

## RED MOLD OGRE SPIDER

## CREATURE 8

**N****HUGE****ABERRATION****MINDLESS**

**Perception** +16; darkvision, web sense

**Skills** Acrobatics +16, Athletics +16

**Str** +7, **Dex** +3, **Con** +4, **Int** -5, **Wis** +2, **Cha** -4

**Web Sense** The ogre spider has imprecise tremorsense to detect the vibrations of creatures touching its web.

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**AC** 27; **Fort** +19, **Ref** +13, **Will** +13

**HP** 130 (fast healing 5); **Resistances** physical 10

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**Speed** 30 feet, climb 30 feet

**Melee** ♦ bite +20, **Damage** 2d10+11 piercing plus ogre spider venom

**Ranged** ♦ web +15 (range increment 30 feet), **Effect** web trap

**Eerie Flexibility** An ogre spider can fit through tight spaces as if it were a Large creature. While Squeezing, it can move at its full speed.

**Ogre Spider Venom** (poison); **Saving Throw** Fortitude DC 26; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d6 poison damage, clumsy 1, and enfeebled 1 (1 round); **Stage 3** 2d6 poison damage, clumsy 1, and enfeebled 1 (1 round); **Stage 4** 2d6 poison damage, clumsy 2, and enfeebled 2 (1 round)

**Web Trap** A creature hit by the ogre spider's web attack is immobilized and stuck to the nearest surface until it Escapes (DC 26).