

# Jumping Spider, 1 Arm Long

Level 3 Skirmisher

Small Natural Beast (Spider)

Initiative +4

Normal Vision

HP 44; Bloodied 22

AC 17, Fort 17, Ref 15, Will 13; Resist poison 5

Speed 6, climb 6 (spider climb)

## Traits

### Web Walk

The spider ignores difficult terrain composed of webs.

## Standard Actions

### Bite At-Will

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d6 + 5 damage, and 3 ongoing poison damage (save ends).

### Death from Above Use or Lose 3-6

Effect: The spider jumps its speed without provoking OAs. After the jump, the spider bites, knocking the target prone on a hit.

Athletics +10, Stealth +9

**Str** 18 (+5), **Con** 14 (+3), **Dex** 16 (+4), **Int** 1 (-4), **Wis** 12 (+2), **Cha** 10 (+1)

# Jumping Spider, 1 Arm Long

Level 8 Goon Skirmisher

Small Natural Beast (Spider)

Initiative +4

Normal Vision

HP 2; Threshold 16

AC 22, Fort 22, Ref 20, Will 18; Resist poison 5

Speed 6, climb 6 (spider climb)

## Traits

### Web Walk

The spider ignores difficult terrain composed of webs.

## Standard Actions

### Bite At-Will

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

Hit: 9 damage, and 3 ongoing poison damage (save ends).

### Death from Above Use or Lose 3-6

Effect: Choose an enemy. The spider jumps its speed without provoking OAs from that enemy. After the jump, the spider bites any target.

Athletics +8, Stealth +7

**Str** 18 (+3), **Con** 14 (+4), **Dex** 16 (+2), **Int** 1 (+1), **Wis** 12 (+5), **Cha** 10 (+6)

# Jumping Spider, 1 Arm Long

Level 13 Minion Skirmisher

Small Natural Beast (Spider)

Initiative +4

Normal Vision

HP 2; Threshold 14

AC 27, Fort 27, Ref 25, Will 23; Resist poison 5

Speed 6, climb 6 (spider climb)

## Traits

### Web Walk

The spider ignores difficult terrain composed of webs.

## Standard Actions

### Bite At-Will

Attack: Melee 1 (one creature); +18 vs. AC

Hit: 7 damage, and 2 ongoing poison damage (save ends).

### Death from Above Use or Lose 3-6

Effect: Choose an enemy. The spider jumps its speed without provoking OAs from that enemy. After the jump, the spider bites any target.

Athletics +8, Stealth +7

**Str** 18 (+3), **Con** 14 (+4), **Dex** 16 (+2), **Int** 1 (+1), **Wis** 12 (+5), **Cha** 10 (+6)

# Jumping Spider, 2 Arms Long

Level 3 Elite Skirmisher

Medium Natural Beast (Spider)

Initiative +8

Normal Vision

HP 88; Bloodied 44

AC 17, Fort 17, Ref 15, Will 13; Resist poison 5

Speed 6, climb 6 (spider climb)

## Traits

### Elite Resilience

At the start of its turn, the monster can attempt to ignore any or all harmful conditions. It takes 1d6 per condition, and then rolls a save for each condition. On a successful save, it ignores the condition until the end of its current turn.

### Web Walk

The spider ignores difficult terrain composed of webs.

## Standard Actions

### Bite At-Will

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d12 + 6 damage, and 4 ongoing poison damage (save ends).

### Death from Above Use or Lose 3-6

Effect: The spider jumps its speed without provoking OAs. After the jump, the spider bites. On a hit, the target is knocked prone and is unable to get up UENT.

Athletics +14, Stealth +13

**Str** 20 (+9), **Con** 16 (+7), **Dex** 18 (+8), **Int** 1 (-1), **Wis** 14 (+6), **Cha** 12 (+5)

# Jumping Spider, 2 Arms Long

Level 8 Skirmisher

Medium Natural Beast (Spider)

Initiative +8

Normal Vision

HP 84; Bloodied 42

AC 22, Fort 22, Ref 20, Will 18; Resist poison 5

Speed 6, climb 6 (spider climb)

## Traits

### Web Walk

The spider ignores difficult terrain composed of webs.

## Standard Actions

### Bite At-Will

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

Hit: 2d6 + 5 damage, and 4 ongoing poison damage (save ends).

### Death from Above Use or Lose 3-6

Effect: The spider jumps its speed without provoking OAs. After the jump, the spider bites, knocking the target prone on a hit.

Athletics +14, Stealth +13

**Str** 20 (+9), **Con** 16 (+7), **Dex** 18 (+8), **Int** 1 (-1), **Wis** 14 (+6), **Cha** 12 (+5)

# Jumping Spider, 2 Arms Long

Level 13 Goon Skirmisher

Medium Natural Beast (Spider)

Initiative +8

Normal Vision

HP 2; Threshold 19

AC 27, Fort 27, Ref 25, Will 23; Resist poison 5

Speed 6, climb 6 (spider climb)

## Traits

### **Web Walk**

The spider ignores difficult terrain composed of webs.

## Standard Actions

### **Bite At-Will**

Attack: Melee 1 (one creature); +18 vs. AC

Hit: 11 damage, and 4 ongoing poison damage (save ends).

### **Death from Above** Use or Lose 3-6

Effect: Choose an enemy. The spider jumps its speed without provoking OAs from that enemy. After the jump, the spider bites any target.

Athletics +14, Stealth +13

**Str** 20 (+9), **Con** 16 (+7), **Dex** 18 (+8), **Int** 1 (-1), **Wis** 14 (+6), **Cha** 12 (+5)

# Jumping Spider, 2 Arms Long

Level 18 Minion Skirmisher

Medium Natural Beast (Spider)

Initiative +8

Normal Vision

HP 2; Threshold 17

AC 32, Fort 32, Ref 30, Will 28; Resist poison 5

Speed 6, climb 6 (spider climb)

## Traits

### **Web Walk**

The spider ignores difficult terrain composed of webs.

## Standard Actions

### **Bite At-Will**

Attack: Melee 1 (one creature); +23 vs. AC

Hit: 9 damage, and 2 ongoing poison damage (save ends).

### **Death from Above** Use or Lose 3-6

Effect: Choose an enemy. The spider jumps its speed without provoking OAs from that enemy. After the jump, the spider bites any target.

Athletics +14, Stealth +13

**Str** 20 (+9), **Con** 16 (+7), **Dex** 18 (+8), **Int** 1 (-1), **Wis** 14 (+6), **Cha** 12 (+5)

# Jumping Spider, 3 Arms Long

Level 3 Solo Skirmisher

Large Natural Beast (Spider)

Initiative +11

Normal Vision

HP 176; Bloodied 88

AC 17, Fort 17, Ref 15, Will 13; Resist poison 10

Speed 7, climb 7 (spider climb)

## Traits

### **Solo Resilience**

At the start of its turn, the monster can attempt to ignore any or all harmful conditions. It takes 1d6 per condition, and then rolls a save with a +5 bonus for each condition. On a successful save, it ignores the condition until the end of its current turn.

### **Web Walk**

The spider ignores difficult terrain composed of webs.

## Standard Actions

### **Bite At-Will**

Attack: Melee 2 (one creature); +8 vs. AC

Hit: 2d8 + 7 damage, and 5 ongoing poison damage (save ends).

### **Death from Above** Use or Lose 3-6

Effect: The spider jumps its speed without provoking OAs. After the jump, the spider bites. On a hit, the target is knocked prone and is unable to get up (save ends).

Athletics +17, Stealth +16

**Str** 22 (+12), **Con** 18 (+10), **Dex** 20 (+11), **Int** 1 (-1), **Wis** 16 (+9), **Cha** 14 (+8)

# Jumping Spider, 3 Arms Long

Level 8 Elite Skirmisher

Large Natural Beast (Spider)

Initiative +11

Normal Vision

HP 168; Bloodied 84

AC 22, Fort 22, Ref 20, Will 18; Resist poison 10

Speed 7, climb 7 (spider climb)

## Traits

### Elite Resilience

At the start of its turn, the monster can attempt to ignore any or all harmful conditions. It takes 1d6 per condition, and then rolls a save for each condition. On a successful save, it ignores the condition until the end of its current turn.

### Web Walk

The spider ignores difficult terrain composed of webs.

## Standard Actions

### Bite At-Will

Attack: Melee 2 (one creature); +13 vs. AC

Hit: 2d8 + 9 damage, and 6 ongoing poison damage (save ends).

### Death from Above Use or Lose 3-6

Effect: The spider jumps its speed without provoking OAs. After the jump, the spider bites. On a hit, the target is knocked prone and is unable to get up UENT.

Athletics +17, Stealth +16

**Str** 22 (+12), **Con** 18 (+10), **Dex** 20 (+11), **Int** 1 (-1), **Wis** 16 (+9), **Cha** 14 (+8)

# Jumping Spider, 3 Arms Long

Level 13 Skirmisher

Large Natural Beast (Spider)

Initiative +11

Normal Vision

HP 124; Bloodied 62

AC 27, Fort 27, Ref 25, Will 23; Resist poison 10

Speed 7, climb 7 (spider climb)

## Traits

### Web Walk

The spider ignores difficult terrain composed of webs.

## Standard Actions

### Bite At-Will

Attack: Melee 2 (one creature); +18 vs. AC

Hit: 2d8 + 10 damage, and 6 ongoing poison damage (save ends).

### Death from Above Use or Lose 3-6

Effect: The spider jumps its speed without provoking OAs. After the jump, the spider bites, knocking the target prone on a hit.

Athletics +17, Stealth +16

**Str** 22 (+12), **Con** 18 (+10), **Dex** 20 (+11), **Int** 1 (-1), **Wis** 16 (+9), **Cha** 14 (+8)

# Jumping Spider, 3 Arms Long

Level 18 Goon Skirmisher

Large Natural Beast (Spider)

Initiative +11

Normal Vision

HP 2; Threshold 22

AC 32, Fort 32, Ref 30, Will 28; Resist poison 10

Speed 7, climb 7 (spider climb)

## Traits

### Web Walk

The spider ignores difficult terrain composed of webs.

## Standard Actions

### Bite At-Will

Attack: Melee 2 (one creature); +23 vs. AC

Hit: 14 damage, and 5 ongoing poison damage (save ends).

### Death from Above Use or Lose 3-6

Effect: Choose an enemy. The spider jumps its speed without provoking OAs from that enemy. After the jump, the spider bites any target.

Athletics +17, Stealth +16

**Str** 22 (+12), **Con** 18 (+10), **Dex** 20 (+11), **Int** 1 (-1), **Wis** 16 (+9), **Cha** 14 (+8)

# Jumping Spider, 3 Arms Long

Level 23 Minion Skirmisher

Large Natural Beast (Spider)

Initiative +11

Normal Vision

HP 2; Threshold 19

AC 37, Fort 37, Ref 35, Will 33; Resist poison 10

Speed 7, climb 7 (spider climb)

## Traits

### Web Walk

The spider ignores difficult terrain composed of webs.

## Standard Actions

### Bite At-Will

Attack: Melee 2 (one creature); +28 vs. AC

Hit: 11 damage, and 3 ongoing poison damage (save ends).

### Death from Above Use or Lose 3-6

Effect: Choose an enemy. The spider jumps its speed without provoking OAs from that enemy. After the jump, the spider bites any target.

Athletics +17, Stealth +16

**Str** 22 (+12), **Con** 18 (+10), **Dex** 20 (+11), **Int** 1 (-1), **Wis** 16 (+9), **Cha** 14 (+8)

# Jumping Spider, 4 Arms Long

Level 8 Solo Skirmisher

Large Natural Beast (Spider)

Initiative +15

Normal Vision

HP 336; Bloodied 168

AC 22, Fort 22, Ref 20, Will 18; Resist poison 10

Speed 7, climb 7 (spider climb)

## Traits

### **Solo Resilience**

At the start of its turn, the monster can attempt to ignore any or all harmful conditions. It takes 1d6 per condition, and then rolls a save with a +5 bonus for each condition. On a successful save, it ignores the condition until the end of its current turn.

### **Web Walk**

The spider ignores difficult terrain composed of webs.

## Standard Actions

### **Bite At-Will**

Attack: Melee 2 (one creature); +13 vs. AC

Hit: 2d10 + 13 damage, and 7 ongoing poison damage (save ends).

### **Death from Above** Use or Lose 3-6

Effect: The spider jumps its speed without provoking OAs. After the jump, the spider bites. On a hit, the target is knocked prone and is unable to get up (save ends).

Athletics +21, Stealth +20

**Str** 24 (+16), **Con** 20 (+14), **Dex** 22 (+15), **Int** 1 (-1), **Wis** 18 (+13), **Cha** 16 (+12)

# Jumping Spider, 4 Arms Long

Level 13 Elite Skirmisher

Large Natural Beast (Spider)

Initiative +15

Normal Vision

HP 248; Bloodied 124

AC 27, Fort 27, Ref 25, Will 23; Resist poison 10

Speed 7, climb 7 (spider climb)

## Traits

### Elite Resilience

At the start of its turn, the monster can attempt to ignore any or all harmful conditions. It takes 1d6 per condition, and then rolls a save for each condition. On a successful save, it ignores the condition until the end of its current turn.

### Web Walk

The spider ignores difficult terrain composed of webs.

## Standard Actions

### Bite At-Will

Attack: Melee 2 (one creature); +18 vs. AC

Hit: 2d12 + 16 damage, and 8 ongoing poison damage (save ends).

### Death from Above Use or Lose 3-6

Effect: The spider jumps its speed without provoking OAs. After the jump, the spider bites. On a hit, the target is knocked prone and is unable to get up UENT.

Athletics +21, Stealth +20

**Str** 24 (+16), **Con** 20 (+14), **Dex** 22 (+15), **Int** 1 (-1), **Wis** 18 (+13), **Cha** 16 (+12)

# Jumping Spider, 4 Arms Long

Level 18 Skirmisher

Large Natural Beast (Spider)

Initiative +15

Normal Vision

HP 164; Bloodied 82

AC 32, Fort 32, Ref 30, Will 28; Resist poison 10

Speed 7, climb 7 (spider climb)

## Traits

### Web Walk

The spider ignores difficult terrain composed of webs.

## Standard Actions

### Bite At-Will

Attack: Melee 2 (one creature); +23 vs. AC

Hit: 3d6 + 13 damage, and 7 ongoing poison damage (save ends).

### Death from Above Use or Lose 3-6

Effect: The spider jumps its speed without provoking OAs. After the jump, the spider bites, knocking the target prone on a hit.

Athletics +21, Stealth +20

**Str** 24 (+16), **Con** 20 (+14), **Dex** 22 (+15), **Int** 1 (-1), **Wis** 18 (+13), **Cha** 16 (+12)

# Jumping Spider, 4 Arms Long

Level 23 Goon Skirmisher

Large Natural Beast (Spider)

Initiative +15

Normal Vision

HP 2; Threshold 25

AC 37, Fort 37, Ref 35, Will 33; Resist poison 10

Speed 7, climb 7 (spider climb)

## Traits

### Web Walk

The spider ignores difficult terrain composed of webs.

## Standard Actions

### Bite At-Will

Attack: Melee 2 (one creature); +28 vs. AC

Hit: 17 damage, and 6 ongoing poison damage (save ends).

### Death from Above Use or Lose 3-6

Effect: Choose an enemy. The spider jumps its speed without provoking OAs from that enemy. After the jump, the spider bites any target.

Athletics +21, Stealth +20

**Str** 24 (+16), **Con** 20 (+14), **Dex** 22 (+15), **Int** 1 (-1), **Wis** 18 (+13), **Cha** 16 (+12)

# Jumping Spider, 4 Arms Long

Level 28 Minion Skirmisher  
Large Natural Beast (Spider)

Initiative +15

Normal Vision

HP 2; Threshold 22

AC 42, Fort 42, Ref 40, Will 38; Resist poison 10

Speed 7, climb 7 (spider climb)

## Traits

### **Web Walk**

The spider ignores difficult terrain composed of webs.

## Standard Actions

### **Bite At-Will**

Attack: Melee 2 (one creature); +33 vs. AC

Hit: 13 damage, and 3 ongoing poison damage (save ends).

### **Death from Above** Use or Lose 3-6

Effect: Choose an enemy. The spider jumps its speed without provoking OAs from that enemy. After the jump, the spider bites any target.

Athletics +21, Stealth +20

**Str** 24 (+16), **Con** 20 (+14), **Dex** 22 (+15), **Int** 1 (-1), **Wis** 18 (+13), **Cha** 16 (+12)