

# CHAGMAT

The chagmat are a race of hideous creatures that resemble upright spiders, with near-humanoid form. These terrifying monsters have warred on mammalian races, from orc to elf to human, and are known to suck the blood out of captive or slain humanoids. These terrifying creatures are without scruples or mercy; only by agreeing to help them gather more “food” can mammals hope to survive in an area ruled by chagmat.

## CHAGMAT WARRIOR

## Level 2 Soldier

Medium natural magical beast (spider)

XP 125

**HP** 37; **Bloodied** 18

**Initiative** +5

**AC** 18; **Fortitude** 14; **Reflex** 14; **Will** 13

**Perception** +2

**Speed** 6, climb 4 (spider climb)

Tremorsense 6

**Resist** 5 poison

### TRAITS

#### Distracting Swordplay

Marked enemies adjacent to the chagmat warrior suffer a -2 penalty to saving throws.

### STANDARD ACTIONS

#### (mbasic) Longsword (weapon) \* At Will

*Attack:* Melee 1 (one creature); +7 vs. AC.

*Hit:* 1d8+5 damage, and the target is marked until the end of the chagmat warrior's next turn.

#### (m) Double Sword (weapon) \* At Will

*Effect:* The chagmat warrior makes two longsword attacks, each at a different opponent.

### TRIGGERED ACTIONS

#### Two Shields are Better Than One \* Encounter

*Trigger:* The chagmat warrior is attacked by a creature it has marked.

*Effect (Immediate Interrupt):* The chagmat warrior gains a +4 bonus to AC and Reflex against the triggering attack.

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**Str** 15    **Dex** 14    **Wis** 13

**Con** 13    **Int** 11    **Cha** 11

**Alignment** evil

**Languages** Chagmat, Common

**Equipment** studded leather armor, 2 shields, 2 longswords

## CHAGMAT CAPTAIN

## Level 4 Soldier

Medium natural magical beast (spider)

XP 175

HP 53; **Bloodied** 26

**Initiative** +6

AC 20; **Fortitude** 17; **Reflex** 16; **Will** 16

**Perception** +4

**Speed** 6, climb 4 (spider climb)

Tremorsense 6

**Resist** 5 poison

### TRAITS

#### Distracting Swordplay

Marked enemies adjacent to the chagmat captain suffer a -2 penalty to saving throws.

### STANDARD ACTIONS

#### (mbasic) Longsword (weapon) \* At Will

*Attack:* Melee 1 (one creature); +9 vs. AC.

*Hit:* 2d8+3 damage, and the target is marked until the end of the chagmat captain's next turn.

#### (m) Double Sword (weapon) \* At Will

*Effect:* The chagmat captain makes two longsword attacks, each at a different opponent.

#### (m) Focused Strike (weapon) \* At Will

*Requirement:* The chagmat captain must be wielding two longswords.

*Attack:* Melee 1 (one creature); +9 vs. AC.

*Hit:* 1d8+8 damage and the target is marked until the end of the chagmat captain's next turn.

*Effect:* The chagmat captain spits webs at the target as a secondary attack.

*Secondary Attack:* Melee 1 (the primary target); +7 vs. Reflex.

*Hit:* The target is immobilized (save ends).

### MINOR ACTIONS

#### (r) Spit Poison (poison) \* Encounter

*Attack:* Ranged 4; +7 vs. Fortitude; 3d6+3 poison damage and ongoing 5 poison damage (save ends).

### TRIGGERED ACTIONS

#### Two Shields are Better Than One \* Encounter

*Trigger:* The chagmat captain is attacked by a creature it has marked.

*Effect (Immediate Interrupt):* The chagmat captain gains a +4 bonus to AC and Reflex against the triggering attack.

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**Str** 18    **Dex** 14    **Wis** 15

**Con** 13    **Int** 11    **Cha** 11

**Alignment** evil

**Languages** Chagmat, Common

**Equipment** studded leather armor, 2 shields, 2 longswords

## CHAGMAT PRIEST

## Level 8 Controller (Leader)

Medium natural magical beast (spider)

XP 350

HP 89; **Bloodied** 44

**Initiative** +6

AC 22; **Fortitude** 20; **Reflex** 20; **Will** 20

**Perception** +9

**Speed** 6, climb 4 (spider climb)

Tremorsense 6

**Resist** 5 poison

### TRAITS

#### Spider Frenzy \* Aura 10

Allies with the spider keyword in the aura can shift 3 squares as a move action.

### STANDARD ACTIONS

#### (mbasic) Mace (weapon) \* At Will

*Attack:* Melee 1 (one creature); +13 vs. AC.

*Hit:* 1d8+7 damage.

**(m) Poisoned Blow** (poison, weapon) \* **At Will**

*Attack:* Melee 1 (one creature);

*Hit:* 1d8+7 damage and ongoing 5 poison damage (save ends).

**(a) Poisonous Web** (poison, zone) \* **Encounter**

*Attack:* Area burst 3 within 10 (each creature in burst); +x vs. Fortitude.

*Damage:* 1d10+1 poison damage, and ongoing 10 poison damage (save ends).

*Effect:* The area of the burst becomes a zone of poisonous webbing that lasts until the end of the encounter. The zone is exceptionally difficult terrain; it requires 2 extra squares of movement to enter a web square. Creatures with the spider keyword ignore this effect. Any creature that starts its turn in the webbing takes 10 points of poison damage.

## TRIGGERED ACTIONS

**Double Shield Defense** \* **Encounter**

*Trigger:* The chagmat priest is attacked by a creature that has ongoing poison damage.

*Effect (Immediate Interrupt):* The chagmat priest gains a +4 bonus to AC and Reflex against the triggering attack and the target automatically fails its next saving throw against ongoing poison damage before the end of the encounter.

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**Str** 16    **Dex** 14    **Wis** 21

**Con** 17    **Int** 13    **Cha** 18

**Alignment** evil

**Languages** Chagmat, Common

**Equipment** studded leather armor, 2 shields, mace, unholy spider symbol