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| **Name** | **Type** | **Size** | **XP Rating** |
| Bark Scorpion | Mutant | Small | 0 (5 XP) |

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| **Strength** | 3 (-2) |  | **Armor Class** | 5 | | **Action Points** | 5 |
| **Perception** | 3 (-2) |  | **Avg. Hit Points** | 3 | | **Hit Dice** | 1d6 + 0 |
| **Endurance** | 5 (+0) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 1 (-4) |  | **Damage Resistances** | | Radiation | | |
| **Agility** | 5 (+0) |  | **Damage Immunities** | | Poison | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Poisoned | | |

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| **Special Traits** | **Special Actions** |
| **Ambusher.** In the first round of a combat, the bark scorpion has advantage on attack rolls against any creature it surprised.  **Desert Camouflage.** The bark scorpion has advantage on Agility (Sneak) checks made to hide in sandy or desert terrain.  **Natural Weapons.** The bark scorpion uses a d6 as its damage die for unarmed strikes, which have the *Finesse* property. Additionally, when it hits a creature with an unarmed strike, the attack deals an additional 1d6 poison damage. On a critical hit, the target is *poisoned*.  **Slow.** The bark scorpion moves 10 feet when it uses the Move action. |  |

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| **Description** |
| Bark scorpions differ from radscorpions not only in size and coloration but also in attack methodology. Where radscorpions typically burst from underground to engage any creature the second they sense it, bark scorpions tend to hang back and try to flank their prey if possible. They tend only to rush forward at prey that have gotten too close before noticing them.  They generally appear in groups of three or four but can occasionally be found wandering alone. Bark scorpions are well camouflaged against much of the wasteland deserts, fact they take advantage of by burying themselves under loose sand, so that only their eyes are visible. |