

SPIDER SENTINEL

In times of peace, drow mounted on monstrous spider steeds protect the tunnels around their cities. These dark elves, known as spider sentinels, swiftly eliminate spies and outlanders. When their cities muster for war, spider sentinels reinforce other units of drow, lending their strength (and that of their mounts) to defend their people.

SPIDER SENTINEL

Male drow ranger 9
NE Medium humanoid (elf)
Init +5; **Senses** darkvision 120 ft.; Listen +12, Spot +12
Languages Common, Elven, Undercommon; empathic link

AC 21, touch 16, flat-footed 16
(+5 Dex, +5 armor, +1 deflection)

hp 49 (9 HD)

Immune magic *sleep* effects

Resist evasion; **SR** 20

Fort +9, **Ref** +13, **Will** +5 (+7 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Melee +1 rapier +11/+6 (1d6+2/18–20)

Ranged +1 composite shortbow +15/+10 (1d6+2/ 3 plus poison) or

Ranged +1 composite shortbow +9/+9/+9 (1d6+2/ 3 plus poison) with Manyshot or

Ranged +1 composite shortbow +13/+10/+13 (1d6+2/ 3 plus poison) with Rapid Shot

Base Atk +9; **Grp** +10

Atk Options favored enemy monstrous humanoids +4, favored enemy aberrations +2, poison (drow sleep poison, Fort DC 13, unconscious 1 minute/ unconscious 2d4 hours)

Combat Gear brooch of shielding, 3 doses of drow sleep poison, *potions of cure moderate wounds*, 2 *potions of sanctuary*

Spell-Like Abilities (CL 9th):

1/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 12, Dex 20, Con 12, Int 10, Wis 10, Cha 15

SQ animal companion (Large monstrous spider), swift tracker, wild empathy +11 (+7 magical beasts), woodland stride

Feats Endurance^B, Manyshot^B, Mounted Archery, Mounted Combat, Rapid Shot^B, Spider Companion*, Track^B, Vermin Trainer*

* See Chapter 2

Skills Handle Animal +11, Hide +11, Knowledge (dungeoneering) +7, Knowledge (geography) +4, Knowledge (religion) +4, Listen +12, Move Silently +10, Ride +11, Search +6, Spot +12, Survival +5 (+7 underground)

Possessions combat gear plus +1 mithral shirt, +1 rapier, +1 composite shortbow (+1 Str bonus) with 20 arrows, *ring of protection* +1, *cloak of resistance* +2, *gloves of Dexterity* +2

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they take a –1 circumstance penalty on attack rolls, saves, and checks when in bright light.

CR 10



Spider sentinel

SENTINEL'S COMPANION

CR —

Large monstrous spider

N Large vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +0, Spot +8

AC 17, touch 13, flat-footed 13
(–1 size, +4 Dex, +4 natural)

hp 33 (6 HD)

Resist evasion

Immune mind-affecting spells and abilities

Fort +7, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares), climb 20 ft.

Melee bite +7 (1d8+7 plus poison)

Space 10 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +12

Atk Options poison (Fort DC 14, 1d6 Str/1d6 Str)

Special Actions web (Escape Artist DC 17, break DC 21, hp 12; MM 289)

Abilities Str 16, Dex 18, Con 12, Int —, Wis 10, Cha 2

SQ link, share spells

Skills Climb +13, Hide +3, Jump +15, Spot +8