



WERESCORPION

“Luthor pulled back on his camels reins, squinting against the desert sun to the dunes ahead of him. Was that a ripple of heat or something moving under the sand? His stray thought was interrupted by a massive chitinous claw snapping closed around his waist, snapping his spine. The look of surprise on his face lasted only a second before the giant stinger entered his back and burst through his chest...”

Werescorpions are cunning and vicious predators, with an aloof and distant nature. As humanoids, they are sleekly muscular with bronze skin and long dark or red hair. They are solitary and often take on roles as assassins or thieves for hire; they tend to avoid being a part of any sort of organization but are not above taking on contracts from them.

When a werescorpion transforms to its hybrid form, it grows larger as its chitinous armor protrudes outwards. From the waist down it takes on its scorpion legs and tail while its upper portion remains humanoid. Its face becomes a nightmare of arachnid eyes and pincered mouth.

Denizens of the desert sands, werescorpions feel most at home among the dunes and desert peoples where the curse originally started. They hide amongst regular people, shunning their own kind, and blend into their communities with none the wiser for it.

Curse of Lycanthropy. A humanoid creature can be afflicted with the curse of lycanthropy after being wounded by a lycanthrope, or if one or both of its parents are lycanthropes. A *remove curse* spell can rid an afflicted lycanthrope of the curse, but a natural lycanthrope can only be freed of the curse with a *wish*.

WERESCORPION

Medium humanoid (human, shapechanger), neutral evil

Armor Class 12 in humanoid form, 15 (natural armor) in scorpion or hybrid form

Hit Points 65 (10d8 + 20)

Speed 30 ft. (40 ft., burrow 30 ft. in scorpion form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +5

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses blindsight 60 ft., passive Perception 15

Languages Common (can't speak in scorpion form)

Challenge 4 (1,100 XP)

Shapechanger. The werescorpion can use its action to polymorph into a scorpion-humanoid hybrid or into a giant scorpion, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack. In scorpion or hybrid form, the werescorpion makes three attacks: two with its claws or spear and one with its sting. In humanoid form, it makes two spear attacks.

Sting (Scorpion or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save and be cursed with werescorpion lycanthropy, or half as much damage on a successful one.

Claws (Scorpion Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target is grappled (escape DC 12). The werescorpion has two claws, each of which can grapple only one target.

Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.