

CENTIPEDE

Cydra has many types of dangerous centipedes in it. Some are dangerous due to their size, others due to the intensity of their venom. There are many more harmless types, some as large as a goliath's arm, that eat only rotten leaves or other detritus; these can still present a momentary fright, even if they pose no real danger to humanoids.

Black Centipede

Level 1 Skirmisher

Small natural beast

XP 100

HP 32; **Bloodied** 16

Initiative +6

AC 15; **Fortitude** 13; **Reflex** 15; **Will** 11

Perception +0

Speed 7, climb 6 (spider climb)

Tremorsense 6

STANDARD ACTIONS

(mbasic) Bite (poison) * At Will

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 1d10 damage and make a secondary attack.

Secondary Attack: Melee 1 (the target of the primary attack); +4 vs. Fortitude.

Hit: Ongoing 5 poison damage (save ends).

MOVE ACTIONS

Skittering Shift * At Will

Effect: The black centipede shifts up to 4 squares.

Skills Stealth +9

Str 11 **Dex** 18 **Wis** 11

Con 16 **Int** 1 **Cha** 4

Alignment unaligned

Languages -

Skittering Centipede

Level 1 Minion Skirmisher

Tiny natural beast

XP 25

HP 1; a missed attack never damages a minion

Initiative +5

AC 15; **Fortitude** 12; **Reflex** 15; **Will** 10

Perception +1

Speed 6, climb 5 (spider climb)

TRAITS

Skittering Movement

A skittering centipede does not provoke opportunity attacks when it enters another creature's space.

STANDARD ACTIONS

(mbasic) Bite (poison) * At Will

Effect: The skittering centipede shifts up to 2 squares before and after the attack.

Attack: Melee 0 (one creature); +4 vs. Fortitude.

Hit: 2 damage plus ongoing 4 poison damage (save ends). Saving throws made to end this effect gain a +2 bonus.

Str 2 **Dex** 16 **Wis** 13

Con 12 **Int** 1 **Cha** 6

Alignment unaligned

Languages -

Scarlet Centipede

Level 2 Elite Lurker

Small natural beast

XP 250

HP 64; **Bloodied** 32

Initiative +10

AC 16; **Fortitude** 14; **Reflex** 16; **Will** 11

Perception +1

Speed 8, climb 6 (spider climb)

Saving Throws +2; Action Points 1

TRAITS

Hidden Threat

If the scarlet centipede starts its turn hidden from a creature, its melee attacks deal an extra 1d8 damage to that creature until the end of its turn.

STANDARD ACTIONS

(mbasic) Bite (poison) * At Will

Attack: Melee 1 (one creature); +7 vs. AC.

Hit: 1d6+4 damage plus ongoing 2 poison damage (save ends). If the target is already taking ongoing poison damage, that damage instead increases by 2.

(melee) Latching Bite (poison) * Encounter

Attack: Melee 1 (one creature); +5 vs. Reflex.

Hit: 3d6+3 damage and the target is grabbed (escape DC 9) and takes ongoing 5 poison damage (save ends).

Scarlet Thrashing * At Will

Requirement: The scarlet centipede must be bloodied.

Effect: The scarlet centipede uses *bite*, shifts up to 3 squares and uses *bite* again.

Scuttle Away * At Will

Effect: The scarlet centipede shifts its speed. It may climb as part of this shift, and it ignores difficult terrain. At the end of this shift, the scarlet centipede may make a Stealth check to hide if it is in difficult terrain or has any cover or concealment.

Skills Stealth +11

Str 8 **Dex** 20 **Wis** 11

Con 14 **Int** 2 **Cha** 8

Alignment unaligned

Languages -

Black Centipede Swarm

Level 13 Skirmisher

Medium natural beast (swarm)

XP 800

HP 135; **Bloodied** 67

Initiative +13

AC 26; **Fortitude** 25; **Reflex** 28; **Will** 23

Perception +6

Speed 7, climb 6 (spider climb)

Tremorsense 6

Resist half damage from melee and ranged attacks; **Vulnerable** 10 to close and area attacks

TRAITS

Swarm Attack (poison) * Aura 1

Each creature that ends its turn in the aura takes 10 poison damage.

Swarm

The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

STANDARD ACTIONS

(mbasic) Swarm of Bites (poison) * At Will

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 2d6+4 damage plus ongoing 10 poison damage and the target is slowed (save ends both).

(melee) Centipede Road * Recharge 5 6

Effect: The black centipede swarm shifts up to 3 squares, then makes the following attack.

Attack: Melee 1 (one creature); +16 vs. Reflex.

Hit: 3d10+5 damage and the target falls prone and is caught on the centipede road (save ends). While caught on the centipede road, the target cannot regain its feet and, whenever the black centipede swarm shifts, the target is pulled to a square adjacent to the black centipede swarm.

MOVE ACTIONS

One Million Legs * At Will

Effect: The black centipede swarm shifts up to 7 spaces.

Str 11 **Dex** 20 **Wis** 11

Con 23 **Int** 1 **Cha** 4

Alignment unaligned

Languages -