

Giant Scorpion

Large, Beast, Unaligned

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ARMOR CLASS

15

HIT POINTS

52 (7d10 + 14)

CHALLENGE

3 | 700 XP

PROFICIENCY

+2

Speed	Walk 40 ft.
Initiative	+1
Saving Throws	N/A
Skills	N/A
Senses	Blindsight 60 ft.; Passive Perception 9
Passive Perception	9
Languages	None

STR

15
+2

DEX

13
+1

CON

15
+2

INT

1
-5

WIS

9
-1

CHA

3
-4

Actions

Multiattack. The scorpion makes two Claw attacks and one Sting attack.

Claw. Melee Attack Roll: +4, reach 5 ft. Hit: 6 (1d8 + 2) Bludgeoning damage, and the target has the Grappled condition.

Sting. Melee Attack Roll: +4, reach 5 ft. Hit: 7 (1d10 + 2) Piercing damage plus 22 (4d10) Poison damage.

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