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| **Name** | **Type** | **Size** | **XP Rating** |
| Glowing Radscorpion | Mutant | Large | 6 (95 XP) |

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| **Strength** | 9 (+4) |  | **Armor Class** | 14 (Natural) | | **Action Points** | 10 |
| **Perception** | 6 (+1) |  | **Avg. Hit Points** | 90 | | **Hit Dice** | 9d10 + 45 |
| **Endurance** | 10 (+5) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 1 (-4) |  | **Damage Resistances** | |  | | |
| **Agility** | 10 (+5) |  | **Damage Immunities** | | Poison, Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Poisoned | | |

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| **Special Traits** | **Special Actions** |
| **Ambusher.** In the first round of a combat, the radscorpion has advantage on attack rolls against any creature it surprised.  **Burrower.** The radscorpion has a burrowing speed of 5 feet, which it can use to fully submerge itself underneath loose rock, sand, or dirt.  **Glowing.** When the radscorpion takes radiation damage, it instead regains a number of hit points equal to the damage dealt.  **Natural Weapons.** The radscorpion uses a d10 as its damage die for unarmed strikes.  **Regeneration.** The radscorpion regains 1d10 hit points at the start of its turn. If it takes cold or fire damage, this trait doesn’t function at the start of the radscorpion’s next turn. | **Stinger (4 AP).** The radscorpion makes an unarmed strike that deals an additional 2d12 radiation damage on a hit. A creature hit by this attack must succeed a DC 15 Endurance saving throw or gain 1 level of *exhaustion*. |

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| **Description** |
| A massive predator that hunts both alone or in small groups, the radscorpion is one of the only creatures in the wasteland that can ward off a yao guai, or even a deathclaw with superior numbers. They silently await the poor soul to tread to close above their submerged position, springing out to ruthlessly sting and bludgeon their prey.  Due to their claw and poisonous sting attacks, radscorpions are powerful melee fighters that should be dealt with preferably from a distance, or with specialized equipment if a direct confrontation is necessary. If attacked from afar, they will burrow underground and emerge once close to the attacker, provided the ground type can be dug through. Along the way, they will occasionally emerge, briefly, to confirm they are traveling in the right direction and that their quarry hasn’t moved. This subterranean movement means it is possible to achieve some safety from standing on rocks, or metallic/wooden surfaces before when fighting a radscorpion. |