

CILDABRIN

Large Magical Beast

Hit Dice: 11d10+11 (71 hp)

Initiative: +2 (Dex)

Speed: 40 ft, climb 20 ft

AC: 15 (-1 size, +2 Dex, +4 natural)

Attacks: 2 claws +14 melee, sting +8 melee

Damage: Claw 1d6+3, sting 1d6+1 and poison

Face/Reach: 10 ft by 10 ft/5 ft

Special Attacks: Spell-like abilities, improved grab, squeeze, poison

Special Qualities: Immunity to webs, SR 15, darkvision 120 ft, low-light vision

Saves: Fort +8, Ref +9, Will +4

Abilities: Str 16, Dex 15, Con 13, Int 10, Wis 12, Cha 10

Skills: Climb +20, Hide +7, Listen +3, Move Silently +9, Spot +13

Feats: Alertness, Weapon Focus (claw, sting)

Climate/Terrain: Warm land and underground

Organization: Solitary or pair

Challenge Rating: 8

Treasure: Standard

Alignment: Always neutral evil

Advancement: 12-19 HD (Large); 20-33 HD (Huge)

A cildabrin appears as a cross between a spider and scorpion. Its body is black and furry and its eight eyes are turquoise blue. The front two legs end in scorpion-like pincers, while the other six spider-like legs are covered in black fur. Its fur-covered tail ends in a razor-sharp stinger.

COMBAT

Cildabrinns prefer to ambush their prey from an area where they have cast *silence* prior to melee. Cildabrinns usually begin melee by casting a *web* at their opponents before moving in to attack with their claws and stinger.

Spell-Like Abilities: 3/day—*darkness*, *silence*, and *web*. These abilities are as the spells cast by an 11th-level sorcerer (save DC 10 + spell level).

Improved Grab (Ex): To use this ability, the cildabrin must hit with its claw attack. If it gets a hold, it hangs on and stings.

Squeeze (Ex): A cildabrin that gets a hold on an opponent of its size or smaller automatically deals damage with both claws, stinging at its full attack value.

Poison (Ex): Stinger, Fortitude save (DC 16), initial and secondary damage 1d6 Strength.

Immunity to Webs (Ex): Cildabrinns are immune to the effects of normal and magical webs including the effects of the *web* spell.

Skills: Cildabrinns receive a +2 racial bonus to Climb, Hide and Spot checks.

The Cildabrin first appeared in MC11: FR Appendix II (1991).