

**Centipede, Giant (M)(CR½): XP 200**

N Medium [vermin](#), **Init** +2; **Senses** darkvision 60 ft.; [Perception](#) +4

**DEFENSE**

**AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)  
**hp** 5 (1d8+1), **Fort** +3, **Ref** +2, **Will** +0  
**Immune** mind-affecting effects

**OFFENSE**

**Speed** 40 ft., climb 40 ft.  
**Melee** bite +2 (1d6–1 plus [poison](#))  
**Special Attacks** [poison](#)

**STATISTICS**

**Str** 9, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2  
**Base Atk** +0; **CMB** –1; **CMD** 11 (can't be tripped)  
**Feats** [Weapon Finesse](#)  
**Skills** [Climb](#) +10, [Perception](#) +4, [Stealth](#) +10; **Racial Modifiers** +4 [Perception](#), +8 [Stealth](#)

**SPECIAL ABILITIES (Poison)**

**Bite**—injury; **save Fort** DC 13; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex [damage](#); *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

**Centipede, Small (M)(CR¼): XP 100**

N Small [vermin](#), **Init** +3; **Senses** darkvision 60 ft.; [Perception](#) +4

**DEFENSE**

**AC** 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 Size), **hp** 4 (1d8), **Fort** +2, **Ref** +3, **Will** +0  
**Immune** mind-affecting effects

**OFFENSE**

**Speed** 40 ft., climb 40 ft.  
**Melee** bite +4 (1d4–3 plus [poison](#))  
**Special Attacks** [poison](#)

**STATISTICS**

**Str** 5, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2  
**Base Atk** +0; **CMB** –4; **CMD** 9 (can't be tripped)  
**Feats** [Weapon Finesse](#)  
**Skills** [Climb](#) +11, [Perception](#) +4, [Stealth](#) +15; **Racial Modifiers** +4 [Perception](#), +8 [Stealth](#)

**SPECIAL ABILITIES (Poison)**

**Bite**—injury; **save Fort** DC 12; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex [damage](#); *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

**Centipede, Hissing (M)(CR1): XP 400**

N Large [vermin](#); **Init** +1; **Senses** darkvision 60 ft.; [Perception](#) +4

**DEFENSE**

**AC** 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size), **hp** 15 (2d8+6), **Fort** +6, **Ref** +1, **Will** +0,  
**Immune** mind-affecting effects

**OFFENSE**

**Speed** 40 ft., climb 40 ft.  
**Melee** bite +4 (1d8+4 plus [poison](#))  
**Special Attacks** [poison](#)

**STATISTICS**

**Str** 17, **Dex** 13, **Con** 16, **Int** —, **Wis** 10, **Cha** 2  
**Base Atk** +1; **CMB** +5; **CMD** 16 (can't be tripped)  
**Feats** [Weapon Focus \(bite\)](#), **Skills** [Climb](#) +11, [Perception](#) +4, [Stealth](#) +5; **Racial Modifiers** +4 [Perception](#), +8 [Stealth](#)

**SPECIAL ABILITIES (Poison)**

**Bite**—injury; **save Fort** DC 16; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex [damage](#); *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.