

## Web Golem

CR 9

N Large Construct

**Initiative:** +4; **Senses:** Darkvision 60 ft., Low-Light Vision

### Defense

**AC:** 27, **Flat-Footed:** 27, **Touch:** 9

(+18 natural, -1 size)

**HP:** 118 (16d10+30)

**DR:** 10/adamantine and good

**Fort:** +5, **Ref:** +5, **Will:** +5

**SR:** None

**Resistances:** None

**Immunities:** Construct Immunities

**Defensive Abilities:** Adhesive Form, Immunity to Magic, Swarming Wounds

### Offense

**Speed:** 30 ft.

**Melee:** 2 Stinging Claws +19 (2d10+12 plus Acidic Webbing) and Bite +19 (1d8+8 plus Poison)

**Special Abilities:** Inexorable, Terrifying Visage, Web Spray

### Statistics

**STR** 26 (+8)

**DEX** 11 (+0)

**CON** --- (+---)

**INT** --- (+---)

**WIS** 10 (+0)

**CHA** 1 (-5)

**Base Attack** +12; **Grapple** +24; **Space/Reach** 10 ft. / 10 ft.

**Armor Check Penalty:** -0 (-0 armor, -0 shield)

**Feats:** Improved Initiative<sup>B</sup>

**Skills:** None

**Languages:** None

**SQ:** Construct Traits, Fire Vulnerability, Ponderous, Spider Climb, Vermin Touched

**Combat Gear:** None

**Other Gear:** None

### General Information

**Environment:** Any (Common in Dark Elf Cities)

**Organization:** Solitary, pair, brood (4-12)

**Treasure:** None

*A mass of webbing lurches towards you; it stands several feet taller than a human and has a disturbingly spider-like countenance.*

Dark elves are always looking towards new ways to incorporate spiders into everything they do. Their most recent creation is the web golem, a terrifying guardian that feels no fear, shows no mercy, and is utterly terrifying to behold in battle.

Originally thought to only be useful as stationary guardians, the dark elves have taken to using web golems as effective shock troops in battles where the enemy is unused to an enemy who is capable of bowling through his allies and spraying flesh-melting webbing upon everything nearby. In combat a web golem charges forth heedless to danger and seeks to brutalize as many creatures as possible whilst coating them in acid-laced webbing.

Some web golems are used to guard spider nests; these web golems are often 'programmed' to remain in hiding amongst the spiders' webs until the time is right to strike.

A web golem is utterly obedient to its creator; nothing short of deific intervention can force a web golem to attack its master. A web golem understands any orders given to it by its creator, regardless of language.

#### Construction:

A web golem's body is crafted using nearly one-thousand pounds of spider silk bound with the spirit of an insane earth elemental. The mass of spider silk required for this creation typically ranges in cost from 5,000 to 10,000 gold pieces. Properly binding the spirit to the spider silk requires a DC 28 spellcraft check.

CL 13th; Craft Construct, *acid fog*, *summon swarm*, *web*, caster must be at least 13th level; Price 15,000 gp; Cost 7,500 gp + 525 xp.

### Ability Information

**Acidic Webbing (Ex):** A web golem's webs are magically enhanced to dissolve the flesh of non-arachnids. When striking a creature that is not an arachnid of some sort, a web golem's claw attacks deal an additional 2d6 points of acid damage (no save) and must succeed on a DC 18 reflex save or become entrapped as if by a *web* spell.

**Adhesive Form (Ex):** A web golem's form is naturally sticky; creatures striking it must succeed on a DC 22 reflex save or have their

weapon stick to the web golem and be pulled from their grasp. Creatures using natural weapons are automatically grappled by the golem should they fail their save. Pulling a stuck weapon or limb loose from the golem requires a DC 22 strength check. The save DC and check DC are strength-based.

**Fire Vulnerability:** A web golem takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

**Immunity to Magic (Ex):** A web golem is immune to any spell or spell-like ability that allows spell resistance. In addition, web golems are not hindered by *web* spells.

**Inexorable (Ex):** A web golem's large size allows it to easily move through groups of opponents. A web golem may move through an opponent's square. Squares occupied by opponents are treated as rough terrain. The web golem draws attacks of opportunity as normal while moving through squares occupied by enemies.

**Poison:** Injury, Fortitude DC 18, initial damage 2d4 STR and 2d4 DEX, secondary paralysis until the poison is cured. The save DC is constitution based.

**Ponderous (Ex):** Due to their generally slow-moving nature, web golems cannot make 5 foot steps.

**Skills:** Web golems gain a +20 racial bonus to hide checks made to hide in an environment that features prominent webs.

**Spider Climb (Su):** A web golem is constantly under the effects of a *spider climb* spell (caster level 9). Should this effect be dispelled, it returns 1 round later.

**Swarming Wounds (Ex):** A web golem's interior is house to thousands upon thousands of spiders, when a web golem is wounded, these swarms tend to escape. Whenever a web golem is wounded by a piercing or slashing weapon, a single spider swarm (Monster Manual 239 – 240) spills forth into an adjacent square. This swarm is an ally to the web golem and fights to protect it.

**Terrifying Visage (Ex):** Any creature looking at a web golem must succeed on a DC 16 will save or be shaken. A successful save makes the creature immune to this ability for 24-hours.

**Vermin Touched (Ex):** A web golem's strong ties to arachnids can be used against it by wily adventurers. A web golem is treated as a creature of the vermin type in relation to effects that have greater effect on creatures of the vermin type.

**Web Spray (Ex):** A web golem is capable of spraying forth a cone of sticky webbing to entrap its opponents. As a standard action, the golem may belch forth a 20 foot long cone of webbing. Creatures within the area of effect must succeed on a DC 22 reflex save or become entrapped as if by a *web* spell. While entangled by these webs, the creature is slowly dissolved by the acidic properties of a web golem's webbing, taking 2d6 points of acid damage per round.

A web golem may use this ability three times per day.

### Lore

A successful knowledge (arcana) check will reveal the following information about a web golem:

DC 26 This creature is a web golem, a creation of the drow made only to sow terror in their enemies. Web golems are known to wade through enemies with ease. This reveals all construct traits.

DC 31 If struck with piercing or slashing weapons, web golems are known to spill forth swarms of man-eating spiders. Weapons striking a web golem tend to become quickly stuck.

DC 36 Web golems are deadly in melee combat; their strikes coat their foes with acidic webbing that quickly reduces even the most powerful of warriors to a puddle of gore. Web golems are also capable of belching forth a stream of similar webbing.