

Erylium's Giant Spider (Summon II)

Male Spider, Giant - CL3 - CR 1

True Neutral Vermin

Ability	Score	Modifier	Temporary
STR STRENGTH	11	0	
DEX DEXTERITY	17	+3	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	-	0	
WIS WISDOM	10	0	
CHA CHARISMA	2	-4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4 =	+3	+1				
REFLEX (DEXTERITY)	+4 =	+1	+3				
WILL (WISDOM)	+1 =	+1					

Immunity to Mind-Affecting attacks

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
AC	14	=			+3		+1			
Touch AC	13	Flat-Footed AC			11					
		BAB	Strength	Size	Misc					
CM Bonus	+2	=	+2	0	-	-				
		BAB	Strength	Dexterity	Size					
CM Defense	15	= 10	+2	0	+3	-				
Base Attack			+2	HP		16				
Initiative			+3	Damage / Current HP						
Speed			30 ft							

Bite (Spider, Giant)

Main hand: +2, 1d6

Crit: x2
Light, B/P/S

Unarmed strike

Main hand: +2, 1d3

Crit: x2
Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+3	DEX (3)	-	
Appraise	+0	INT (0)	-	
Bluff	-4	CHA (-4)	-	
Climb	+16	STR (0)	-	
Diplomacy	-4	CHA (-4)	-	
Disable Device	-	DEX (3)	-	
Disguise	-4	CHA (-4)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+3	DEX (3)	-	
Handle Animal	-	CHA (-4)	-	
Heal	+0	WIS (0)	-	
Intimidate	-4	CHA (-4)	-	
Linguistics	-	INT (0)	-	
Perception	+4	WIS (0)	-	
+4 Perception in webs : +4 bonus in webs				
Ride	+3	DEX (3)	-	
Sense Motive	+0	WIS (0)	-	
Sleight of Hand	-	DEX (3)	-	
Spellcraft	-	INT (0)	-	
Stealth	+7	DEX (3)	-	
Spider, Giant: +4 in webs				
Survival	+0	WIS (0)	-	
Swim	+0	STR (0)	-	
Use Magic Device	-	CHA (-4)	-	

Special Abilities

+4 Perception in webs
+4 Stealth in webs (Ex)
Climbing (30 feet)

Special Abilities

Darkvision (60 feet)
Poison (DC 14) (Ex)
Tremorsense (60 feet)
Web (3 HP) (8/day) (DC 12) (Ex)

Experience & Wealth

Current Cash: **You have no money!**

Tracked Resources

Web (3 HP) (8/day) (DC 12) (Ex) ☐☐☐☐☐ ☐☐☐

Erylium's Giant Spider (Summon II) – Abilities & Gear

+4 Perception in webs Racial Ability (Spider, Giant)

+4 Perception in webs

+4 Stealth in webs (Ex) Racial Ability (Spider, Giant)

You gain a bonus to Stealth Checks under the listed conditions.

Climbing (30 feet) Unknown

You have a climb speed.

You gain a +8 racial bonus to climb checks. You may take 10 on climb checks, even when rushed or threatened.

Darkvision (60 feet) Racial Ability, Senses (Vermin)

You can see in the dark (black and white vision only).

Immunity to Mind-Affecting attacks Unknown

You are immune to Mind-Affecting attacks.

Poison (DC 14) (Ex) Racial Ability (Spider, Giant)

Poison—Injury; save Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save.

Tremorsense (60 feet) Racial Ability

A creature with tremorsense automatically senses the location of anything in contact with the ground as long as it is on the ground. To detect a creature, the creature must be moving, but physical actions (including spells with somatic components) counts.

Web (3 HP) (8/day) (DC 12) (Ex) Racial Ability (Spider, Giant)

Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + 1/2 creature's HD + creature's Con modifier. Attempts to burst a web by those caught in it suffer a –4 penalty.

Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.