

DUST SCORPION

CREATURE 9

N**HUGE****ANIMAL**

Converted by VaranSL

Perception +19; darkvision, tremorsense (imprecise) 60 feet

Skills Athletics +20, Stealth +18 (+20 in Sand)

Str +7, **Dex** +3, **Con** +4, **Int** -5, **Wis** +4, **Cha** -4

Sudden Strike When the dusk scorpion rolls initiative using Stealth, they become Quickened 1 until the end of their turn. It can use this extra action to Stride or Strike.

AC 30; **Fort** +21, **Ref** +16, **Will** +17

HP 144

Speed 45 feet

Melee ♦ pincer +20 [+16/+12] (agile, reach 15 feet), **Damage** 2d10+13 slashing plus Grab

Melee ♦ stinger +20 [+15/+10] (reach 15 feet), **Damage** 2d6+13 piercing plus dust scorpion venom

Constrict ♦ 1d10+10 bludgeoning, DC 28

Dust Scorpion Venom (poison); **Saving Throw** DC 27 Fortitude; **Maximum Duration** 6 rounds;

Stage 1 2d8 poison damage and enfeebled 2 (1 round); **Stage 2** 3d8 poison damage, enfeebled 2, and fatigued (1 round); **Stage 3** 5d8 poison damage, enfeebled 3, and fatigued (1 round)