

# SCORPIONFOLK

Tlincallis, also called scorpionfolk or stingers, are horrific monsters that combine the worst features of humanity with the deadliest aspect of a scorpion. A tlincallis (singular and plural) has a humanoid torso, arms and head. Its skin is a dark red color, sometimes mottled with black or deep grays. The hands of a tlincallis have only two broad, strong fingers and a thumb. It is hairless, with red, glowing eyes. Its lower body is scorpion-like, with six legs and a long, stinger-bearing tail.

Scorpionfolk live in desert cities, beneath which are thriving networks of burrows and tunnels. They often take humans and dwarves as slaves, forcing them to mine and craft weapons.

## SCORPIONFOLK NOMAD Level 12 Minion Soldier

Large natural humanoid (scorpion)

XP 175

HP 1; a missed attack never damages a minion

**Initiative** +12

AC 26; **Fortitude** 26; **Reflex** 24; **Will** 24

**Perception** +6

**Speed** 6

Tremorsense 6

### STANDARD ACTIONS

**(mbasic) Sting** (poison) \* **At Will**

*Attack:* +17 vs. AC (one creature); 7 damage and ongoing 5 poison (save ends).

### TRIGGERED ACTIONS

**(m) You're Not Going Anywhere** \* **At Will**

*Trigger:* An enemy moves or shifts out of a square adjacent to the scorpionfolk nomad.

*Attack (Opportunity Action):* Melee 1 (the triggering creature); +17 vs. Reflex.

*Hit:* 5 damage, and the target is knocked prone.

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**Str** 23    **Dex** 19    **Wis** 11

**Con** 14    **Int** 8    **Cha** 19

**Alignment** evil

**Languages** Tlincallis

## SCORPIONFOLK REAVER Level 12 Soldier

Large natural humanoid (scorpion)

XP 700

HP 118; **Bloodied** 59

**Initiative** +12

AC 28; **Fortitude** 26; **Reflex** 24; **Will** 24

**Perception** +6

**Speed** 6

Tremorsense 6

### STANDARD ACTIONS

**(mbasic) Sting** (poison) \* **At Will**

*Attack:* Melee 1 (one creature); +17 vs. AC.

*Hit:* 2d8+4 damage and ongoing 10 poison (save ends).

**(m) Invigorate Venom** (poison) \* **Recharge** 5 6

*Requirement:* The target must have ongoing poison damage.

*Attack:* Melee 1 (one creature); +15 vs. Fortitude.

*Hit:* 3d8+7 poison damage, and the target's ongoing poison damage increases by 5.

### TRIGGERED ACTIONS

**(m) You're Not Going Anywhere** \* **At Will**

*Trigger:* An enemy moves or shifts out of a square adjacent to the scorpionfolk reaver.

*Attack (Opportunity Action):* Melee 1 (the triggering creature); +17 vs. Reflex.

*Hit:* 2d8+4 damage, and the target is knocked prone.

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**Con** 14    **Int** 8    **Cha** 19

**Alignment** evil

**Languages** Tlincallis

## SCORPIONFOLK DRIVER Level 14 Skirmisher

Large natural humanoid (scorpion)

XP 900

HP 135; Bloodied 67

Initiative +13

AC 28; Fortitude 28; Reflex 25; Will 26

Perception +7

Speed 6

Tremorsense 6

### STANDARD ACTIONS

**(mbasic) Sting (poison) \* At Will**

*Attack:* Melee 1 (one creature); +19 vs. AC.

*Hit:* 1d10+10 damage plus ongoing 10 poison (save ends).

**(m) Driving Attack (poison) \* At Will**

*Requirement:* The scorpionfolk driver must move or shift at least 3 squares during its turn before using this attack.

*Attack:* Melee 1 (one creature); +19 vs. AC.

*Hit:* 1d10+10 damage plus ongoing 10 poison (save ends).

*Effect:* The scorpionfolk driver pushes the target 1 square (2 on a critical hit).

### MOVE ACTIONS

**Skitter \* At Will**

*Effect:* The scorpionfolk driver shifts 3 squares.

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Str 24    Dex 19    Wis 11

Con 15    Int 13    Cha 20

Alignment evil

Languages Tlincallis

## SCORPIONFOLK MAGUS Level 15 Controller

Large natural humanoid (scorpion)

XP 1000

HP 143; Bloodied 71

Initiative +11

AC 29; Fortitude 27; Reflex 26; Will 30

Perception +7

Speed 6

Tremorsense 6

### STANDARD ACTIONS

**(mbasic) Sting (poison) \* At Will**

*Attack:* Melee 1 (one creature); +20 vs. AC.

*Hit:* 1d10+7 damage plus ongoing 15 poison (save ends).

**(m) Slowing Sting (poison) \* At Will**

*Attack:* Melee 1 (one creature); +19 vs. Fortitude; 2d10+12 poison damage and the target is slowed (save ends).

**(r) Venom Bolt (poison) \* At Will**

*Attack:* Ranged 6 (one creature); +20 vs. Fortitude.

*Hit:* 2d10+7 poison damage and the target is slowed and takes ongoing 5 poison damage (save ends).

*Effect:* Each creature adjacent to the target takes 5 poison damage.

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Str 20    Dex 19    Wis 11

Con 15    Int 13    Cha 26

Alignment evil

Languages Tlincallis