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[If you have been looking at the actual statistics of these monsters and not just their flavor text, you may have noticed something. There's a lot more d12s in the damage dice than usual. This is matching the formatting of Pathfinder 2e. d12s are much more commonly used in that edition than in PF1e, or in any edition of D&D I've seen. I like it. They're included in all dice sets, so why not actually use them?]

Mukradi

CR 15 N Magical Beast

This nightmarish beast looks like a long-legged centipede the size of a cottage. It has three heads, each with a gaping maw faintly glowing in different colors. Twin tails lash behind it, and it moves with unnerving speed.

The mukradi are enormous predators with elemental powers and multiple heads. Their origins are mysterious. Folktales claim that the first mukradi was born from the mad nightmares of a dying god. Despite their reputation, they are not evil, just hungry (although that distinction is often lost on their victims). A mukradi can survive for extended periods of time between meals, and are thus ravenous when they come across prey—a mukradi views herds of animals or households of people as a single meal. They live mostly in open areas that allow them free range—deserts and plains are common habitats for the mukradi.

The body of a mukradi is infused with multiple types of energy—acid, electricity and fire are the most common combination, but others are possible. Each of the monster's three heads can release this energy in deadly blasts. A mukradi's nervous system is highly decentralized. If the monster is affected by a spell or effect that would stop its movement, it only effects a single head. Even if all three heads are insensate from magic, the mukradi can still lash with its tail or trample foes; it

usually retreats under these circumstances.

Mukradi CR 15

XP 51,200

N Gargantuan magical beast

Init +4; **Senses** darkvision 60 ft., Perception +15, tremorsense 60 ft.

Defense

AC 30, touch 6, flat-footed 30 (-4 size, +24 natural)

hp 225 (18d10+126)

Fort +18, **Ref** +11, **Will** +11

Immune acid, electricity, fire; **SR** 26

Defensive Abilities all around vision, partition mind, spitting rage

Offense

Speed 60 ft., burrow 60 ft., climb 60 ft.

Melee 3 bites +23 (1d12+9/19-20 plus 2d6 energy), tail slap +21 (2d6+4 plus trip)

Space 20 ft.; **Reach** 15 ft. (20 ft. with tail slap)

Special Attacks breath weapon (1d4 rounds, DC 26), energy maws, trample (2d6+13, DC 28)

Statistics

Str 29, **Dex** 11, **Con** 25, **Int** 2, **Wis** 16, **Cha** 10

Base Atk +18; **CMB** +31; **CMD** 41 (cannot be tripped) **Feats** Blind-fight, Cleave, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Multiattack, Power Attack

Skills Climb +29, Perception +15 **Ecology**

Environment any deserts and underground

Organization solitary

Treasure none

Special Abilities

Breath Weapons (Su) A mukradi has three breath weapons. One is a line of acid 120 feet long, one is a line of electricity 120 feet long, and one is a cone of fire 60 feet long. Each breath weapon deals 16d6 damage of the appropriate energy type (Reflex DC 26 half). Whenever it uses a breath weapon, it must wait 1d4 rounds to recharge to use any breath weapon, unless it is triggered by spitting rage. The save DC is Constitution based.

Energy Maws (Su) A mukradi deals 2d6 points of energy damage with each of its bite attacks. One head deals acid damage, one head deals electricity damage and one head deals fire damage. These heads are also the source for the breath weapon of the respective energy types.

Partition Mind (Ex) If a mukradi fails a save against any spell or effect that inflicts the confused, dazed, nauseated, paralyzed, staggered, stunned, or slowed conditions, it can take a swift action to redirect that effect to one of its heads. That head cannot make bite attacks or use its breath weapon for the duration of the spell or effect, but the mukradi is otherwise unaffected. A mukradi cannot use this ability if all of its heads are dormant.

Spitting Rage (Su) Once per day as an immediate action, a mukradi that takes damage from a critical hit recharges and uses one of its breath weapons. This resets the recharge duration of its breath weapons.