

## Spider, Phaseweb

CR 7

NE Large Vermin

**Initiative:** +5; **Senses:** Darkvision 60 ft., Tremorsense 60 ft.

### Defense

**AC:** 21, **Flat-Footed:** 16, **Touch:** 14

(+5 DEX, +7 natural, -1 size)

**HP:** 85 (10d8+40)

**DR:** None

**Fort:** +11, **Ref:** +8, **Will:** +5

**SR:** None

**Resistances:** None

**Immunities:** Mind-affecting effects

**Defensive Abilities:** Phasing Form

### Offense

**Speed:** 30 ft., climb 20 ft.

**Melee:** Bite +9 (1d8+4 plus Shifting Realities)

**Special Abilities:** Join the Fray, Phase Web, Phasing Form

### Statistics

**STR** 17 (+3)

**DEX** 21 (+5)

**CON** 18 (+4)

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

**WIS** 14 (+2)

**CHA** 9 (-1)

**Base Attack** +7; **Grapple** +14; **Space/Reach** 10 ft. / 10 ft.

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

**Feats:** None

**Skills:** Climb +15 (+12 racial, +3 str), Hide +9 (+8 racial, +5 dex, -4

size), Spot +10 (+8 racial, +2 wis)

**Languages:** None

**SQ:** Vermin Traits

**Combat Gear:** None

**Other Gear:** None

### General Information

**Environment:** Any

**Organization:** Solitary, pair, or pack (3-12)

**Treasure:** None

*A large, hairless, jet-black spider looms before you; bits and pieces of softly glowing webbing coat its glistening body and a look of malign cunning can be seen in its many eyes. As your eyes finally settle upon terrifying form of the beast, you realize that you're having a very difficult time focusing on it.*

Phaseweb spiders are bred by demons using only the finest giant hunting spider stock. In a foul ritual they are imbued with the nether and forced into a state of semi-existence; during this half-life many phaseweb spiders die as they lack the willpower required to hold themselves together. Those that survive become phaseweb spiders and are slavishly loyal to their demon masters.

When left to their own devices, phaseweb spiders happily hunt for themselves and are more than happy to eke out an existence on whatever hell that they were created upon. If released onto the material plane, however, phaseweb spiders take on an almost feral demeanor, something about the material plane drives them to a state of near-insanity that seemingly forces them to hunt and kill repeatedly to sate their madness.

During combat, phaseweb spiders typically attempt to flank foes if possible and they take great glee in teleporting foes into the air with their phase web ability only to watch them crash back into the ground. If accompanied by other spiders or demons, they make good use of their join the fray ability and often display an unnerving cunning that has driven more than one foe to think that the beasts are more intelligent than they truly are.

Phaseweb spiders are incapable of speech though they are capable and willing to follow orders given to them telepathically or in demonic tongues.

### Ability Information

**Join the Fray (Su):** Phaseweb Spiders are capable of short-range teleportation so long as they are nearby a creature that they are familiar with. As a move action, a phaseweb spider may teleport itself to any unoccupied square adjacent to a demon or spider ally within its line of sight.

**Phasing Form (Su):** A phaseweb spider only resides partially on the plane in which it is encountered. All physical attacks made against a phaseweb spider have a 25% miss chance and all bite attacks made by a

phaseweb spider have a 25% chance to be resolved as touch attacks instead of normal melee attacks.

**Phase Web (Su):** As a standard action, a phaseweb spider may expel a 30 foot cone of webbing, any creatures within the cone must succeed on a DC 19 reflex save or be teleported up to 20 feet in any direction of the phaseweb spider's choosing (typically straight upwards if there is room; this will cause falling damage). The save DC is constitution-based. This ability is usable once every 1d4 rounds.

**Shifting Realities (Su):** Any creature bitten by a phaseweb spider is teleported against its will; any creature so bitten is teleported 5 feet in a direction of the phaseweb spider's choosing (no save).

**Skills:** Phaseweb spiders have a +8 racial bonus on hide and spot checks and a +12 racial bonus on climb checks. A phaseweb spider can always choose to take 10 on climb checks, even if rushed or threatened.

### Lore

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

**DC 20** This is a phaseweb spider, a massive hunting beast bred by demons to function as shock troops and assistants in battle. This reveals all vermin traits.

**DC 25** Phaseweb spiders are capable of spraying a cone of webbing that can displace creatures that are struck by it.

**DC 30** A phaseweb spider only partially exists on whatever plane it resides on, as such, attacks have a chance of missing them and the phaseweb spider is capable of sometimes bypassing almost any type of armor by phasing through it.