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LARGE

UNDEAD

**Perception** +22; darkvision

**Skills** Acrobatics +18, Athletics +23, Stealth +22

**Str** +8, **Dex** +5, **Con** +7, **Int** -5, **Wis** +3, **Cha** -5

**AC** 30; **Fort** +24, **Ref** +21, **Will** +17

**HP** 220 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious;

**Resistances** cold 10, slashing 10; **Weaknesses** fire 10, bludgeoning 10

**Speed** 30 feet, climb 25 feet

**Melee** ✦ fangs +24 (reach 10 feet), **Damage** 2d12+12 piercing

**Ranged** ✦ web +22 (range increment 60 feet), **Damage** web tether

**Infestation** An infestation of poisonous spiders, which nest within this creature's exoskeleton, constantly surrounds a deathweb creating a 5 foot infestation aura. Each enemy that ends its turn in the deathweb's infestation aura takes 2d6 piercing damage with a DC 30 basic Reflex save. A creature that fails its save is exposed to deathweb spider infestation venom. Any area effect attack that deals 20 or more points of damage to a deathweb destroys its infesting spiders, removing its aura for 2 rounds, after which a new batch of spiders swarms out of the undead's body to replenish the infestation.

**Web Tether** creature hit by the deathweb's web Strike is restrained and tethered to the spider, preventing it from moving farther away from the spider. The spider can have one creature tethered at a time. The DC to Escape or Force Open the web is 30. The tether can be severed with a Strike (AC 20, Hardness 5, HP 20), but this doesn't free the restrained creature.

**Deathweb Spider Infestation Venom** (poison); **Saving Throw** Fortitude DC 30; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison and enfeebled 1 (1 round); **Stage 2** 2d6 poison and enfeebled 2 (1 round); **Stage 3** 2d6 poison and slowed 1 for 1 hour.