

Corrupted Fiendish Dire Worg CR 10

Belkram's worg has been similarly twisted, its form bloated and warped. Its fur is patchy, revealing sickly, pulsating flesh beneath, and its eyes glow with a malevolent green light. It moves with an unsettling, twitching gait, constantly snarling and dripping a viscous, black saliva.

Corrupted Fiendish Dire Worg

hp 133 (14 HD); DR 10/magic

NE Large Magical Beast (Augmented Animal)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; **Listen** +10, **Spot** +10

Languages understands Undercommon

AC 22, touch 12, flat-footed 19

Resist cold 10, fire 10; **SR** 19

Fort +14, **Ref** +12, **Will** +9

Speed 50 ft. (10 squares)

Melee bite +22 (2d6+13 plus trip and poison)

Space 10 ft.; **Reach** 5 ft.

Base Atk +14; **Grp** +26

Atk Options smite good (+14 damage), improved trip

Abilities Str 28, Dex 17, Con 21, Int 4, Wis 14, Cha 12

Feats Alertness, Combat Reflexes, Improved Natural Attack (bite), Improved Trip, Power Attack, Run, Track, Weapon Focus (bite)

Skills Hide +3, Listen +10, Move Silently +7, Spot +10, Survival +4 (+8 tracking by scent)

Smite Good (Su) Once per day, the worg can make a normal melee attack to deal an extra 14 points of damage against a good foe.

Trip (Ex) If it hits with its bite, the worg can attempt to trip its target as a free action (+18 against target's Str or Dex check).

Drow Poison (Ex) Injury, Fortitude DC 19, initial damage 1d6 Strength, secondary damage 1d6 Strength. The save DC is Constitution-based.