STEGOCENTIPEDE

Huge Vermin

Hit Dice: 9d8 (40 hp)
Initiative: +2 (Dex)
Speed: 40 ft
AC: 17 (–2 size, +2 Dex, +7 natural)
Attacks: Bite +8 melee, tail +3 melee, 1d3 spines +3 melee
Damage: Bite 2d6+4 and poison, tail 2d6+2 and poison, spines 1d8+2
Face/Reach: 10 ft by 30 ft/10 ft
Special Attacks: Poison, spines
Special Qualities: Vermin
Saves: Fort +6, Ref +5, Will +3
Abilities:
Str 19, Dex 15, Con 10, Int —, Wis 10, Cha 2
Skills: Climb +12, Hide +1, Spot +7
Climate/Terrain: Any temperate and warm land and underground
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 10-12 HD (Huge); 13-18 HD (Gargantuan)

Stegocentipedes are mutated versions of giant centipedes. They are two feet high, and eighteen feet long, and their backs are covered with long spines. These chitinous plates are in double rows along the back and are flattened against the body, but stick straight up when the creature is agitated. These vermin are usually a shade of brown or even green.

Each segment of its body has a pair of legs except for the tail segment. This rear portion instead ends in a scorpion-like poisoned tail. This tail is heavily armored at its end, functioning as a spiked club which can strike opponents at up to six feet away. This armor makes the creature much heavier and slower than other enormous vermin.

This monster is continually ravenous and always hunting. Sages say that the stegocentipede may have developed on some other world, or that they may have been some insane genetic experiment. They are adaptable to nearly any climate, but since they are usually sterile there are not very many in existence.

COMBAT

The stegocentipede raises its spines instinctively when it enters combat. It likes to rush its prey and seize it in its huge mandibles, poisoning with its bite. It lashes out at other opponents with its poisoned tail.

Poison (Ex): Bite or tail slam, Fortitude save (DC 18); initial and secondary damage 1d6 temporary Dexterity damage.

Spines (Ex): The stegocentipede raises its spine plates in combat and moves itself rapidly back and forth when attacking. Any creature attacking the stegocentipede from the front is subjected to an attack with 1d3 spines.

Vermin: Immune to mind-influencing effects.

Skills: Stegocentipedes receive a +4 racial bonus to Climb, Hide, and Spot checks.