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[When I earlier remarked that many Dark Sun monsters had twenty+ psionic abilities, even the ones of animal intelligence, it was the megapede I had in mind. It has too darn many powers in 2e, and it's unclear to me if it would even know how or why to use some of the ones it has. On the other hand, the 3e version has no magical abilities, although it picks up spell resistance and DR. The 4e version hits a better balance for me, and I used that one as the basis for this conversion (although I did reinstate a few defensive powers).]

Megapede

CR 16 N Magical Beast

This creature is a centipede the size of a house, with enormous mandibles and a pair of scorpion-like claws emerging near its head. Its body is purple and green above, sandy in color below.

The magical vermin known as megapedes are immense desert predators, widely feared in the lands they call home. They typically remain buried in the desert sand, feeling vibrations and waiting for large prey to pass overhead—an entire herd of animals or a caravan is sufficient. Emerging from its hiding place, it attacks with mandible and claw, slaughtering all it can so it can stockpile meat for an extended period. Megapedes can happily consume desiccated or partially rotten flesh, and are not above scavenging.

Megapedes have a surprising array of magical defenses, leading some scholars to speculate that they are an engineered species. They can also create powerful explosions, which they usually use to either kill a whole herd of animals in one go, or to crack open a pesky wall that impedes its progress. Megapedes are all but impossible to take captive, but they may occasionally

communicate with druids, or be enticed to work with them for a hearty meal. Megapedes do not intentionally collect treasure, but they often nest in the remains of shattered caravans or ruined buildings.

Megapede CR 16

XP 76,800

N Gargantuan magical beast

Init +6; **Senses** darkvision 60 ft., Perception +13, tremorsense 60 ft.

Defense

AC 30, touch 9, flat-footed 28 (-4 size, +2 Dex, +1 dodge, +17 natural, +4 shield)

hp 250 (20d10+140)

Fort +19, **Ref** +14, **Will** +11

DR 10/cold iron; **SR** 27

Defensive Abilities *blur*, *shield*

Offense

Speed 40 ft., climb 40 ft., burrow 30 ft.

Melee bite +24 (3d10+8 plus poison), 2 claws +24 (2d6+8)

Space 20 ft.; **Reach** 20 ft.

Special Attacks clawing frenzy, detonate

Spell-like Abilities CL 20th, concentration +24

Constant—*blur*, *shield*

3/day—*cleanse*, quickened *protection from energy*

Statistics

Str 27, **Dex** 14, **Con** 25, **Int** 1, **Wis** 16, **Cha** 18

Base Atk +20; **CMB** +32; **CMD** 45 (cannot be tripped)

Feats Blind-fight, Combat Reflexes, Dodge, Improved Critical (bite, claw), Improved Initiative, Iron Will, Power Attack, Quicken SLA (*protection from energy*), Vital Strike

Skills Climb +23, Perception +13, Stealth +8; **Racial Modifiers** +8 Stealth

Ecology

Environment warm deserts and plains

Organization solitary or pair

Treasure incidental

Special Abilities

Clawing Frenzy (Ex) As a full round action, a megapede can make a single claw attack against every creature in its reach.

Detonate (Su) As a standard action, a megapede can create an explosion. This explosion affects a 20 foot radius, centered on a point within 200 feet of the megapede. All creatures and unattended objects in the area take 8d6 bludgeoning and 8d6 sonic damage (Reflex DC 24 half). This damage ignores the hardness of objects. A megapede may use this ability three times per day, but must wait 1d4 rounds between uses. The save DC is Charisma based.

Poison (Ex) Bite—injury; *save* Fort DC 27; *duration* 1/round for 4 rounds; *effect* 1d4 Con drain and 1d4 Dex damage; *cure* 2 saves. The save DC is Constitution based.