



MEDIUM (5'X5')

LEVELS 1 THRU 10

## SPIDER NECROMANCER

STR <b>15</b> +2	DEX <b>11</b> 0	CON <b>17</b> +3	INT <b>19</b> +4	WIS <b>19</b> +4	CHA <b>7</b> -2
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The Spider Necromancer has the following attack combinations available per turn:

1x Rapier melee attack, 10' range, and one spell cast

3x Weeping Dagger melee attacks, 5' range (he will only use the dagger if unable to cast spells)

2x Spell cast

**Death Touch (2x p/day):** Melee magic attack, 5' range. Players who fail their ST fall unconscious and have their hit points reduced to 0. A successful ST results in full damage.

**Soul Burn (4x p/day):** Ranged single-target magic attack, 100' range

**Push (1x p/4 turns):** AOE spell, self-target, 30' radius. Characters who fail their ST are pushed back 10' and knocked prone. A successful ST results in the player being knocked prone.

**Weeping Dagger:** Secretes a fatal poison. A successful Dagger attack results in fatal poisoning that will kill the character within 4 hours if not cured.

**Rapier +3:** This sword provides a +3 to hit with melee attacks and spells.

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The Spider Necromancer 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	14	63	70	45	128	141	138	184	81	98
XP Value	200	440	680	950	1500	2200	2950	3800	4800	5900
Proficiency Bonus	+2	+2	+2	+2	+3	+3	+3	+3	+4	+4
Rapier	5 (1d6+2)	3 (1d4+1)	6 (1d8+1)	14 (2d8+5)	7 (1d8+3)	9 (1d10+4)	13 (2d8+4)	11 (1d12+5)	29 (6d6+8)	31 (6d6+11)
Dagger	5 (1d6+2)	3 (1d4+1)	5 (1d6+2)	12 (4d4+2)	6 (1d8+1)	8 (1d10+2)	11 (1d12+5)	9 (1d10+4)	25 (5d6+8)	27 (9d4+5)
Death Touch	8 (1d10+2)	5 (1d6+2)	10 (2d6+3)	22 (2d12+9)	11 (1d12+5)	14 (2d8+5)	21 (3d8+8)	18 (6d4+3)	47 (7d8+15)	51 (10d6+17)
Soul Burn	8 (1d10+2)	5 (1d6+2)	10 (2d6+3)	22 (2d12+9)	11 (1d12+5)	14 (2d8+5)	21 (3d8+8)	18 (6d4+3)	47 (7d8+15)	51 (10d6+17)

Other\_\_\_\_\_

Other\_\_\_\_\_



MEDIUM (5'X5') LEVELS 11 THRU 20  
**SPIDER NECROMANCER**

STR <b>15</b> +2	DEX <b>11</b> 0	CON <b>17</b> +3	INT <b>19</b> +4	WIS <b>19</b> +4	CHA <b>7</b> -2
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Additional information:

**Teleport (3x p/day):** Self spell cast, 50' range. The Spider Necromancer can teleport up to 50' away. He will use Teleport in conjunction with Death Touch. He must be able to see the destination.

The Spider Necromancer has the following passive abilities:

**Shimmer:** All attackers suffer a -3 to hit for both melee and magic.

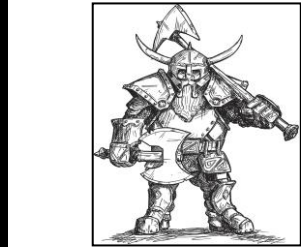
**Absorption:** 50% of all fire/frost/force/acid damage is absorbed by a magic shield. Lasts for three separate magic attacks and then dissipates. After 24 hours, the Absorption shield will become active again.

The Spider Necromancers is immune to Fear, Sleep and any loss-of-control attacks, magic or melee.

The Spider Necromancer can move up to 30' per turn.

**Weeping Dagger:** Secretes a fatal poison. A successful Dagger attack results in fatal poisoning that will kill the player within 4 hours if not cured.

**Rapier +3:** This sword provides a +3 to hit with melee attacks and spells.



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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	238	129	133	200	158	294	385	423	290	460
XP Value	7000	8200	9900	11700	13600	15600	17750	20000	22400	25000
Proficiency Bonus	+4	+4	+5	+5	+5	+5	+6	+6	+6	+6
Rapier	16 (3D6+6)	35 (5d8+13)	38 (3d10+17)	31 (6d6+11)	42 (6d8+15)	27 (9d4+5)	22 (2d12+9)	21 (3d8+8)	40 (8d6+12)	23 (2d12+11)
Dagger	14 (2d8+5)	30 (6d6+9)	34 (5d8+11)	27 (9d4+5)	37 (4d10+16)	23 (2d12+11)	19 (4d6+5)	18 (6d4+3)	35 (5d8+13)	20 (4d6+6)
Death Touch	27 (9d4+5)	57 (8d8+21)	62 (3d20+33)	51 (10d6+17)	69 6d12 +32	44 (4d12+18)	36 (4d10+14)	34 (5d8+11)	64 (6d12+24)	38 (3d10+17)
Soul Burn	27 (9d4+5)	57 (8d8+21)	62 (3d20+33)	51 (10d6+17)	69 6d12 +32	44 (4d12+18)	36 (4d10+14)	34 (5d8+11)	64 (6d12+24)	38 (3d10+17)

Other\_\_\_\_\_

Other\_\_\_\_\_