



*Ethmostigmus trigonopodus* Copyright holder unknown. Image accessed from pinterest [here](#)

[On the one hand, I get why in Pathfinder they decided against the 3.x approach of having stats for monstrous vermin of all sizes in a single appendix. It allowed them to differentiate the stat-blocks and flavor text. On the other hand, it also allowed them to sell more books if you really needed statistics for a Huge spider or Colossal scorpion. Of the core giant vermin trio (centipede, scorpion, spider), the Large centipede is the only one yet unstatted, 10 years into Pathfinder RPG.

Edit. Adding vermin companion info.]

### **Centipede, Hissing**

*This horse-sized centipede has a bluish tinge to its legs and thick armored plating.*

Hissing centipedes are immense predators most commonly found in humid caverns, but they may leave these to hunt at night. They are ambush predators, like many giant centipedes, seeking to use speed and stealth to catch victims unaware. When facing multiple opponents, or when hunted themselves by large Darklands predators, they force air from their spiracles, causing a whistling hiss that fills foes with fear.

A hissing centipede grows to about twelve feet long and stands three feet off the ground. Males and females are nearly identical in appearance and can only be distinguished by an expert.

### **Hissing Centipedes as Vermin Companions**

**Starting Statistics:** **Size** Medium; **Speed** 30 ft., climb 30 ft.; **AC** +3 natural armor; **Attack** bite (1d6 plus poison); **Ability Scores** Str 10, Dex 15, Con 13, Int —, Wis 10, Cha 2; **Special Attacks** poison (*frequency* 1 round [6], *effect* 1 Dex damage, *cure* 1 save, Con-based DC); **Special Qualities** darkvision 60 ft.; **CMD** can't be tripped.

**7th-Level Advancement:** **Size** Large; **Attack** bite (1d8 plus poison); **Ability Scores** Str +8, Dex –2, Con +4; **Special Attacks** hiss

**Hissing Centipede** **CR 1**

**XP 400**

N Large vermin

**Init** +1; **Senses** darkvision 60 ft., Perception +4

**Defense**

**AC** 16, touch 10, flat-footed 15 (–1 size, +1 Dex, +5 natural)

**hp** 15 (2d8+6)

**Fort** +6, **Ref** +1, **Will** +0

Offense

**Speed** 40 ft., climb 40 ft.

**Melee** bite +1 (1d8+1 plus poison)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** hiss

Statistics

**Str** 13, **Dex** 13, **Con** 16, **Int** -, **Wis** 10, **Cha** 2

**Base Atk** +1; **CMB** +3; **CMD** 14 (cannot be tripped)

**Skills** Climb +9, Perception +4, Stealth + 5; **Racial Modifiers** +4 Perception, +8 Stealth

**SQ** compression

Ecology

**Environment** temperate or warm forest or underground

**Organization** solitary, pair or colony (3-6)

**Treasure** none

Special Abilities

**Hiss (Ex)** As a move action, a hissing centipede can expel air in an eerie hiss. All creatures that can hear the hissing centipede within 30 feet must succeed a DC 11 Will save or be shaken for 1d4+1 rounds. Regardless of whether they pass or fail the save, a creature cannot be affected by the hiss of that centipede for the next 24 hours. This is a mind-influencing fear effect. The save DC is Charisma-based and includes a +4 racial bonus.

**Poison (Ex)** Bite—injury; *save* Fort DC 14; frequency 1/round for 6 rounds; effect 1d4 Dex damage; cure 1 save. The save DC is Constitution-based.