

**XP 51,200**

Giant half-fiend chuul rogue 4

CE Huge outsider (aquatic, native)

**Init** +11; **Senses** darkvision 60 ft.; Perception +25

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**DEFENSE**

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**AC** 32, touch 16, flat-footed 32 (+2 armor, +7 Dex, +1 dodge, +14 natural, -2 size)**hp** 221 (14d8+158)**Fort** +14, **Ref** +14, **Will** +12**Defensive Abilities** evasion, trap sense +1, uncanny dodge; **DR** 10/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 26

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**OFFENSE**

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**Speed** 30 ft., fly 60 ft. (good), swim 20 ft.**Melee** 2 claws +24 (3d6+15 plus grab), bite +23 (2d6+15)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** constrict (3d6+15), paralytic tentacles, rogue talent (bleeding attack), smite good (1/day), sneak attack +2d6**Spell-Like Abilities** (CL 14th)3/day—*darkness*, *poison* (DC 18), *unholy aura*1/day—*blasphemy* (DC 21), *contagion* (DC 17), *desecrate*, *unhallow*, *unholy blight* (DC 18)

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**STATISTICS**

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**Str** 39, **Dex** 24, **Con** 30, **Int** 10, **Wis** 18, **Cha** 7**Base Atk** +10; **CMB** +26 (+30 grapple); **CMD** 44 (48 vs. trip)**Feats** Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Toughness, Weapon Focus (claw)**Skills** Fly +28, Knowledge (local) +7, Knowledge (nature) +12, Perception +25, Sense Motive +15, Stealth +19, Survival +21, Swim +39**Languages** Common**SQ** amphibious, rogue talent (camouflage<sup>APG</sup>), trapfinding**Gear** *amulet of mighty fists* +1, *belt of physical perfection* +2, *bracers of armor* +2