Spider Fey

Deep in the heart of the Fey realms, nothing is ever quite as it seems. For every patch of bright light, there is always a deep dark shadow, where *things* skitter across the edge of your vision, and fear and despair permeate the very air. For the moonlit splendour of each Eladrin city, spiral towers and sweeping battlements and walkways rising gracefully beneath the living stars, for each verdant broad expanse of living oak and elm and beech, dotted with sun-dappled glades where the fairie folk cavort and caper, there are the cruel arcane bastions of Formorian power deep in the earth, deep ravines and valleys choked with angry forests of dark-hearted trees, plotting and dreaming as their twisted roots snarl and burrow into the dank earth.

The Spider Fey are a perfect illustration of this dichotomy of light and dark. Masters of illusion and trickery, able to pass themselves off as noble Eladrin or friendly Gnomes, their main purpose is to lure unwary travellers into their treacherous webs, where they reveal themselves for the foul vicious monsters they really are.

LORE

History DC 23: The origin of the Spider Fey is lost in the ancient tales of the Feywild. Many of the wise believe they were one of the creations of the Spider Goddess Lolth herself, in the dark ages when she 'rescued' the Drow from their primordial prisons deep within the earth, but twisted them to her worship. Other sages postulate they are the result of cruel arcane experiments and torture carried out by the powerful, but often insane, Formorian arcanists on eladrin or other fey prisoners, deep within the bowels of the FeyDark. Whatever the truth, Spider Fey can now be found throughout the Feywild, but also sometimes in the Shadowfell and the mortal realms, spinning their webs of deceit.

Dungeoneering DC 15: Spider Fey, like many fey creatures, are capable of using illusionary powers to deceive enemies, whether by altering their otherwise monstrous appearance to that of a fairer race such as eladrin or gnomes, or by flitting rapidly in and out of combat usual their natural teleportation abilities. When slain, however, they instantly revert back to their true form: a giant black hairy spider with vicious fangs, dripping with acidic venom.

ENCOUNTERS

Spider Fey are thoroughly evil, but extremely clever creatures. Their favourite tactic is to lure the unwary into their webs using trickery and deceit, for example by posing as a party of eladrin enjoying a picnic in an woodland glade. The false fey are charming and welcoming, at least until their prey have dropped their guard, at which point the illusion is shattered, revealing thick webs all around the edge of the glade preventing escape, and a clutch of huge black spiders leaping to attack.

Often, Spider Fey will be found working with other evil fey creatures, such as the treacherous spriggan or capricious xivort who inhabit the same dark woodlands of the fey realms. Their webbed lairs will often be found in the vicinity of Cyclops strongholds or Formorian fortresses, as these evil giant races know how rapacious the Spider Fey are, and see them as an effective first line of defence. Of course, they also have a natural affinity with other types of spiders, so will often be encountered with such creatures as Phase or Glimmerweb Spiders.

Spider Fey Scuttler

The smallest of the Spider Fey, Scuttlers can appear as a cheeky gnome, armed with a dagger.

In combat they will assume spider form instantly, buzzing around their enemies using *Web Spray* whenever they can to immobilise their prey, allowing either them or their larger cousins to strike

with poison bites.

Spider Fey Scuttler — **Level 3 Minion Skirmisher**
Medium fey magical beast (spider) — XP 38

HP 1; a missed attack never damages a minion.
AC 17; **Fortitude** 15; **Reflex** 19; **Will** 12
Speed 8, climb 6
Resist 5 poison

Initiative +7
Perception +3
Tremorsense 5

Standard Actions

Venom Stab (Gnome form only) (poison) • **At-Will**
Attack: The Spider Fey Scuttler slashes with its poisoned dagger; Melee 1 (one creature); +7 vs. AC
Hit: 2 damage, and the target takes 3 ongoing poison damage (save ends)
Effect: The Spider Fey Blade shifts 1 square.

Web Spray (Spider form only) • **Recharge**
Attack: The Spider Fey Scuttler casts a spray of sticky webbing ; Range 2 (Area Burst 1); +5 vs. Reflex
Hit: The target is immobilised (save ends).

Venomous Bite (Spider form only) (poison) • **At-Will**
Attack: The Spider Fey Scuttler bites with its venomous fangs; Melee 1 (one creature); +8 vs. AC
Hit: 2 damage, and ongoing 4 poison damage (save ends).

Minor Actions

Change Shape (polymorph) • **At-Will**
Effect: The Spider Fey Scuttler alters its physical form to appear as a giant black spider, or a Gnome. It reverts to its natural spider form when slain.

Skills Acrobatics +8, Stealth +8

Str 11 (+1)	**Dex** 14 (+3)	**Wis** 11 (+1)
Con 11 (+1)	**Int** 11 (+1)	**Cha** 11 (+1)

Alignment evil — **Languages** Common, Elven, Giant
Equipment dagger

Spider Fey Rake

Spider Fey Rakes are the largest Spider Fey, and the most dangerous foes in close combat.

Spider Fey Rake — **Level 4 Brute**
Medium fey magical beast (spider) — XP 175

HP 62; **Bloodied** 31
AC 16; **Fortitude** 16; **Reflex** 20; **Will** 13
Speed 8, climb 6
Resist 5 poison

Initiative +6
Perception +5
Tremorsense 5

Traits

Web Walk
Spider Fey ignores difficult terrain comprised of webs.

Standard Actions

Blade Slash (Eladrin form only) (poison) • **At-Will**
Attack: The Spider Fey Rake slashes with its poisoned longsword; Melee 1 (one creature); +8 vs. AC
Hit: 1d8 + 2 damage, and ongoing 5 poison damage (save ends).

Venomous Bite (Spider form only) (poison) • **At-Will**
Attack: The Spider Fey Rake bites with its venomous fangs; Melee 1 (one creature); +9 vs. AC
Hit: 4d4 + 2 damage, and ongoing 4 poison damage (save ends).
Effect: The Spider Fey Rake shifts 2 squares.

Poison Spittle (poison) • **Recharge**
Attack: The Spider Fey Rake spits a volley of venom at its foes; Close Blast 2 (creatures in the blast); +7 vs. Will
Hit: 2d10 + 4 damage, and ongoing 8 poison damage (save ends).
First Failed Saving Throw: The spider slides the target 3 squares.

Minor Actions

Change Shape (polymorph) • **At-Will**
Effect: The Spider Fey Rake alters its physical form to appear as a giant black spider, or an Eladrin warrior. It reverts to its natural spider form, and cannot change again, once bloodied.

Skills Acrobatics +9, Stealth +9

Str 12 (+3)	**Dex** 15 (+4)	**Wis** 12 (+3)
Con 12 (+3)	**Int** 12 (+3)	**Cha** 12 (+3)

Alignment evil — **Languages** Common, Elven, Giant
Equipment longsword

They will often initially appear as an elegant Eladrin warrior, and will rush to attack with their poisoned longswords. However once engaged they normally revert to their true form, spitting venom and biting with vicious poisoned fangs.

Spider Fey Trickster

Spider Fey Tricksters are evil cunning beasts who delight in fooling their prey using all the powers of illusion and deception they possess.

They are the smallest Spider Fey, but far from the least dangerous. Often when encountered, they will cast an illusion to make the area look inviting and pleasant, and will take the form of a gnome, pretending to be friendly until they judge the time is right to unleash a swarm of their brethren to attack.

As much as possible, a Spider Fey Trickster will avoid combat, preferring to lurk around the edges and use *Illusory Terrain* to slow enemies so that other Spider Fey can attack, or *Illusory Swarm* to cause damage from a distance and make foes' attacks less effective.

If finally pinned into close combat, the Trickster will normally revert to spider from, using it *Venomous Bite*, but will take the first possible opportunity to escape from melee using *Fade Away*.

Bestiary: Spider Fey

Spider Fey Trickster — **Level 4 Controller**
Medium fey magical beast (spider) — XP 175

HP 52; **Bloodied** 26 — **Initiative** +6
AC 18; **Fortitude** 16; **Reflex** 20; **Will** 13 — **Perception** +5
Speed 8, climb 6 — Tremorsense 5
Resist 5 poison

Traits

Aura of Illusion (illusion) • **Aura** 3
The Spider Fey Trickster and all allies in the aura gain concealment.

Web Walk
Spider Fey ignore difficult terrain comprised of webs.

Standard Actions

Illusory Terrain (illusion) • **Encounter**
Attack: The Spider Fey Trickster cast an illusion of difficult terrain; Close burst 5 (targets enemies); +8 vs. Will
Hit: The target is slowed (save ends)

Dagger (Gnome form only) (weapon) • **At-Will**
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d4 damage

Venomous Bite (Spider form only) (poison) • **At-Will**
Attack: The Spider Fey Trickster bites with its venomous fangs; Melee 1 (one creature); +9 vs. AC
Hit: 3d4 + 2 damage, and ongoing 4 poison damage (save ends).

Illusory Swarm (illusion, psychic) • **Recharge**
Attack: The Spider Fey Trickster creates the illusion of a swarm of tiny spiders.; 10 (one creature); +9 vs. Will
Hit: 1d10 + 7 psychic damage, and the target takes a –2 penalty to attack rolls until the end of its next turn.

Minor Actions

Change Shape (polymorph) • **At-Will**
Effect: The Spider Fey Trickster alters its physical form to appear as a giant black spider, or a dark-haired Gnome. It reverts to its natural spider form, and cannot change again, once bloodied.

Triggered Actions

Fade Away (illusion) • **Recharge**
Trigger: when the Spider Fey Trickster takes damage
Effect (immediate reaction): The Spider Fey Trickster turns invisible until it attacks or until the end of its next turn.

Skills Arcana +9, Bluff +8, Stealth +9
Str 12 (+3) — **Dex** 15 (+4) — **Wis** 12 (+3)
Con 12 (+3) — **Int** 15 (+4) — **Cha** 12 (+3)
Alignment evil — **Languages** Common, Elven, Giant
Equipment dagger

Spider Fey Venom Witch

The most deadly Spider Fey of all is the Venom Witch, a cruel female spider imbued with the deadly power of witchcraft. The dominant force in any Spider Fey lair, she commands her minions into battle, lurking at back and dominating the battlefield with her arcane power.

In combat, her standard attacks are *Winged Horde* and *Acid Bolt*, which she uses to keep foes at bay. *Charm of Forbiddance* will be used on the enemy she deems the most threat to her personally.

Spider Fey Venom Witch — **Level 6 Controller**
Medium fey magical beast (spider) — XP 250

HP 69; **Bloodied** 34 — **Initiative** +6
AC 17; **Fortitude** 17; **Reflex** 22; **Will** 21 — **Perception** +13
Speed 8, climb 6 — Tremorsense 5
Resist 5 poison

Traits

Web Walk
Spider Fey ignore difficult terrain comprised of webs.

Standard Actions

Longsword (Humanoid form only) (weapon) • **At-Will**
Attack: +9 vs. AC
Hit: 1d10 damage, and ongoing 5 poison damage (save ends).

Bite (Spider form only) (poison) • **At-Will**
Attack: Melee 1 (one creature); +11 vs. AC
Hit: 1d6 + 6 damage, and ongoing 5 poison damage (save ends).
First Failed Saving Throw: The spider slides the target 3 squares.

Winged Horde (arcane, illusion, implement, psychic) • **At-Will**
Attack: A horde of flesh devouring spiders appears in the minds of enemies; Area burst 1 within 10 squares (each enemy in the burst); +9 vs. Will
Hit: 1d6 + 3 damage, and the target cannot take opportunity actions until the end of your next turn

Acid Bolt (arcane, evocation, acid) • **Recharge**
Attack: The Venom Witch hurls a bolt of venomous acid; 5 (One creature); +9 vs. Reflex
Hit: 1d10 + 7 acid damage
Sustain Minor: 1d10 + 7 reroll the damage and deal it to the target again. Once the target is out of range, it cannot be sustained

Charm of Forbiddance (arcane, charm, enchantment) • **Daily**
Attack: The Venom Witch utters the charm of forbiddance in a thunderous voice; 20 (One creature); +9 vs. Will
Hit: 3d8 + 7 psychic damage
Miss: Half damage
Effect: The target takes 8 psychic damage whenever it attacks the witch (save ends)

Minor Actions

Change Shape (polymorph) • **At-Will**
Effect: The Spider Fey Venom Witch alters its physical form to appear as a giant black spider, or as a dark-haired beautiful Eladrin woman, or as an ugly hag. On dropping to 0 hit points it reverts to its natural spider form.

Triggered Actions

Evanesce (arcane, zone) • **Daily**
Trigger: The witch is damaged by an attack
Effect (Immediate Reaction): The Spider Fey Venom Witch is removed from play until the start of its next turn. The space it vacates becomes a zone that is heavily obscured and lasts until the end of the encounter. At the start of the Venom Witch's next turn, she reappears in a square up to 5 squares from the zone

Skills Arcana +12, Bluff +11, Stealth +9
Str 10 (+3) — **Dex** 13 (+4) — **Wis** 16 (+6)
Con 13 (+4) — **Int** 19 (+7) — **Cha** 16 (+6)
Alignment evil — **Languages** Common, Elven, Giant, Deep Speech
Equipment longsword