## GLASS SCORPION

*Large • Elemental • Unaligned*



**Armor Class** 17
**Initiative** +3 (13)
**Hit Points** 136 (16d10 + 48)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 16 (+3) | 17 (+3) | 3 (-4) | 12 (+1) | 7 (-2) |

**Skills** Stealth +9
**Damage Vulnerabilties** thunder; bludgeoning
**Damage Resistances** fire, radiant
**Damage Immunities** poison
**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious
**Senses** blindsight 60 ft., passive Perception 11
**Languages** Understands Primordial (Terran) but can’t speak
**CR** 7 (XP 2,900; PB +3)

***Shattering Demise.*** When the scorpion dies it shatters and the ground within a 10-foot emanation originating from it becomes affected by the *spike growth* spell until cleared.

***Transparent.*** Even when the scorpion is in plain sight, a creature must succeed on a DC 15 Wisdom (Perception) check to notice the scorpion if the creature hasn't witnessed the scorpion move or otherwise act. Further, creatures further away than 30 feet from the scorpion have disadvantage on attack rolls against it.

***Unusual Nature.*** The scorpion doesn't require air, food, drink, or sleep.

### ACTIONS

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

***Claw.*** *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 15).

***Sting.*** *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 15 (2d10 + 4) piercing damage. *Constitution Saving Throw:* DC 14. *Failure:* The target becomes poisoned for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on a success. If the target is already poisoned, it takes an additional 7 (2d6) poison damage instead. When a creature poisoned this way with 0 hit points starts its turn, it becomes petrified, turning to glass, and has vulnerability to bludgeoning and thunder damage.

## GLASS SCORPION — WEAKER



**Armor Class** 16
**Initiative** +2 (12)
**Hit Points** 82 (11d10 + 22)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 17 (+3) | 14 (+2) | 15 (+2) | 3 (-4) | 10 (+0) | 7 (-2) |

**Skills** Stealth +6
**Damage Vulnerabilties** thunder; bludgeoning
**Damage Resistances** fire, radiant
**Damage Immunities** poison
**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious
**Senses** blindsight 60 ft., passive Perception 10
**Languages** Understands Primordial (Terran) but can’t speak
**CR** 4 (XP 1,100; PB +2)

***Shattering Demise.*** When the scorpion dies it shatters and the ground within a 5-foot emanation originating from it becomes affected by the *spike growth* spell until cleared.

***Transparent.*** Even when the scorpion is in plain sight, a creature must succeed on a DC 15 Wisdom (Perception) check to notice the scorpion if the creature hasn't witnessed the scorpion move or otherwise act. Further, creatures further away than 30 feet from the scorpion have disadvantage on attack rolls against it.

***Unusual Nature.*** The scorpion doesn't require air, food, drink, or sleep.

### ACTIONS

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

***Claw.*** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 13).

***Sting.*** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) piercing damage. *Constitution Saving Throw:* DC 12. *Failure:* The target becomes poisoned for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on a success. If the target is already poisoned, it takes an additional 3 (1d6) poison damage instead. When a creature poisoned this way with 0 hit points starts its turn, it becomes petrified, turning to glass, and has vulnerability to bludgeoning and thunder damage.

## GLASS SCORPION — STRONGER



**Armor Class** 18 **Initiative** +4 (14)
**Hit Points** 190 (20d10 + 80)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 21 (+5) | 18 (+4) | 19 (+4) | 3 (-4) | 14 (+2) | 7 (-2) |

**Skills** Stealth +12
**Damage Vulnerabilties** thunder; bludgeoning
**Damage Resistances** fire, radiant
**Damage Immunities** poison
**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious
**Senses** blindsight 60 ft., passive Perception 12
**Languages** Understands Primordial (Terran) but can’t speak
**CR** 10 (XP 5,900; PB +4)

***Shattering Demise.*** When the scorpion dies it shatters and the ground within a 15-foot emanation originating from it becomes affected by the *spike growth* spell until cleared.

***Transparent.*** Even when the scorpion is in plain sight, a creature must succeed on a DC 15 Wisdom (Perception) check to notice the scorpion if the creature hasn't witnessed the scorpion move or otherwise act. Further, creatures further away than 30 feet from the scorpion have disadvantage on attack rolls against it.

***Unusual Nature.*** The scorpion doesn't require air, food, drink, or sleep.

### ACTIONS

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

***Claw.*** *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 18 (3d8 + 5) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 17).

***Sting.*** *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 21 (3d10 + 5) piercing damage. *Constitution Saving Throw:* DC 16. *Failure:* The target becomes poisoned for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on a success. If the target is already poisoned, it takes an additional 10 (3d6) poison damage instead. When a creature poisoned this way with 0 hit points starts its turn, it becomes petrified, turning to glass, and has vulnerability to bludgeoning and thunder damage.