

Venomous Scorpion

Large natural beast

Summoned Creature

HP your bloodied value; **Healing Surges** none, but you can expend a healing surge for the scorpion if an effect allows it to spend one

Defenses your defenses, not including any temporary bonuses or penalties

Speed land 6

† **Standard Action** (poison) † **At-Will**

Attack: Melee 1 (one creature); your level + 5 vs. Reflex

Hit: 2d8 + your Wisdom modifier poison damage, and the target is immobilized and takes ongoing 10 poison damage (save ends both).

Minor Action † **At-Will** 1/round

Effect: The scorpion either walks, shifts, runs, stands up, squeezes, or crawls.

Instinctive Effect

If you haven't given the scorpion any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves up to its speed to a square adjacent to an enemy.

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