

FORGHOTH**CR 17****XP 38,400**

LE Huge aberration (extraplanar)

Init +2; **Senses** blindsight 200ft.; Perception +37

DEFENSE**AC** 32, touch 6, flat-footed 32 (-2 Dex, +26 natural, -2 size)**hp** 273 (26d8+156)**Fort** +16, **Ref** +6, **Will** +20**Defensive Abilities** sightless; **Immune** acid, blindness, poison; **SR** 28

OFFENSE**Speed** 15 ft.**Space** 15 ft. **Reach** 10 ft.**Melee** Slam +26 (2d6+8 plus 2d6 acid)**Special Attacks** acid, poison, miasma**Spell-Like Abilities** (CL 20)At will—*circle of death* (DC 24), *dream*, *dimension door* (self only), *nightmare* (DC 24), *poison* (DC 24)3/day—*acid fog* (DC 24), *blasphemy* (DC 25), *finger of death* (DC 24), *insantiy* (DC 25),1/day—*power word kill*, *prismatic spray* (DC 25), *incendiary cloud* (DC 26)

STATISTICS**Str** 26, **Dex** 7, **Con** 22, **Int** 24, **Wis** 26, **Cha** 26**Base Atk** +19; **CMB** +27; **CMD** 36 (can't be tripped)**Feats** Ability Focus (poison), Awesome Blow, Combat Casting, Critical Focus (slam) Greater Vital Strike, Improved Critical (slam), Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Sickening Critical, Vital Strike, Weapon Focus (slam)**Skills** Acrobatics +27, Climb +37, Escape Artist +27, Intimidate +37, Knowledge (arcana) +36, Knowledge (planes) +33, Perception +37, Spellcraft +37, Stealth +26, Survival +27, Swim +27**Languages** Forghoth**SQ** revive