



Scorpion Horse Locust

Large monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 200 (16d10 + 112)

Speed 50 ft., fly 60 ft.

STR 20 (+5) | **DEX** 18 (+4) | **CON** 24 (+7) | **INT** 6 (-2) | **WIS** 14 (+2) | **CHA** 8 (-1)

Saving Throws Str +9, Dex +8, Con +12

Skills Perception +6

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., passive Perception 16

Languages Understands Abyssal but can't speak

Challenge 12 (8,400 XP)

Terrifying Buzz. When a creature starts its turn within 30 feet of the Scorpion Horse Locust, it must succeed on a DC 16 Wisdom saving throw or be frightened until the start of its next turn. A creature can repeat the saving throw at the end of each of its turns, ending the frightened condition on a success.

Pincer Attack. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 20 (3d8 + 7) piercing damage plus 9 (2d8) poison damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the paralysis on a success.

Leap. The Scorpion Horse Locust can leap up to 30 feet in a straight line and does not provoke opportunity attacks when it does so.

Swarm Tactics. The Scorpion Horse Locust has advantage on an attack roll against a creature if at least one of the Scorpion Horse Locust's allies is within 5 feet of the creature and the ally isn't incapacitated.

Legendary Resistance (3/Day). If the Scorpion Horse Locust fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Scorpion Horse Locust makes three pincer attacks.

Poisonous Tail. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 16 (3d6 + 5) piercing damage plus 7 (2d6) poison damage. The target must succeed on a DC 18 Constitution saving throw or take 21 (6d6) poison damage at the start of its next turn. On a successful save, the poison damage is halved.

Legendary Actions

The Scorpion Horse Locust can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Scorpion Horse Locust regains spent legendary actions at the start of its turn.

Pincer Attack. The Scorpion Horse Locust makes one pincer attack.

Terrifying Buzz (Costs 2 Actions). The Scorpion Horse Locust uses its Terrifying Buzz.

Leap (Costs 3 Actions). The Scorpion Horse Locust uses its Leap ability.

Scorpion Horse Locusts

The Scorpion Horse Locusts of Revelations are a terrifying and enigmatic creature mentioned in the Book of Revelations, a biblical text of apocalyptic prophecies. Described as fearsome beings with the combined features of scorpions, horses, and locusts, they are said to be unleashed upon the Earth during the end times as part of divine judgment.

Physical Description:

The Scorpion Horse Locusts are monstrous creatures of immense size and striking appearance. They possess the body of a massive horse, standing at least eight feet tall at the shoulder, with a chitinous exoskeleton reminiscent of a scorpion covering their entire body. Their heads are a hybrid of horse and locust, featuring large compound eyes, a pair of mandibles, and a set of formidable pincers. Long, barbed tails trail behind them, each ending in a poisonous stinger.

Behavior and Abilities:

These creatures are a manifestation of divine wrath, designed to torment and punish those who have strayed from the righteous path. They are relentless in their pursuit and destruction, causing

devastation wherever they go. Their swarming nature makes them particularly dangerous, as they can overwhelm even the most fortified areas.

The Scorpion Horse Locusts possess a variety of terrifying abilities. Their exoskeleton is incredibly durable, offering significant protection against physical attacks. They are incredibly fast and agile, capable of leaping great distances with their powerful legs. Their compound eyes grant them exceptional vision, allowing them to locate their targets with ease.

The locusts' primary mode of attack is through their venomous stingers. Once they locate a target, they unleash a barrage of strikes, injecting potent venom that causes excruciating pain and paralysis. The venom is not usually lethal, as the creatures aim to torment rather than kill, but repeated attacks can quickly incapacitate even the strongest individuals.

Furthermore, the Scorpion Horse Locusts emit an eerie buzzing sound that strikes fear into the hearts of those who hear it. The sound has a disorienting effect, making it difficult for victims to focus and effectively defend themselves. It is believed that this buzzing serves as a psychological weapon, amplifying the terror and panic they instill.

Encounters and Impact:

According to the Book of Revelations, the Scorpion Horse Locusts are unleashed upon the Earth as part of God's judgment during the end times. They emerge from the depths of the abyss and descend upon humanity, causing destruction and torment wherever they go. Their arrival marks a period of great suffering and tribulation, symbolizing the impending apocalypse.

Although their existence is often interpreted as a symbolic representation of divine punishment, there have been occasional reports of sightings and encounters with creatures resembling the Scorpion Horse Locusts throughout history. These encounters are rare and typically associated with regions and periods of extreme conflict, upheaval, or spiritual unrest.

Conclusion:

The Scorpion Horse Locusts of Revelations are terrifying creatures from biblical prophecy. Their appearance and abilities strike fear into the hearts of those who hear their descriptions. While their existence is often regarded as symbolic, the profound impact of their presence on humanity serves as a powerful reminder of the consequences of straying from the righteous path.

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