1.11 - Oh Snap!

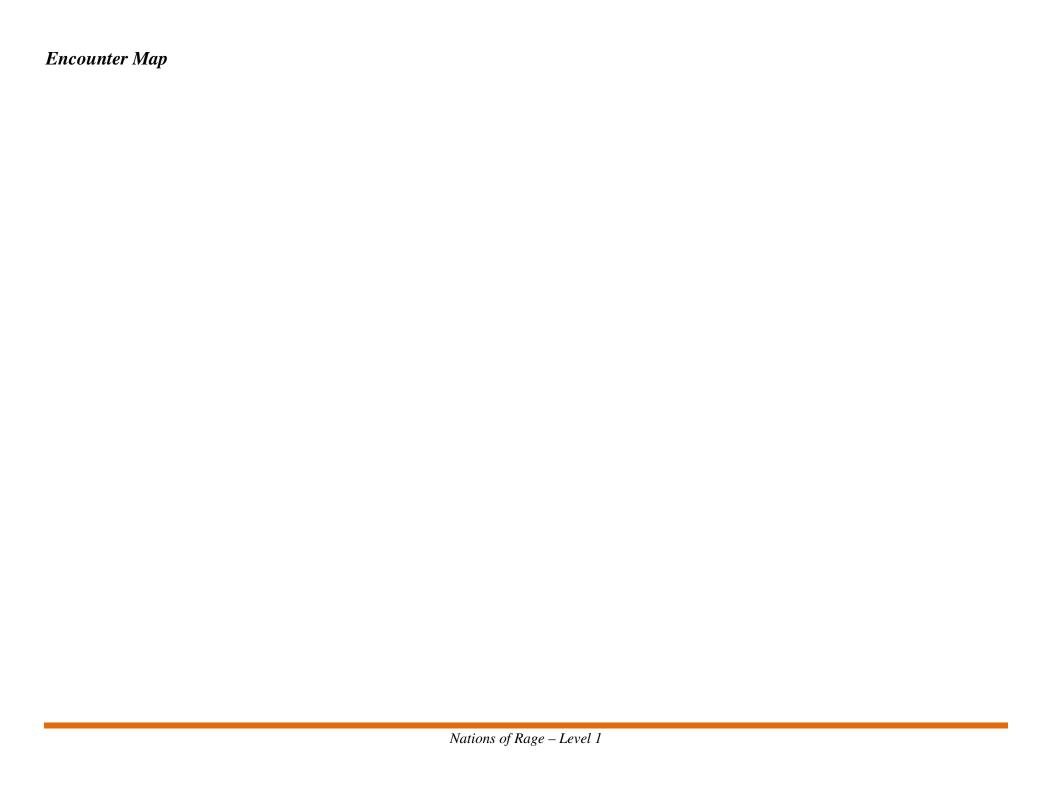
Level 1 Encounter (100 EXP/character)

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



Monster Stat Blocks

Stormclaw ScorpionLevel 1 SoldierMedium natural beastXP 100

HP 32; Bloodied 16
AC 16; Fortitude 14; Reflex 12; Will 11
Speed 6
Resist 10 lightning
Initiative +3
Perception
+0
Tremorsense
5

Standard Actions

① Claws (lightning) • At-Will

Attack: +8 vs. AC

Hit: 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

Attack: +6 vs. Fortitude

Hit: 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

Trigger: When an enemy grabbed by the scorpion escapes.

Effect (Immediate Interrupt): 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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