

GIANT EMPEROR SCORPION

CREATURE 12

N

GARGANTUAN

ANIMAL

Converted by VaranSL

Perception +23; darkvision, tremorsense (imprecise) 90 feet

Skills Athletics +26, Stealth +22 (+24 to Hide in sand or soil)

Str +8, **Dex** +4, **Con** +5, **Int** -5, **Wis** +5, **Cha** -4

AC 34; **Fort** +25, **Ref** +20, **Will** +21

HP 215

Speed 50 feet, climb 15 feet, burrow 10 feet

Melee ♦ pincer +26 [+22/+18] (agile, reach 30 feet), **Damage** 3d10+12 slashing plus Grab

Melee ♦ stinger +26 [+21/+16] (reach 30 feet), **Damage** 3d6+12 piercing plus giant emperor scorpion venom

Giant Emperor Scorpion Venom (poison); **Saving Throw** DC 31 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d10 poison damage and enfeebled 2 (1 round); **Stage 2** 3d10 poison damage, enfeebled 2, and slowed 1 (1 round); **Stage 3** 4d10 poison damage, enfeebled 4, and slowed 2 (1 round)

Greater Constrict ♦ 2d10+10 bludgeoning, DC 31

Pounce ♦ The giant emperor scorpion Strides and makes a Strike at the end of that movement. If the giant emperor scorpion began this action hidden, it remains hidden until after this ability's Strike.