
1.11 – Oh Snap!

Level 1 Encounter (100 EXP/character)

This encounter should occur in Hornfels, but you can adapt it to a wilderness campsite.

As you set up your camp for the evening, you hear a faint click, then another. Sitting on a fallen piece of masonry, you can see a scorpion larger than most dogs. Behind it you can see several more sidling toward the group.

Setup

Monster	4	5	6
Stormclaw Scorpion	A – D	A – E	A - F

Encounter Map

Monster Stat Blocks

Stormclaw Scorpion		Level 1 Soldier
Medium natural beast		XP 100
HP 32; Bloodied 16		Initiative +3
AC 16; Fortitude 14; Reflex 12; Will 11		Perception
Speed 6		+0
Resist 10 lightning		Tremorsense
		5
Standard Actions		
⊕ Claws (lightning) • At-Will		
<i>Attack:</i> +8 vs. AC		
<i>Hit:</i> 1d6 + 3 damage, and a Medium or smaller target is grabbed (until escape). A grabbed target takes 5 lightning damage at the start of the stormclaw scorpion's turn.		
† Sting (poison) • At-Will		
<i>Attack:</i> +6 vs. Fortitude		
<i>Hit:</i> 1d4 + 3 damage, and the target takes ongoing 5 poison damage and is immobilized (save ends both). The stormclaw scorpion can use this attack against a target it has grabbed.		
Triggered Actions		
† Reactive Sting • At-Will		
<i>Trigger:</i> When an enemy grabbed by the scorpion escapes.		
<i>Effect (Immediate Interrupt):</i> The stormclaw scorpion makes a sting attack against the enemy.		
Str 16 (+3)	Dex 12 (+1)	Wis 11 (+0)
Con 12 (+1)	Int 1 (-5)	Cha 10 (+0)
Alignment unaligned		Languages —
Monster found in Monster Manual 1 and Compendium		

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