

Scorpion

March 8, 2023



Tiny beast, unaligned

Armor Class 11 (natural armor)

Hit Points 1 (1d4 - 1)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	8 (-1)	1 (-5)	8 (-1)	2 (-4)

Saving Throws

Skills

Damage Resistances

Damage Immunities

Condition Immunities

Senses blindsight 10 ft., passive Perception 9

Languages --

Challenge 0 (10 XP)

Actions

Sting. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a

failed save, or half as much damage on a successful one.