

BOALISK

Huge Magical Beast

Hit Dice: 5d10+5 (32 hp)

Initiative: +3 (Dex)

Speed: 20 ft, climb 20 ft, swim 20 ft

AC: 15 (-2 size, +3 Dex, +4 natural)

Attacks: Bite +11 melee

Damage: Bite 1d8+10

Face/Reach: 15 ft by 15 ft (coiled)/10 ft

Special Attacks: Gaze, improved grab, constrict 1d8+10

Special Qualities: Scent, darkvision 60 ft, low-light vision

Saves: Fort +5, Ref +7, Will +2

Abilities: Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 4

Skills: Balance +12, Climb +15, Listen +7, Spot +7, Swim +14

Feats: Alertness

Climate/Terrain: Warm forest and aquatic

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 4-7 HD (Huge); 8-9 HD (Gargantuan)

The boalisk appears as a normal constrictor snake about 25 feet long.

COMBAT

A boalisk hunts by grabbing prey with its mouth and then squeezing with its powerful body. More powerful opponents (or if the boalisk has recently eaten) will be attacked with the boalisk's gaze attack.

Gaze (Su): Inflicts *mummy rot* (see Disease, *DMG*, page 74), range 30 feet, Fortitude negates (DC 20).

Improved Grab (Ex): To use this ability the boalisk must hit with its bite attack. If it gets a hold, it can constrict.

Constrict (Ex): A boalisk deals 1d6+4 points of damage with a successful grapple check against Medium-size or smaller creatures.

Skills: Boalisks receive a +4 racial bonus to Hide, Listen, and Spot checks and a +8 racial bonus to Balance checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is better.

*The Boalisk first appeared in module S4 (Gary Gygax, 1981).