **Will** +9, +4 vs. poison, +4 vs. poison, +4 resistance vs. evil**DR** 10/magic and evil and silver; **Immune** disease, electricity, petrification; **Resist** acid 10 , cold 10 , sonic 10 ; **SR** 27**OFFENSE****Speed** 60 ft., fly 120 ft. (good)**Melee** bite +28 (1d8+13)**Melee** claw +28/+28 (1d6+13)**Special Attacks** grab(bite), pounce, rake(2 claws +28,1d6+13), roar, smite evil**Innate Spell-Like Abilities:** *aid* (1/day) *bless* (1/day) *cure critical wounds* (DC 10, 3/day) *cure serious wounds* (DC 10, 1/day) *detect evil* (1/day) *detect thoughts* (DC 10, at will) *dispel evil* (DC 17, 1/day) *fireball* (DC 17, at will) *hallow* (DC 19, 1/day) *heal* (DC 10, 1/day) *hold monster* (DC 18, at will) *holy aura* (DC 22, 3/day) *holy smite* (DC 18, 1/day) *holy word* (DC 21, 1/day) *neutralize poison* (DC 10, 3/day) *neutralize poison* (DC 10, 1/day) *protection from evil* (DC 10, 3/day) *remove disease* (DC 10, 3/day) *remove disease* (DC 10, 1/day) *wall of force* (3/day)**STATISTICS****Str** 37, **Dex** 26, **Con** 29, **Int** 22, **Wis** 20, **Cha** 18**Base Atk** +14; **CMB** +27(+31 grapple); **CMD** 46**Feats** Ability Focus (Roar), Dodge, Improved Initiative, Martial Weapon Proficiency, Mobility, Simple Weapon Proficiency, Spring Attack, Weapon Focus (Bite, Claw),**Skills** Acrobatics +29 , Acrobatics (Jump) +41 , Bluff +21 , Climb +27 , Diplomacy +6 , Disable Device +9 , Escape Artist +9 , Fly +29 , Handle Animal +21 , Intimidate +21 , Perception +22 , Sense Motive +22 , Spellcraft +20 , Stealth +29 , Survival +19 , Swim +23**Languages** Celestial, Draconic, Infernal, Speak with Animals, Truespeech,**SQ** +4 racial bonus on saves against poison, lay on hands (7d6, 11/day, as a 14-level paladin), aligned (good), resistance to acid 10, resistance to cold 10, resistance to sonic 10, scent**Gear** bite, claw**SPECIAL ABILITIES****+4 racial bonus on saves against poison****Lay on Hands (Su)** You can heal wounds (your own or those of others) by touch. Each day you can use this ability 11 times per day. With one use of this ability, you can heal 7d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 7d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage.**Aligned (Good)** Your natural weapons, as well as any weapons you wield, are treated as Good for the purpose of resolving damage reduction.**Darkvision (Ex)** Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Grab (Ex) If you hit with the indicated attack (usually a claw or bite attack), you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. You have the option to conduct the grapple normally, or simply use the part of your body you used in the grab to hold the opponent. If you choose to do the latter, you takes a -20 penalty on your CMB check to make and maintain the grapple, but do not gain the grappled condition itself. A successful hold does not deal any extra damage unless you also have the constrict special attack. If you do not constrict, each successful grapple check you make during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, you deal constriction damage as well. You receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab can only be used on creatures of a size equal to or smaller than you.

Immunity to Disease (Ex) You are never subject to disease effects.

Immunity to Electricity (Ex) You never take electricity damage.

Immunity to Petrification (Ex) You can never be petrified.

Poison Save Bonus Agathions gain a +4 racial bonus on saving throws against poison.

Pounce (Ex) When you make a charge, you can make a full attack (including rake attacks if you also have the rake ability).

Protective Aura (Su) Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the leonal. Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level 14). The defensive benefits from the circle are not included in the above stat block.

Rake (Ex) You gain extra natural attacks under certain conditions, typically when you grapple foes. In addition to the options available to all grapplers, a monster with the rake ability gains two additional claw attacks that it can use only against a grappled foe. A monster with the rake ability must begin its turn already grappling to use its rake--it can't begin a grapple and rake in the same turn.

Resistance to Acid (Ex) You may ignore 10 points of Acid damage each time you take acid damage.

Resistance to Cold (Ex) You may ignore 10 points of Cold damage each time you take cold damage.

Resistance to Sonic (Ex) You may ignore 10 points of Sonic damage each time you take sonic damage.

Roar (Su) Up to three times per day, a leonal can emit a powerful roar as a standard action. Each roar affects a 60-foot cone with the effects of a holy word spell and also deals 2d6 points of sonic damage to all creatures in the area (DC 23 Fortitude negates). This is a sonic effect.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Smite Evil (Su) Once per day, as a swift action, the half-celestial can smite evil as the smite evil ability of a paladin of the same level as the half-celestial's Hit Dice. The smite persists until target is dead or the half-celestial rests.

Speak with Animals (Su) This ability works like speak with animals (caster level 14) but is a free action and does not require sound.

Truespeech (Su) All agathions can speak with any creature that has a language, as if using a tongues spell (caster level 14). This ability is always active.