Scorpion, Giant

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Uncommon | Medium | Neutral | Vermin

Giant scorpions are vicious, fearless predators found almost anywhere. Their usual tactic is to attack anything smaller than themselves. The scorpion can use its attacks independently of each other on 3 different targets. Anything that the scorpion kills is taken back to its lair and consumed.

Armor Class	Hit Points	Move
17	20 *(5 Hit Dice)*	walk 150 ft

Appearing	1d3
Habitat	Any Warm,Coastal,Desert,Plains,Underground
Negotiation	no
Morale DC	9
Challenge	2.9 (870 XP per monster)

Ability Scores

STR	DEX	CON	INT	WIS	CHA
2	1	1	-3	-2	-2

Combat

Has 3 attacks. Hit Bonus +5. Damage Pincers. 1d10, Sting. 1d4 + poison damage

Special Attacks

Grab. The scorpion will try and grapple its prey with its huge claws then sting it to death with its tail. While its tail only does 1d4 points of damage the victim must save Constitution DC 15 or die.

Treasure

Individual: None

Lair: 1d8x1,000 cp (10%), 1d12x1,000 sp (15%), 1d6x1,000 gp (30%), 1d10 gems (10%), 1d6 jewelry (5%), 2 misc. magic + 1 potion (5%)