

SCORPION

Source: 1e *Monster Manual*.

The world is full of vermin of all sizes. Monstrous scorpions are amongst the most dangerous, typically having deadly poison and a pair of fierce claws capable of seizing prey. Some monstrous scorpions glow faintly in the dark, especially when exposed to the strange radiations in the Underdark.

Monstrous scorpions can be found in any terrain but are most common in deserts, wastelands and rocky areas. They tend to attack if disturbed, and many species are highly aggressive.

Giant Black Scorpion

Level 1 Brute

Medium natural beast (scorpion)

XP 100

HP 36; **Bloodied** 18

Initiative +0

AC 14; **Fortitude** 14; **Reflex** 11; **Will** 11

Perception +1

Speed 6

Tremorsense 5

STANDARD ACTIONS

(mbasic) Claw * At Will

Requirement: The scorpion may not have more than one grabbed victim.

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 2d6+3 damage and a medium or smaller target is grabbed (escape DC 12).

MINOR ACTIONS

(melee) Sting (poison) * Recharge 4 5 6

Attack: Melee 1 (one creature grabbed by the scorpion); +4 vs. Fortitude.

Hit: 1d6 poison damage, plus ongoing 5 poison (save ends).

Str 19 **Dex** 11 **Wis** 13

Con 16 **Int** 2 **Cha** 10

Alignment unaligned

Languages -

Giant Yellow Scorpion

Level 8 Minion Soldier

Small natural beast (scorpion)

XP 88

HP 1; a missed attack never damages a minion

Initiative +9

AC 24; **Fortitude** 23; **Reflex** 21; **Will** 18

Perception +7

Speed 7

Tremorsense 10

STANDARD ACTIONS

(mbasic) Claw * At Will

Requirement: The scorpion may not have a creature grabbed.

Attack: Melee 1 (one creature); +13 vs. AC.

Hit: 8 damage, and the scorpion grabs the target (escape DC 15).

(melee) Poisonous Stinger (poison) * At Will

Attack: Melee 1 (one immobilized or restrained creature); +11 vs. Fortitude.

Hit: 7 damage and ongoing 5 poison damage (save ends).

Str 16 **Dex** 17 **Wis** 17

Con 20 **Int** 2 **Cha** 5

Alignment unaligned

Languages -

Enormous Yellow Scorpion

Level 10 Brute

Huge natural beast (scorpion)

XP 500

HP 130; **Bloodied** 65

Initiative +7

AC 22; **Fortitude** 25; **Reflex** 21; **Will** 22

Perception +9

Speed 6

Tremorsense 20

STANDARD ACTIONS

(mbasic) Claw * At Will

Requirement: The scorpion may not have more than one creature grabbed.

Attack: Melee 2 (one creature); +15 vs. AC.

Hit: 2d8+9 damage, and the scorpion grabs the target (escape DC 18).

Pincers * At Will

Requirement: The scorpion may not have a creature grabbed.

Effect: The scorpion uses *claw* against two different targets.

(melee) Poisonous Stinger (poison) * At Will

Attack: Melee 2 (one immobilized or restrained creature); +13 vs. Fortitude.

Hit: 1d12+10 damage plus ongoing 10 poison damage (save ends).

TRIGGERED ACTIONS

Killing Frenzy * Encounter

Trigger: The scorpion becomes bloodied.

Effect (Immediate Reaction): The scorpion makes a poisonous stinger attack against each creature within 2 squares of it, regardless of whether that creature is immobilized or restrained.

Str 22 **Dex** 15 **Wis** 18

Con 20 **Int** 2 **Cha** 5

Alignment unaligned

Languages -