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[I do like that in addition to weirder more monstrous animals, Athas also has weirder, more monstrous vermin.]

### **Scorpion, Barbed**

#### **CR 7 N Vermin**

*This horse-sized scorpion has an orange-brown carapace covered in long spines. Its stinger is relatively small, but its claws are massive and meaty.*

Barbed scorpions are related to ordinary giant scorpions, but tend to live in areas filled with large, airborne predators such as rocs. Their spines serve as a defensive adaptation to being grabbed by such monsters, although they do render it somewhat less stealthy than the typical monstrous scorpion. As such, barbed scorpions are endurance hunters, trotting along over great distances to tire prey out before grabbing it in their oversized pincers and tearing it apart. Barbed scorpions tend to retreat to crags and caves when not on the hunt. These lairs may be littered with the remains of their victims, and some useful scraps of treasure besides. Barbed scorpions tolerate each others' presence, but are not cooperative hunters.

### **Barbed Scorpion CR 7**

#### **XP 3,200**

N Large vermin

**Init** +5; **Senses** darkvision 60 ft., Perception +4, tremorsense 60 ft.

**Defense**

**AC** 21, touch 10, flat-footed 20 (-1 size, +1 Dex, +11 natural)

**hp** 85 (9d8+45)

**Fort** +11, **Ref** +4, **Will** +3

**Defensive Abilities** barbs

**Offense**

**Speed** 40 ft.

**Melee** 2 claws +11 (1d12+6 plus grab), sting +11 (1d6+6 plus poison)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** constrict (1d12+9)

**Statistics**

**Str** 23, **Dex** 12, **Con** 20, **Int** -, **Wis** 10, **Cha** 5

**Base Atk** +6; **CMB** +13 (+17 grab); **CMD** 24 (36 vs. trip)

**Feats** Endurance (B), Improved Initiative (B)

**Skills** Climb +10, Perception +4; **Skills** +4 Climb, +4 Perception

Ecology

**Environment** warm hills and underground

**Organization** solitary or cluster (2-4)

**Treasure** incidental

Special Abilities

**Barbs (Ex)** A creature that strikes a barbed scorpion with a melee weapon, unarmed strike or natural weapon takes 2d4+3 points of damage. Melee weapons with the reach property do not endanger their wielders in this fashion.

**Poison (Ex)** Sting—injury; *save* Fort DC 19; *duration* 1/round per 4 rounds; *damage* 1d2 Con; *cure* 2 saves. The save DC is Constitution based.