

# Ceylacennia

Third and final stage of its evolution, the Ceylacennia is by far the most fearsome of the three Cennias. No longer dependant on the light emitted by stars, Xalgucennia find that photosynthesis alone can no longer satiate their ravenous hunger and travel off in search of food, becoming more aggressive in their hunt as the universe grows ever more crowded and the battle for survival grows more and more competitive.



## Locations

Ceylacennias are found exclusively in viral clouds in the Pardus Core, often towards the centre of the sector around the two dead planets ([52,47] and [65,47]).

## Stats

### Skills

Tactics	95
Hit accuracy	60-65
Maneuver	105
Weaponry	90
Engineering	>75

### Health

Hull	1,200
Armour	1,040
Armour strength	x5
Armour type	Organic

Shield	270
Shield regeneration	
Total health	6,670

## Other

XP for killing	4,400
Loot from killing	Biowaste, Exotic Crystals
Roams?	Yes
Cloaks?	Yes
Retreat hold frequency	
Retreat hold rounds	
Respawn time	
Old age death time	

## Weapons

### Guns

Gun	Base damage	Shots per round	Total damage	Weapon type
Acid Tentacles	84	2	168	Organic
Acid Tentacles	84	2	168	Organic
Huge Cosmic Eye	264	1	264	Electro-magnetic

## Skilling guide

Ceylacennias are a good option for end-game weaponry skilling, providing slow but steady gains up to 90 weaponry. It is not recommended to exclusively hunt Ceylacennias, as they can be difficult and unreliable to find.

