

Drider Shadowspinner

Large fey humanoid (spider)

Level 12 Skirmisher XP 700

Initiative +12 Senses Perception +14

HP 118; Bloodied 59

AC 26; Fortitude 23, Reflex 24, Will 24

Speed 8, climb 8 (spider climb)

Short Sword (standard, at-will) Necrotic, Weapon
+17 vs AC; 1d8+5 damage, plus 2d6 necrotic damage.

Slashing Darkness (standard, at-will) Necrotic
Ranged 5; +15 vs Reflex; 3d8+5 necrotic damage .

Web (standard, recharge [4][5][6])

Ranged 5; +15 vs Reflex; the target is restrained (until escape). Escaping from the web requires a successful DC 24 Acrobatics check or DC 23 Athletics check.

Cloud of Darkness (minor, encounter)

Close burst 1; this power creates a zone of darkness that remains in place until the end of the drider shadowspinners next turn. The zone blocks line of sight for all creatures except the shadowspinner. Any creature entirely within the area (except the shadowspinner) is blinded..

Combat Advantage

The drider shadowspinner deals an extra 2d6 necrotic damage on melee and ranged attacks against any target it has combat advantage against.

Melee Agility (free, when the drider shadowspinner hits with a melee attack; at-will)

The drider shadowspinner shifts 1 square.

Shifting Shadows

If a drider shadowspinner moves at least 3 squares on its turn and ends its move 3 squares away from its previous position, it gains concealment until the end of its next turn.

Alignment Evil Languages Elven

Deathjump Spider

Medium natural beast (spider)

Level 4 Skirmisher XP 175

Initiative +8 Senses Perception +9; tremorsense 5

HP 55; Bloodied 27

AC 20; Fortitude 17, Reflex 18, Will 16

Resist 5 poison

Speed 6, climb 6 (spider climb)

Bite (standard, at-will) Poison

+6 vs AC; 2d6+6 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).

Death from Above (standard, at-will) Poison

The deathjump spider leaps at its prey, shifting 6 squares and making a bite attack. On a hit, it deals an extra 1d6 damage and also knocks the target prone..

Prodigious Leap (move; encounter)

The deathjump spider shifts 10 squares.

Soft Fall

The deathjump spider ignores the first 30 feet when determining damage from a fall.

Deathjump Spider

Medium natural beast (spider)

Level 4 Skirmisher XP 175

Initiative +8 Senses Perception +9; tremorsense 5

HP 55; Bloodied 27

AC 20; Fortitude 17, Reflex 18, Will 16

Resist 5 poison

Speed 6, climb 6 (spider climb)

Bite (standard, at-will) Poison

+6 vs AC; 2d6+6 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).

Death from Above (standard, at-will) Poison

The deathjump spider leaps at its prey, shifting 6 squares and making a bite attack. On a hit, it deals an extra 1d6 damage and also knocks the target prone..

Prodigious Leap (move; encounter)

The deathjump spider shifts 10 squares.

Soft Fall

The deathjump spider ignores the first 30 feet when determining damage from a fall.

Flesh Spider

Medium natural animate (living construct)

Level 11 Minion

XP 150

Initiative +11 Senses Perception +6; darkvision

HP 1; a missed attack never damages a minion.

AC 27; Fortitude 23, Reflex 25, Will 20

Speed 8, climb 4 (spider climb)

Slobbering Fangs (standard, at-will) Poison

+16 vs AC; 10 damage (7 damage with combat advantage).

Evasive Scuttle (immediate interrupt, when the target of a melee or close attack; encounter)

The flesh spider shifts 4 squares.

Alignment Unaligned Languages Common