

SCORPIONS

BARK SCORPION

Tiny beast, unaligned

Armor Class 11 (Natural Armor)

Hit Points 1 (1d4 - 1)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	8 (-1)	1 (-5)	8 (-1)	2 (-4)

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception 9

Challenge 0 (10 XP)

Slowed Metabolism. The scorpion can survive up to a year without food or water, and up to two weeks without oxygen before suffering any ill effects.

Flatten Tail. As a Bonus Action, the scorpion may flatten its tail to the ground or raise it.

While flattened, the scorpion gains advantage on checks made to hide in desert or rocky terrain and cannot attack with its Tail Stinger.

Actions

Grasping Pinch. Melee Weapon Attack: +2 to hit, reach 5 ft., one Small or larger target. Hit: The scorpion climbs onto the target (remove DC 10).

A creature the scorpion is climbing on has disadvantage on saving throws made to maintain concentration.

Tail Stinger. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 piercing damage and the target must succeed on a DC 10 Constitution saving throw or be infected with Wandering Eye Neurotoxemia.

Reactions

Skitter On. As a reaction when one creature the scorpion is climbing on hits another with a melee weapon attack, the scorpion climbs onto the target.

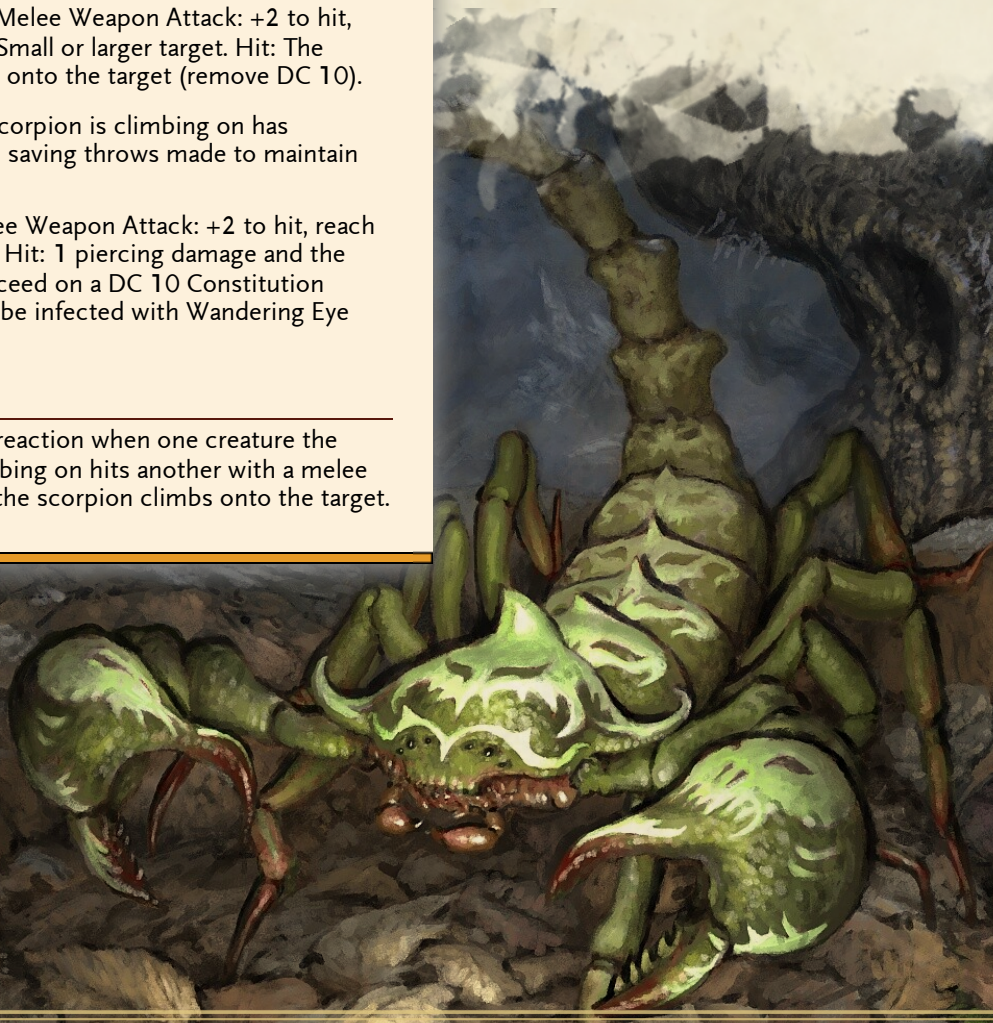
SCORPION LORE

Arcana DC 15: While scorpions may not be the most durable or utilitarian of potential familiars, they do hold a certain charm for those inclined to sadistic mischief due to the wild panic they induce in most living creatures. In addition, they maintain a remarkable awareness of their environments, able to precisely locate nearby creatures through tiny vibrations in the ground and air detected through the hair-like structures that cover their bodies.

Medicine DC 15: Scorpion venom is neurotoxic, single stings often causing uncomfortable twitching of the small muscles in the eyes and fingers, while numerous stings can cause sudden cardiac arrest due to overstimulation of the heart muscles.

Nature DC 10: A scorpion's segmented tail is far more flexible than it appears, able to twist and bend in nearly any direction at each of its numerous joints. Rather than stabbing with their barbed tails, scorpions tend to be quite cautious with them, first immobilizing prey, then gently probing their stinger into a soft spot in a syringe-like manner to avoid blunting or cracking their natural weapons.

Nature DC 15: Though they do care for their young until first molt, beyond that scorpions are intensely antisocial animals, frequently preying upon others of their own species. During periods of flooding, however, the imperative of escaping rising waters often overrides their fear of one another, leading them to swarm together in search of dry land.



SWARM OF SCORPIONS

Medium swarm of tiny beasts, unaligned

Armor Class 11 (Natural Armor)
Hit Points 54 (12d4 + 24)
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	14 (+3)	1 (-5)	8 (-1)	2 (-4)

Senses Darkvision 120 ft., Passive Perception 9
Damage Resistances Damage from Attacks
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Challenge 2 (450 XP)

Slowed Metabolism. The swarm can survive up to a year without food or water, and up to two weeks without oxygen before suffering any ill effects.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a small creature. The swarm can't regain hit points or gain temporary hit points.

Actions

Ripping Pincers. Melee Weapon Attack: +4 to hit, reach 0 ft., one target. Hit: Hit 16 (4d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage if the swarm has half of its hit points or fewer, and the swarm climbs onto the target (remove DC 12).

A creature the swarm is climbing on cannot concentrate.

Stinger Toxin Overload. One creature the swarm is climbing on takes 5 piercing damage and must succeed on a DC 12 Constitution saving throw or take 16 (3d10) poison damage, or half as much on a success.

If the swarm has half of its hit points or fewer, the target has advantage on this saving throw. A creature that fails this save by 5 or more immediately drops to 0 hit points.

Wandering Eye Neurotoxemia. An infected creature suffers periodic eye and finger spasms, and has disadvantage on ranged attack rolls and skill checks involving fine motor control, such as picking a lock or disarming a trap.

An infected creature makes a DC 10 Constitution saving throw after each hour, taking 5 (1d10) poison damage on a failure or ending the disease on a success.

This disease can be cured by any effect which cures the Poisoned condition.

IRONHIDE SCORPION

Large beast, unaligned

Armor Class 15 (Natural Armor)
Hit Points 52 (7d10 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	1 (-5)	9 (-1)	3 (-4)

Senses Darkvision 120 ft., Passive Perception 9
Damage Resistances Poison damage from its own attacks
Challenge 3 (700 XP)

Slowed Metabolism. The scorpion can survive up to a year without food or water, and up to two weeks without oxygen before suffering any ill effects.

Heat Spasms. Whenever the scorpion takes 10 or more fire damage from a single source, it makes a tail stinger attack against a random creature within reach.

Brittle Barb. If the scorpion is dealt a critical hit with a weapon that deals bludgeoning damage, it can't make attacks with its Tail Stinger until it completes a Short or Long rest.

Actions

Multiattack. The scorpion makes three melee attacks, up to one of which may be with its Tail Stinger.

Grasping Pincers. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12).

Tail Stinger. Melee Weapon Attack: +4 to hit, reach 10 ft., one grappled or incapacitated creature. Hit: 7 (1d10 + 2) piercing plus 11 (2d10) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be infected with Wandering Eye Neurotoxemia.

Reactions

Twisting Tail. As a reaction when a creature grapples the scorpion, the scorpion makes an attack with its tail stinger against the creature.

MORE SCORPION LORE

Nature DC 20: Though ordinarily able to withstand a wide variety of extreme conditions, scorpions exposed to rapid heat such as an open flame experience wild muscle spasms, often causing them to sting themselves in their convulsions.

Nature DC 25: A scorpion's pincers, rather than being arms, are actually modified mouthparts, more akin to an ant's mandibles. By contrast, their actual mouths are relatively weak, able to ingest food only after it has been softened to a liquid by regurgitated digestive fluids.

GIANT SCORPION

Huge beast, unaligned

Armor Class 17 (Natural Armor)

Hit Points 95 (10d12 + 30)

Speed 40 ft., burrow 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	1 (-5)	9 (-1)	3 (-4)

Senses Darkvision 120 ft., Passive Perception 9

Damage Resistances Poison damage from its own attacks

Challenge 6 (2,300 XP)

Slowed Metabolism. The scorpion can survive up to a year without food or water, and up to two weeks without oxygen before suffering any ill effects.

Heat Spasms. Whenever the scorpion takes 10 or more fire damage from a single source, it makes a tail stinger attack against a random creature within reach.

Brittle Barb. If the scorpion is dealt a critical hit with a weapon that deals bludgeoning damage, it can't make attacks with its Tail Stinger until it completes a Short or Long rest.

Actions

Multiattack. The scorpion makes three melee attacks, up to one of which may be with its Tail Stinger.

Grasping Pincers. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage, and the target is grappled (escape DC 16).

Tail Stinger. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 16 (2d10 + 5) piercing plus 11 (2d10) poison damage, and the target must succeed on a DC 15 Constitution saving throw or be infected with Wandering Eye Neurotoxemia.

Acid Spew (Recharge 5-6). One creature grappled by the scorpion must succeed on a DC 15 Constitution saving throw or take 36 (8d8) acid damage, or half as much on a success.

Reactions

Twisting Tail. As a reaction when a creature grapples the scorpion, the scorpion makes an attack with its tail stinger against the creature.

Chittering Feint. As a reaction when the scorpion misses a creature with a Tail Stinger attack, it may reroll the attack with disadvantage.

BARK SCORPION TACTICS

Natural scorpions basically never act aggressively toward creatures much larger than them, but do seek warm, dry, dark spaces that can put them in conflict with them, such as boots, gloves, armor, and bedrolls.

If confronted by a dangerous foe, bark scorpions will often menace it with their claws while backing away, then turn and flee while curling their tail flat to the ground ahead of them to keep it from being grabbed or bitten.

IRONHIDE SCORPION TACTICS

Ironhide scorpions avoid any creature with a bludgeoning weapon or wearing heavy armor, typically daring in toward the least heavily armored creature and snatching it before retreating with their prize, alternating between hitting it with their Grasping Pincers. They use their sting only in retaliation if a grappled creature deals a heavy blow to them, preferring to reserve their venom, and the energy it takes to create it, when possible.

GIANT SCORPION TACTICS

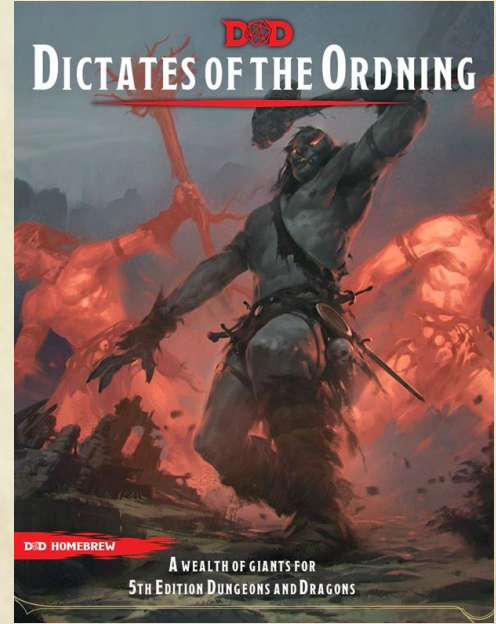
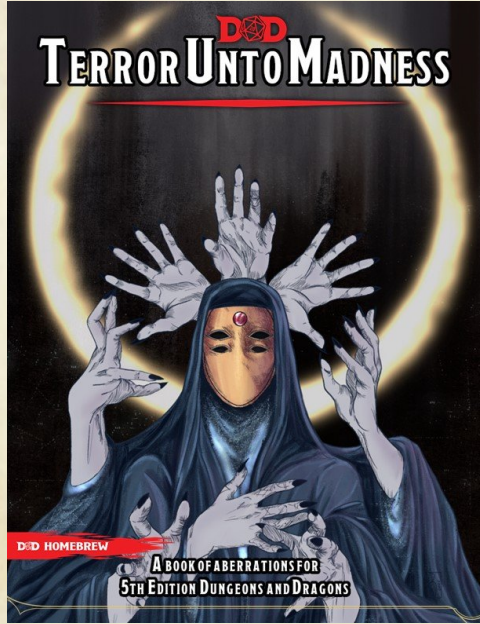
Giant scorpions behave much as ironhide scorpions do, but as apex predators are generally less cautious and more willing to attack with their stingers, using their Chittering Feint whenever they miss with a stinger attack. While they have a creature grappled, they use their Acid Spew whenever available.



ART CREDITS

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