

TERILITH**CR 15****XP 51,200**

CE Huge outsider (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft., *detect chaos*, *detect evil*, *detect law*, scent; **Perception** +27

DEFENSE

AC 29, touch 11, flat-footed 26 (+2 Dex, +1 dodge, +18 natural, -2 size)**hp** 243 (18d10+144)**Fort** +19, **Ref** +15, **Will** +10**Defensive Abilities** predatory ancestry; **DR**10/cold iron and good; **Immune** electricity and poison; **Resist** acid 10, cold 10, fire 10; **SR** 26

OFFENSE

Speed 50 ft., climb 20 ft.**Melee** bite +27 (2d6+11 plus abyssal rot) and 2 claws +27 (2d4+11 plus acidic ichor/19-20)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** abyssal rot, acidic ichor, dismantling strikes, greater penetrating strike, web (+18 ranged, DC 27, 18 hp)**Spell-Like Abilities** (CL 18th)Constant—*detect chaos*, *detect evil*, *detect law*
At will—*greater teleport* (self plus 50 lbs. of objects only)3/day—*plane shift* (terilith only)1/day—*summon* (level 5, 1 terilith 20%, 1d4+1 bebiliths at 40%, or 1 bebilith 60%)

STATISTICS

Str 32, **Dex** 14, **Con** 26, **Int** 16, **Wis** 14, **Cha** 18**Base Atk** +18; **CMB** +31; **CMD** 44 (56 vs. trip)**Feats** Alertness, Cleave, Dodge, Great Cleave, Improved Critical (claws), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack**Skills** Acrobatics +23, Climb +40, Intimidate +25, Knowledge (arcana) +24, Knowledge (planes) +24, Perception +27, Sense Motive +27, Stealth +23, Survival +23; **Racial Modifiers** +8 Stealth**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**SQ** relentless

ECOLOGY

Environment any (the Abyss)

Organization solitary, band (2-6), or hive (4-8 plus 8-24 bebiliths)

Treasure standard

SPECIAL ABILITIES
