

Giant Centipede

March 8, 2023



Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Saving Throws

Skills

Damage Resistances

Damage Immunities

Condition Immunities

Senses blindsight 30 ft., passive Perception 8

Languages --

Challenge 44930 (50 XP)

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison

damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.