



“Wormcrawl Fissure Bestiary” by Steve Prescott, © Paizo Publishing. Accessed from the Dungeon Magazine 134 Map and Handout Supplement [here](#)

[And we’re back. Believe it or not, I’ve only posted about half of the original monsters from the Age of Worms so far.]

### **Mindkiller Scorpion**

*This monstrous scorpion is the size of a wagon, its carapace cracked and wriggling worms running beneath its surface. It has three tails, each ending in a crystalline stinger. The air seems to faintly buzz around it.*

Mindkiller scorpions are the greatest of the undead vermin known as “hounds of Kyuss”. They are used as mass disruption units in armies of wormtouched, throwing enemy plans into disarray with their confusion auras and stinging enemies into a coma. These insensate victims are then gathered for infestation with worms and conversion into new soldiers. They are barely sapient, but instinctively obey the orders of more powerful worm-infested undead. With their thoughtsense, they can detect the differences between the intelligence of creatures—mindkiller scorpions preferentially target more intelligent opponents in order to grant their writhing allies a more satisfying feast.

When left to their own devices, mindkiller scorpions live like beasts in remote chasms, mountains and caves. They prefer craggy, dark terrain to take advantage of their movement abilities, and these lairs may have some miscellaneous remnants of their victims. They may gather with other hounds of Kyuss, such as [eviscerator beetles](#) and [earthcancer centipedes](#), and take a leadership position among these monsters when they do.

A mindkiller scorpion is twenty feet long and weighs seven tons.

**Mindkiller Scorpion**      **CR 18**

**XP 153,600**

NE Huge undead (wormtouched)

**Init** +7; **Senses** darkvision 60 ft., Perception +25, thoughtsense 60 ft.

**Aura** mindkiller (30 ft., Will DC 30)

## Defense

**AC** 32, touch 12, flat-footed 28 (-2 size, +3 Dex, +1 dodge, +20 natural)

**hp** 312 (25d8+200); fast healing 10

**Fort** +16, **Ref** +11, **Will** +20; channel resistance +2

**DR** 15/good and silver; **Immune** undead traits

## Offense

**Speed** 40 ft., climb 30 ft.

**Melee** 2 claws +27 (3d6+11/19-20 plus grab), 3 stings +27 (2d8+11/19-20 plus poison)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** constrict (3d6+16)

## Statistics

**Str** 32, **Dex** 16, **Con** -, **Int** 2, **Wis** 23, **Cha** 27

**Base Atk** +18; **CMB** +31 (+35 grapple); **CMD** 45 (55 vs. trip)

**Feats** Blind-fight, Cleave, Critical Focus, Dodge, Exhausting Critical, Fatiguing Critical, Improved Critical (claw, sting), Improved Initiative, Iron Will, Lunge, Nimble Moves, Power Attack

**Skills** Climb +25, Perception +25, Stealth +14; **Racial Modifiers** +4 Climb, +4 Perception, +4

Stealth

**SQ** obey the wormtouched

## Ecology

**Environment** any land or underground

**Organization** solitary, pair or brood (3-6)

**Treasure** incidental

## Special Attacks

**Mindkiller Aura (Su)** All living creatures within 30 feet of a mindkiller scorpion must succeed a DC 30 Will save or be confused for 1 minute and take a -10 penalty on all Will saves and Wisdom based skill checks for 1 day. A creature that succeeds its save is immune to the mindkiller aura of that mindkiller scorpion for the next 24 hours. The penalty to saves is a curse effect. This is a mind-influencing effect and the save DC is Charisma based.

**Obey the Wormtouched (Ex)** Although a mindkiller scorpion does not speak any languages, it automatically understands spoken commands given by undead with the wormtouched subtype and obeys them to the best of its ability.

**Poison (Ex)** Sting—injury; *save* Fort DC 30; *duration* 1/round for 6 rounds; *damage* 1d4 Cha drain; *cure* 2 saves. The save DC is Charisma based.