

## STAT BLOCKS

### GLASS SPIDER MALICE

At the start of any glass spider's turn, you can spend malice to activate one of the following features.

### MALICE FEATURES

#### Spider Senses ◆ 3 Malice

Strikes made against the spider take a bane until the end of the round.

#### Burst of Glass ◆ 5 Malice

Each enemy in the encounter takes 2 damage for each spider adjacent to them.

#### Stained-Glass Brilliance ◆ 7 Malice

The spider glows with a brilliant light. Each non-glass spider within 5 squares of that spider must make a **Might** test.

- ◆ ≤11 Target takes a double bane on all powers (EoT)
- ★ 12–16 Target takes a bane on all power rolls (EoT)
- \* 17+ No effect

### GLASS SPIDER

### LEVEL 1 ELITE SKIRMISHER

Construct

EV 12

Stamina 60

Weakness Sonic 5

Speed 7 (climb)

Size 3 / Stability 2

Free Strike 4

**Might +2 Agility +1 Reason -4 Intuition +0 Presence -3**

**Bite** (Action) ◆ 2d10 + 2 ◆ Signature

**Keywords** Melee, Strike, Weapon

**Distance** Melee 1 **Target** One creature or object

◆ ≤11 7 damage

★ 12–16 11 damage

\* 17+ 14 damage; A<2 bleeding (save ends)

2 Malice A<3 bleeding (save ends).

**Slashing Leg** (Action) ◆ 2d10 + 2

**Keywords** Melee, Strike, Weapon

**Distance** Melee 1 **Target** Two creatures or objects

◆ ≤11 6 damage

★ 12–16 9 damage

\* 17+ 12 damage

**Trample** (Action) ◆ 5 Malice

**Keywords** —

**Distance** Self

**Target** Self

**Effect** The spider shifts up to their speed and makes a Slashing Leg strike against each creature who comes within 1 of the spider during the move. The spider makes one power roll against all targets.

**Web** (Maneuver) ◆ 2d10 + 2

**Keywords** Area, Weapon

**Distance** 3 cube within 1

**Target** All creatures in the cube

◆ ≤11 A<0 restrained (save ends)

★ 12–16 A<1 restrained (save ends)

\* 17+ A<2 restrained (save ends)

**Distance** The affected area is considered difficult terrain for enemies.

**Skitter** (Triggered Action)

**Keywords** —

**Distance** Self

**Target** Self

**Trigger** The spider takes damage.

**Effect** The spider halves the damage, and then shifts 2 squares after the triggering effect resolves.