

# Species, Breed: Animated

Type: Centipede, Silkweave

Class: Animated

Align: None.

Gender: Not applicable.

Level: 25 + 1-D20

Number encountered: 2-D6

Experience points: 100 x level.

## Characteristics

Awareness: 20

Charisma: Not applicable.

Constitution: 40

Coordination: 40

Dexterity: 45

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 60

Wisdom: Not applicable.

## Movement:

Flying: Can't

Grounded: 8

Swimming: Can't. Can walk underwater at a rate of 8 spaces (40') per turn.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

## Attack descriptions

Bites: 2

Damage: 1-D12 x5 +8

Range: 2 spaces (10')

Attack Type: Sharp.

**Defense:** 40 / 70 if 32nd + level

**Offense:** 45 / 75 if 32nd + level

**Damage-Points:** Roll 2-D12 +8 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 50+ to have 1-D20 x12

Bronze: 55+ to have 1-D20 x10

Silver: 60+ to have 1-D20 x8

Electrum: 65+ to have 1-D20 x6

White-gold: 70+ to have 1-D20 x4

Yellow-gold: 75+ to have 1-D20 x2

Black-gold: 80+ to have 1-D20

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 60+ to have 1

Legendary: None.

Note:

The Silkweave Centipede will have two "Silkweave", special gems, for eyes. The quality of the gem must be rolled up randomly in the Gem Section of the Treasure Book.

# Description:

**Annihilation Strike?:** No.

**Description:** This creature appears to be a giant sized centipede made of onyx stone.

**Eye color:** White. The eyes of this creature are faceted.

**Eye shape:** Medium-sized and round.

**Height:** 2'-0"

**Length:** 20'-0"

**Skin color:** Black.

**Skin texture:** Polished, smooth, stone.

**Posture:** Centipede.

**Weight:** 3,000 lbs.

**Dislikes:** None.

**Disposition:** This creature is crafted from onyx. It has no will, but the will of the master who animated it. This creature serves its master faithfully, executing all commands given to it.

**Fears:** None.

**Habitat:** This creature is found in dimensions and planes.

**Immunities:** Breath (unless the breath attack striking this creature is based upon rock or earth), Charm, Consciousness, Death, Disease, Faith, Fear, Illusion, Magic (if a spells requires an avoidance-roll, this creature is not effected), Mental-attack, Mind alterations, Pain, Paralysis, Petrification, Poison, Shock, Sickness, Stun.

**Life-span:** Undying (this creature's existence never fades), but it can be slain.

**Likes:** None.

**Needs:** None.

**Note:** None.

**Special Abilities: Vibration Track:** This creature has a 20% chance to pick up and follow the vibrations of a creature moving about. This ability's range is 10 spaces (50'). The vibrations of a creature on the move can be followed for 1-D12 turns. At the end of 1-D12 turns, if the creature is still within range, another successful "Tracking" check must be successful in order to continue following the creature.

If one Silkweave Centipede picks up the vibrations of a creature, all will follow.



**Special Offenses:** None.

**Susceptibilities:** None.

**Weapon susceptibility:** Rank-9 (or better) magical weapon to harm.