

# Giant Scorpion

March 8, 2023



---

Large beast, unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 52 (7d10 + 14)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	1 (-5)	9 (-1)	3 (-4)

**Saving Throws**

**Skills**

**Damage Resistances**

**Damage Immunities**

**Condition Immunities**

**Senses** blindsight 60 ft., passive Perception 9

**Languages** --

**Challenge** 3 (700 XP)

## Actions

**Multiattack.** The scorpion makes three attacks: two with its claws and one with its sting.

**Claw.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.

**Sting.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.