

Large Beast, Unaligned

Armor Class	Hit Points	Speed	Challenge	PB	
18 (natural armor)	75 (10d10 + 20)	40 ft., climb 40 ft.	3 (700 XP)	+2	
STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	15 (+2)	4 (-3)	13 (+1)	6 (-2)

Skills Stealth +5

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11

Languages —

Camouflaged Webs. With 10 minutes of work, the j'ba fofi can create a camouflaged web in a 10-foot cube. The web must be anchored between two solid mases or layered across a floor, wall, or ceiling. A camouflaged web layered over a flat surface has a depth of 5 feet. The web is camouflaged to match its surroundings, requiring a successful DC 15 Wisdom (Perception) check to notice them. Each creature that starts its turn in the camouflaged web or that enters it during the creature's turn must succeed on a DC 13 Dexterity saving throw or be restrained. A creature, including the restrained creature, can take its action to break the webbing and free the restrained creature by succeeding on a DC 13 Strength check. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Forest Camouflage. The j'ba fofi has advantage on Dexterity (Stealth) checks made to hide in forested terrain.

Spider Climb. The j'ba fofi can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Spider Passivism. No spider can willingly attack the j'ba fofi, unless attacked first. A spider can be forced to do so through magical means.

Web Sense. While in contact with a web, the j'ba fofi knows the exact location of any other creature in contact with the same web.

Web Walker. The j'ba fofi ignores movement restrictions caused by webbing.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hp, the target is stable but poisoned for 1 hour, even after regaining hp, and is paralyzed while poisoned in this way.

Call Spiderlings (1/Day). The j'ba fofi releases pheromones and calls 1 swarm of spiders. The spiders arrive in 1d4 rounds, acting as allies of the j'ba fofi and obeying its pheromone commands. The spiders remain for 1 hour, until the j'ba fofi dies, or until the j'ba fofi dismisses them as a bonus action.