

ŌMUKADE (GREAT CENTIPEDE)

ŌMUKADE LORE

History DC 15: The mist-cloaked mountains in which the titanic, many-legged serpents known as ōmukade make their lairs are avoided even by the mightiest of dragons, as the ōmukade is entirely without fear or caution and its lunging strikes can reach far into the heavens.

Nature DC 10: Like the centipedes they resemble, ōmukade will devour their exoskeleton after molting, growing more powerful and resilient each time they do so.

Nature DC 15: So deadly is the venom of the ōmukade that those who survive its touch are forever injured to the venom of lesser creatures. So it is said, at least. Those warriors foolhardy enough to seek out an ōmukade seldom live to report upon the experience.

Religion DC 15: It is said that body of a slain ōmukade will not decay, and even in death can lash out and attack passersby unless thoroughly cleansed with pure, flowing water. Most commonly, however, its corpse is simply consumed by the next of its kin to pass by.

Religion DC 20: The ōmukade's vital waters flee its body at the touch of fire or death magics, and its invulnerable chitin tears like spun sugar before a warrior's saliva, both remnants of the ōmukade's ancient enmity with spirits of water.

ŌMUKADE TACTICS

Ōmukade typically remain motionless in their burrows until disturbed, or until hunger drives them to venture out. In combat, they prioritize the largest and most heavily armored targets first, grasping them with their Mountain-Metal Toxicognaths then using their Headclipper Mandibles and Impure Infusion to finish it off.

They use their Stomp of Nine Agonies somewhat at random, targeting whichever creatures happen to be within reach until the successfully Stun one, then focusing all their attacks on the Stunned Creature.

They use their Reflexive Molt any time they would take any fire or necrotic damage, damage from a critical hit, or would fail a saving throw against an incapacitating effect. When they do, they immediately use their Devour Chitin on the following turn.

Otherwise, with their bonus action they prefer to use their Impure Infusion whenever available, switching to their Caudal Thrash only once two or more enemies climb onto them, or if attacked from range by a distant foe.

They use their first legendary action each round on their Two-Hundred Torch Gaze, and use the rest on their Agonizing Trample, usually using their Skittering Stampede only to flee combat once they have taken three or more points of exhaustion or had their exoskeleton destroyed before they could devour it.



ŌMUKADE

Gargantuan fey (yokai), unaligned

Armor Class 18 (Natural Armor)

Hit Points 558 (36d20 + 180)

Speed 50 ft., burrow 20 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	19 (+4)	21 (+5)	7 (-2)	14 (+2)	18 (+4)

Saving Throws DEX +11, CON +12, WIS +9

Damage Immunities Poison; Attacks made without advantage

Condition Immunities Charmed, Frightened, Paralyzed

Senses Blindsight 30 ft., Passive Perception 12

Challenge 24 (62,000 XP)

Desiccation Weakness. If the ōmukade takes any fire or necrotic damage, it loses an unspent Legendary Action, or takes a point of Exhaustion if it can't.

Saliva-Pierced. Attacks against the ōmukade with weapons coated in the saliva of a humanoid creature have advantage, and the ōmukade has vulnerability to damage dealt by them.

Segment Titan. The ōmukade's body is divided into 15 contiguous segments, each of which fills a 15-foot cube and has the following properties.

- **Movement.** When one of the ōmukade's segments moves, each connected segment is dragged behind it to the nearest unoccupied space. Its movement can originate from any of its segments.
- **Reach.** The ōmukade's Headclipper Mandibles and Mountain-Metal Toxicognaths attacks originate from the segment that contains its head. Its Stomp of Nine Agonies can originate from any segment.
- **Climbing.** A creature within 5 feet of a segment can spend half of its movement to attempt a DC 15 Strength (Athletics) check, becoming Attached to that segment or moving from one segment to another on a success.

Reflexive Molt (1/Day). When the ōmukade fails a saving throw or takes any damage, it can choose to succeed on the saving throw or reduce that damage to 0 by rapidly shedding its exoskeleton, disgorging its soft inner body through its mouth into the nearest unoccupied spaces.

The exoskeleton can be attacked and destroyed (AC 18; 60 HP). Until it completes a Long Rest or uses its Devour Chitin, attacks against the ōmukade have advantage.

Actions

Multiattack. The ōmukade makes four attacks, one of which can be with either its Headclipper Mandibles or Mountain-Metal Toxicognaths.

Mountain-Metal Toxicognaths. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 25 (4d8 + 7) piercing plus 7 (2d6) poison damage and the target is grappled (escape DC 22).

Headclipper Mandibles. Melee Weapon Attack: +14 to hit, reach 10 ft., one grappled target. Hit: 33 (4d12 + 7) slashing damage.

A creature reduced to 0 hit points by this damage must succeed on a DC 22 Constitution saving throw or be beheaded.

Stomp of Nine Agonies. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 17 (3d6 + 7) piercing damage.

A creature that takes 20 or more damage from this attack is Stunned until the beginning of its next turn.

Bonus Actions

Caudal Thrash. The ōmukade anchors its final segment to the ground and thrashes its body into the air, forcing each creature climbing on it to succeed on a DC 22 Strength saving throw or take 14 (4d6) bludgeoning damage and fall prone in the nearest unoccupied space.

Until the end of its turn, the ōmukade's melee attacks have a reach of 200 feet and advantage.

Devour Chitin. The ōmukade gorges itself upon its shed exoskeleton, consuming it.

Until it takes a Long Rest, the ōmukade's AC is increased by a cumulative +2, to a maximum of 24.

Impure Infusion. The ōmukade pumps venom into a creature it is grappling, forcing it to succeed on a DC 20 Constitution saving throw or take 35 (10d6) poison damage, or half as much on a success.

Then, if the creature has 30 or fewer hit points, it drops to 0 hit points and fails two death saving throws.

A creature that succeeds on this saving throw permanently gains resistance to poison damage from other sources.

Reactions

Scalding Vent. When ōmukade takes any fire or necrotic damage, it can vent boiling steam through the spiracles that run down its body, dealing 7 (2d6) fire damage to each creature within 5 feet of it.

Legendary Actions

The ōmukade can take 3 legendary actions, choosing from the options below.

Skittering Stampede. Each creature within 10 feet of the ōmukade that is not climbing on or grappled by it must succeed on a DC 22 Strength saving throw or be pushed up to 10 feet away, then the ōmukade moves up to half its speed.

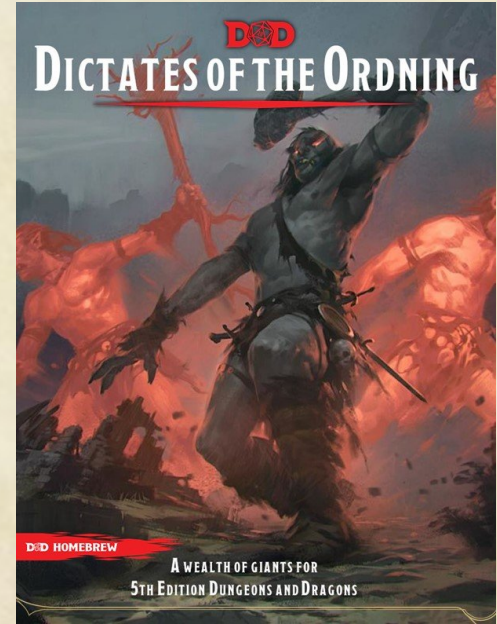
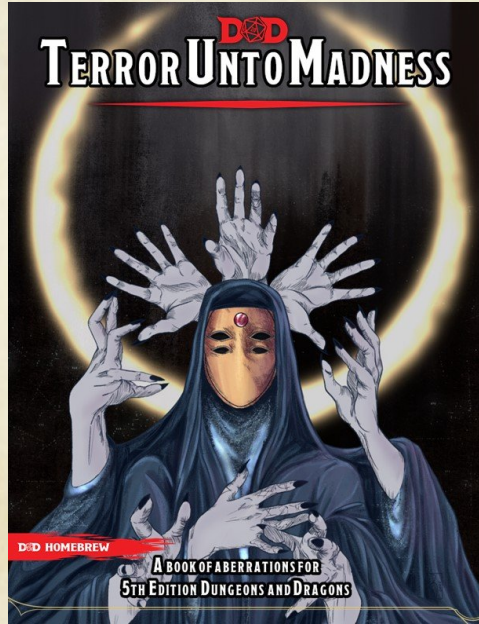
Two-Hundred-Torch Gaze. Blinding light blazes from the ōmukade's eyes in a 60-foot cone, forcing each creature in the area to succeed on a DC 20 Constitution saving throw or be Blinded until the end of the ōmukade's next turn.

Agonizing Trample (Costs 2 Actions). The ōmukade makes an attack with its Stomp of Nine Agonies against each creature in its reach that is not climbing on it.

ART CREDITS

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