

Spider, Deathjump

CR 2

N Medium Vermin

Initiative: +4; **Senses:** Darkvision 60 ft.

Defense

AC: 19, **Flat-Footed:** 15, **Touch:** 14

(+4 DEX, +5 natural)

HP: 26 (4d8+8)

DR: None

Fort: +6, **Ref:** +5, **Will:** +3

SR: None

Resistances: None

Immunities: Poison

Defensive Abilities: Safe Fall

Offense

Speed: 30 ft.

Melee: Bite +6 (2d4+3 plus poison)

Special Abilities: Death from Above, Poison, Prodigious Leap

Statistics

STR 17 (+3) **DEX** 18 (+4) **CON** 15 (+2)

INT --- (+---) **WIS** 14 (+2) **CHA** 8 (-1)

Base Attack +3; **Grapple** +6; **Space/Reach** 5 ft. / 5 ft.

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

Feats: None

Skills: None

Languages: None

SQ: Vermin Traits

Combat Gear: None

Other Gear: None

General Information

Environment: Temperate Forests

Organization: Solitary, pair, or brood (2-12)

Treasure: 1/10 coins; 50% goods; 50% items

A large hairless brown spider eyes you hungrily from the distance, the thing appears to be the size of a pony and its fangs drip with a viscous fluid. The thing continues to eye you for a moment more before suddenly making a huge leap in your direction!

Deathjump spiders are predators in the purest sense of the word; while most large spiders are content to wait for prey to come to them, the deathjump spider actively hunts for its food. Large sections of forest have been almost entirely depopulated by a small number of deathjump spiders as the beasts know almost endless hunger.

A deathjump spider's powerful legs allow it to leap great distances and more than a single would-be hero has been pounced upon and summarily devoured by a deathjump spider whose grasp he felt he was beyond.

Ability Information

Death from Above (Ex): Whenever the deathjump spider charges it ignores attacks of opportunity as it leaps over creatures in its way and lands upon its prey. Creatures carrying reach weapons or those that are large-sized or larger, still gain attacks of opportunity as the spider passes by them. When the deathjump spider leaps in this way, it may, if it so chooses, attempt a grapple check at the end of its charge without drawing an attack of opportunity.

Poison: Injury, Fortitude DC 14, initial damage 1d4 STR and CON, secondary damage causes the target to become exhausted. The save DC is constitution based.

Prodigious Leap (Ex): As a full round action, the deathjump spider may make a tremendous leap that can carry it out of battle. The deathjump spider may jump up to 50 feet in a straight line, it can jump over medium sized and smaller creatures without drawing attacks of opportunity (medium or small creatures carrying reach weapons do get an attack of opportunity as the spider passes over them). This ability is usable once per minute.

Safe Fall (Ex): A deathjump spider treats falls as if they were 30 feet shorter than they actually are.

Lore

A successful knowledge (nature) check will reveal the following information about a deathjump spider:

DC 14 This is a deathjump spider, a rare breed of spider that is capable of leaping long distances in the pursuit of prey. This reveals all vermin traits.

DC 19 Deathjump spiders are able to make long-range jumps that give them the advantage when it comes to attacking prey.

DC 24 Deathjump spiders possess powerful legs that allow them to fall long distances without any danger of harm coming to themselves.