

| | |
|---------------------------|---|
| | Celestial Orca Whale |
| | Huge Animal (Celestial) |
| Hit Dice: | 9d8+48 (88 hp) |
| Initiative: | +2 |
| Speed: | Swim 50 ft. (10 squares) |
| Armor Class: | 16 (-2 size, +2 Dex, +6 natural), touch 10, flat-footed 14 |
| Base | +6/+22 |
| Attack/Grapple: | |
| Attack: | Bite +12 melee (2d6+12) |
| Full Attack: | Bite +12 melee (2d6+12) |
| Space/Reach: | 15 ft./10 ft. |
| Special Attacks: | <i>Smite Evil (Su):</i> Once per day a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe. |
| Special Qualities: | Blindsight 120 ft., hold breath, low-light vision, DR 10 vs. Acid, Cold, Magic, SR 14 |
| Saves: | Fort +11, Ref +8, Will +5 |
| Abilities: | Str 27, Dex 15, Con 21, Int 3, Wis 14, Cha 6 |
| Skills: | Listen +14*, Spot +14*, Swim +16 |
| Feats: | Alertness, Endurance, Run, Toughness |
| Environment: | Cold aquatic |
| Organization: | Solitary or pod (6–11) |
| Challenge Rating: | 7 |
| Advancement: | 10–13 HD (Huge); 14–27 HD (Gargantuan) |
| Level Adjustment: | +2 |