

**SLSORTH'THILAX, THE WRITHING DEATH CR 26****XP 2,460,000**

Great wyrm black dragon worm that walks sorcerer 5

CE Gargantuan vermin (augmented, water)

**Init** +5; **Senses** dragon senses; Perception +54**Aura** frightful presence (360 ft., DC 28)

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**DEFENSE**

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**AC** 49, touch 13, flat-footed 42 (+1 Dex, insight +6, +36 natural, -4 size)**hp** 496 (26d12+5d6+310); fast healing 26**Fort** +26, **Ref** +17, **Will** +25**Defensive Abilities** worm that walks traits; **DR** 15/-;**Immune** acid, critical hits, disease, paralysis, poison, sleep; **SR** 37

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**OFFENSE**

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**Speed** 60 ft., fly 250 ft. (clumsy), swim 60 ft.**Melee** bite +38 (4d6+19 plus 6d6 acid plus grab), 2 claws +37 (2d8+13), 2 wings +35 (2d6+6), tail slap +35 (2d8+19)**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)**Special Attacks** acid pool (60-ft. radius), acidic bite, breath weapon (120-ft. line, DC 35, 24d6 acid), corrupt water, crush (Medium creatures, DC 35, 4d6+19), disincorporate, grab (Huge), squirming embrace (5d6 +13), tail sweep (Small creatures, DC 35, 2d6+19)**Spell-Like Abilities** (CL 26th, concentration +31)At Will—*darkness* (120-ft. radius), *insect plague*, *plant growth***Spells Known** (CL 20th, 22 vs. spell resistance; concentration +25)9th (6/day)—*dominate monster* (DC 24), *shapechange*, *wail of the banshee* (DC 25)8th (6/day)—*discern location*, *horrid wilting* (DC 24), *trap the soul* (DC 24)7th (6/day)—*forcecage* (DC 22), *insanity* (DC 22), *power word blind*6th (6/day)—*acid fog*, *contingency*, *disintegrate* (DC 21)5th (7/day)—*cone of cold* (DC 20), *dominate person* (DC 20), *magic jar* (DC 21), *waves of fatigue*4th (7/day)—*animate dead*, *black tentacles*, *dimension door*, *enervation*3rd (7/day)—*dispel magic*, *gaseous form*, *hold person* (DC 18), *slow* (DC 18)2nd (7/day)—*blur*, *glitterdust* (DC 17), *invisibility*, *resist energy*, *summon swarm*, *whispering wind*1st (8/day)—*alarm*, *mage armor*, *magic missile*,

*obscuring mist , ray of enfeeblement , true seeing  
o (at will)—dancing lights , detect magic , light , mage  
hand , mending , message , prestidigitation , read magic ,  
resistance*

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#### **STATISTICS**

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**Str** 37, **Dex** 12, **Con** 31, **Int** 20, **Wis** 23, **Cha** 21

**Base Atk** +28; **CMB** +45 (+53 grapple); **CMD** 58 (62 vs. trip)

**Feats** Alertness, Combat Casting, Combat Expertise, Critical Focus, Diehard, Eschew Materials, Flyby Attack, Greater Vital Strike, Improved Initiative, Improved Natural Attack (bite), Improved Vital Strike, Multiattack, Power Attack, Skill Focus (Stealth), Spell Focus (necromancy), Spell Penetration, Vital Strike, Weapon Focus (bite)

**Skills** Fly +23, Handle Animal +31, Intimidate +41, Knowledge (arcana) +41, Knowledge (history) +34, Knowledge (geography) +34, Perception +54, Sense Motive +21, Spellcraft +41, Stealth +39, Survival +35, Swim +50; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth, +8 Swim

**Languages** Common, Draconic, Giant, Goblin, Orc

**SQ** charm reptiles, empty husk, greater worms, speak with reptiles, swamp stride, water breathing

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#### **SPECIAL ABILITIES**

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