



LARGE (10'X10')

LEVELS 1 THRU 10

## AUNT BERNICE

STR <b>18</b> +4	DEX <b>17</b> +3	CON <b>21</b> +5	INT <b>11</b> 0	WIS <b>10</b> 0	CHA <b>7</b> -2
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**Aunt Bernice performs 1x Kick per turn plus the following:**

Aunt Bernice performs an additional Kick at the end of the 3rd player's turn.

Aunt Bernice performs 1x random Grapple ability during her turn:

**Grapple & Trample:** On a failed ST, AB will grab one player and use him as a shield while she charges 30' in one direction through other players. Successful ST results in the character avoiding her grasp. Grappled player takes full damage from her charge while trampled players take 1/2 damage on a successful ST.

**Grapple & Ceiling Slam:** On a failed ST, AB will grab one character and lift him and slam his head into the low ceiling (10% chance the character gets knocked unconscious). Successful ST avoids her grasp.



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**Kick:** Melee weapon attack, 10' range

*Aunt Bernice is part of the RPG adventure Assault on the Spider Necromancer's Lair from GlendorsRPGAdventures.com*

Level	1	2	3	4	5	6	7	8	9	10
Armor Class	15	15	15	15	15	16	16	16	16	16
Hit Points	27	72	35	131	156	184	72	116	272	265
XP Value	200	440	680	950	1500	2200	2950	3800	4800	5900
Proficiency Bonus	+2	+2	+2	+2	+3	+3	+3	+3	+4	+4
Kick	3 (1d4+1)	2	8 (1d10+2)	4 (1d6)	5 (1d6+2)	6 (1d8+1)	18 (6d4+3)	17 (2d10+6)	8 (1d10+2)	11 (1d12+5)
Trample	4 (1d6)	3 (1d4+1)	11 (1d12+5)	5 (1d6+2)	7 (1d8+3)	8 (1d10+2)	24 (8d4+4)	22 (2d12+9)	11 (1d12+5)	14 (2d8+5)
Ceiling Slam	4 (1d6)	3 (1d4+1)	11 (1d12+5)	5 (1d6+2)	7 (1d8+3)	8 (1d10+2)	24 (8d4+4)	22 (2d12+9)	11 (1d12+5)	14 (2d8+5)
Throw	4 (1d6)	3 (1d4+1)	11 (1d12+5)	5 (1d6+2)	7 (1d8+3)	8 (1d10+2)	24 (8d4+4)	22 (2d12+9)	11 (1d12+5)	14 (2d8+5)
Face Bite	4 (1d6)	3 (1d4+1)	11 (1d12+5)	5 (1d6+2)	7 (1d8+3)	8 (1d10+2)	24 (8d4+4)	22 (2d12+9)	11 (1d12+5)	14 (2d8+5)
Acid Damage	2	2	6 (1d8+1)	3 (1d4+1)	3 (1d4+1)	4 (1d6)	12 (4d4+2)	11 (1d12+5)	5 (1d6+2)	7 (1d8+3)



LARGE (10'X10')

LEVELS 11 THRU 20

## AUNT BERNICE

STR <b>18</b> +4	DEX <b>17</b> +3	CON <b>21</b> +5	INT <b>11</b> 0	WIS <b>10</b> 0	CHA <b>7</b> -2
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Additional information:

**Grapple & Throw:** On a failed ST, AB will grab one character and throw him 20' in a random direction.

Successful ST avoids her grasp.

**Grapple & Face Bite:** On a failed ST, AB will grab one character and pull him close and perform a **Face Bite**.

Face Bite inflicts bite damage plus instant acid damage. Successful ST avoids her grasp.

After a successful Grapple ability, Aunt Bernice will toss her target to the side. The tossed target will suffer

1d4 damage and be considered prone.

**Note:** Aunt Bernice has a +20% health modifier within her base Hit Points to Damage ratio.

Aunt Bernice can move up to a maximum 60' per turn.



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**Kick:** Melee weapon attack, 10' range

*Aunt Bernice is part of the RPG adventure Assault on the Spider Necromancer's Lair from GlendorsRPGAdventures.com*

Level	11	12	13	14	15	16	17	18	19	20
Armor Class	17	17	17	17	17	18	18	18	18	18
Hit Points	266	204	157	412	323	245	259	409	344	484
XP Value	7000	8200	9900	11700	13600	15600	17750	20000	22400	25000
Proficiency Bonus	+4	+4	+5	+5	+5	+5	+6	+6	+6	+6
Kick	13 (2d8+4)	21 (3d8+8)	29 (6d6+8)	12 (4d4+2)	21 (3d8+8)	29 (6d6+8)	32 (3d12+12)	23 (2d12+11)	31 (6d6+11)	22 (2d12+9)
Trample	18 (6d4+3)	28 (4d8+10)	39 (8d6+11)	16 (3D6+6)	28 (4d8+10)	39 (8d6+11)	43 (6d8+17)	31 (6d6+11)	41 (8d6+14)	29 (6d6+8)
Ceiling Slam	18 (6d4+3)	28 (4d8+10)	39 (8d6+11)	16 (3D6+6)	28 (4d8+10)	39 (8d6+11)	43 (6d8+17)	31 (6d6+11)	41 (8d6+14)	29 (6d6+8)
Throw	18 (6d4+3)	28 (4d8+10)	39 (8d6+11)	16 (3D6+6)	28 (4d8+10)	39 (8d6+11)	43 (6d8+17)	31 (6d6+11)	41 (8d6+14)	29 (6d6+8)
Face Bite	18 (6d4+3)	28 (4d8+10)	39 (8d6+11)	16 (3D6+6)	28 (4d8+10)	39 (8d6+11)	43 (6d8+17)	31 (6d6+11)	41 (8d6+14)	29 (6d6+8)
Acid Damage	9 (1d10+4)	14 (2d8+5)	20 (4d6+6)	8 (1d10+2)	14 (2d8+5)	20 (4d6+6)	22 (2d12+9)	15 (3D6+5)	21 (3d8+8)	15 (3D6+5)