

# SEPS

## CREATURE 11

UNCOMMON

N

HUGE

ANIMAL

Converted by VaranSL

**Perception** +21; darkvision; scent (imprecise) 30 feet

**Skills** Athletics +24, Stealth +21

**Str** +7, **Dex** +4, **Con** +5, **Int** -4, **Wis** +2, **Cha** +0

**AC** 33; **Fort** +24, **Ref** +19, **Will** +17

**HP** 187; **Resistances** Acid 14, Poison 14

**Acid Blood** (aura, evocation, acid) Any creature that hits a seps with an unarmed Strike takes 2d6+5 acid damage, and a weapon that hits a seps takes 2d6+5 acid damage.

**Speed** 25 feet

**Melee** ♦ jaws +24 [+19/+14] (reach 15 feet), **Damage** 2d10+11 piercing plus seps venom

**Seps Venom** (poison) A creature killed by this venom dissolves into an acidic liquid; **Saving Throw** DC 30 Fortitude; **Maximum Duration** 10 rounds; **Stage 1** 4d6 poison damage and enfeebled 1 (1 round), **Stage 2** 5d6 poison damage, and enfeebled 2 (1 round); **Stage 3** 7d6 poison damage and enfeebled 2 (1 round)

This massive, armored snake has an acidic venom that can dissolve flesh and bone.