

## Spider Demon, Drone

### Medium-Size Aberration



*Hit Dice:* 4d8+20 (38).

*Initiative:* +9 (+5 Dex, +4 Imp. Init.).

*Base Speed:* 40 ft., 30 ft. Climb, 60 ft. Jump.

*AC:* 19 (+4 Natural, +5 Dexterity).

*Attacks:* Claws +5 melee, Bite +5 melee, Tail +5 melee.

*Damage:* Claws (2d4), Bite (2d6), Tail (2d8).

*Face/Reach:* 10 ft. x 5 ft./10 ft.

*Special Attacks:* Spit Acid, Stinger, Frightful Presence, Improved Grab.

*Special Qualities:* Spider Climb, Burst of Speed, Implantation, Darkvision, Hive Mind, Immunities, Resistances, Evasion, Scent, Acidic Blood, and Damage Reduction 2/+1.

*Saves:* Fort +6, Ref +6, Will +3.

*Abilities:* Str 18, Dex 21, Con 20, Int 3, Wis 9, Cha 1.

*Skills:* Hide +6\*, Move Silently +6\*, Spot +5\*, Listen +5\*, Search +3, Jump +3.

*Feats:* Improved Initiative, Improved Grab.

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*Climate/Terrain:* Any, Usually Underground.

*Organization:* Swarm (6-12).

*Challenge Rating:* 6.

*Treasure:* None.

*Alignment:* Neutral.

*Advancement:* 5-6 HD (Medium).

\* +4 racial bonuses included.

Despite its name, the Spider Demon is not an infernal creature, but a creature born from other beings. The so-called 'Spider Demon' was named after its ability to walk on walls similar to a spider.

A Spider Demon resembles as large cross between a lizard and insect. It has an dark brown or black exoskeleton, a row of spines along their back and tail, clawed hands and feet, a long, barbed tail, a mouth of razor-sharp teeth, and two horns jutting from their head.

## Combat

Spider Demons rely on their sheer speed and numbers during combat. Once an opponent is potentially overrun, most Spider Demons will swarm over them until dead and then move to the next opponent. When confronted with a few or a single opponent, they try to capture the them for implantation. If their queen is in any danger, they will all swarm around her and protect her at the cost of their lives.

**Spit Acid (Ex):** As a Free Action, the Spider Demon can spit a stream of mildly acidic liquid up to a 40 ft. range. Treat as a ranged touch attack. Anything that is hit will take 1d4 acid damage per round for 6 rounds until it is neutralized by the air. Only one target can be attacked at a time in this manner, but it can only be done once per 3 rounds.

**Stinger:** By using their tail, the Spider Demon can deliver a poison that can temporarily stun an opponent. Anyone hit must make a Fortitude save with a DC of 24 to withstand the poison. On a failed save, the victim is stunned for 1d4 minutes. A *neutralize poison*, *cure disease*, or similar spell of 3rd-level or above can negate the poison.

**Frightful Presence (Ex):** This ability makes the creature's very presence unsettling to foes. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken.

This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save with a DC of 14. An opponent who succeeds at the saving throw is immune to that creature's frightful presence for one day.

**Improved Grab (Ex):** If the creature hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required, and Tiny and Small creatures do not suffer a special size penalty. Unless otherwise stated, improved grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it suffers a -20 penalty to grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents.

A successful hold does not deal any additional damage unless the creature also has the constrict ability. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage listed for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is listed in the creature's descriptive text).

When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. The creature is not considered grappled while it holds the opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

**Spider Climb (Ex):** This is a natural ability of the Spider Demon. Through tiny suction pads on their claws, the Spider Demon can *Spider Climb* at will.

**Burst of Speed (Ex):** As a Move-Equivalent action, the Spider Demon can run at 10 times their base speed (400 ft.) for 1 round. This can be done once per round, but when in this mode, the Spider Demon cannot attack anything. This ability can be combined with the Charge attack action.

**Implantation:** Spider Demon reproduce through implanting a viable host with many tiny eggs from inside their tail. If a Spider Demon grabs a helpless victim, it can implant the eggs through their tail stinger. Anyone who is attacked in this way must make an immediate fortitude save (DC 20) or be implanted. Either way, if the save succeeds or fails they take 2d8 damage from the tail. If successful, the victim must make another fortitude save in 1d4 days with the same DC, failure with this save means the eggs has become to form new spider demons. A *cure disease* spell during these days will destroy the eggs.

After the first 4 days, they can only be helped through a *cure disease* spell. On the 5th day, they start to get weaker and sicker. Each passing day will reduce their Strength and Constitution by 1 temporarily. After another 1d4 days pass, the victim will go into convulsions and 1d4 small creatures resembling the spider demons, but with a pink, fleshy skin, will emerge from the body of the victim. When the creatures comes out, the victim takes 4d8 damage per newborn. The creatures escape as soon as possible and it takes three days for it to reach maturity and become a drone and the ability to reproduce in this manner.

**Darkvision (Ex):** The spider demon can see in monochromatic vision (black and white). They cannot distinguish color and can see up to 240 ft.

**Hive Mind (Ex):** All spider demons within 50 miles of their Queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No spider demon in a group is considered flanked unless all of them are.

**Immunities (Ex):** Spider demons have poison, petrification, , and immunity to any mind-affecting ability or spell.

**Resistances (Ex):** All spider demons have fire, electricity, cold, and sonic resistance 5.

**Evasion (Ex):** The spider demon is quick. If subjected to an attack that allows a Reflex save for half damage, a spider demon with evasion takes no damage on a successful save. As with a Reflex save for any creature, a spider demon must have room to move in order to evade. A bound spider demon or one in a completely restrictive area (crawling through a 2 1/2-foot-wide shaft, for example) cannot use evasion. As with a Reflex save for any creature, evasion is a reflexive ability. The spider demon need not know that the attack is coming to use evasion.

**Scent (Ex):** This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

The creature can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

The creature can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures such as sharks, however, have the scent ability and can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Wilderness Lore DC to track becomes 20 rather than 10.

**Acidic Blood (Ex):** If the spider demon has blood of a highly acidic nature. When attacked by a piercing or slashing weapon, the wound sprays acid out to 5 ft. Anyone inside the area must make a Reflex save (DC 20) or be splashed with acid, taking 1d4 acid damage for 2 rounds.

**Damage Reduction (Ex):** The spider demon has a thick exoskeleton. This exoskeleton helps reduce any damage from attacks are lessened by 2. A +1 magical weapon can bypass this.

**Skills:** Has a +4 racial bonus to Spot, Listen, Hide, and Move Silently checks.

## Spider Demon, Queen's Guard

### Medium-Size Aberration

*Hit Dice:* 6d8+20 (38).

*Initiative:* +8 (+4 Dex, +4 Imp. Init.).

*Base Speed:* 40 ft., 30 ft. Climb, 60 ft. Jump.

*AC:* 20 (+6 Natural, +4 Dexterity).

*Attacks:* Claws +10 melee, Bite +10 melee, Tail +10 melee.

*Damage:* Claws (2d4), Bite (2d6), Tail (2d8).

*Face/Reach:* 10 ft. x 5 ft./10 ft.

*Special Attacks:* Spit Acid, Stinger, Frightful Presence, Improved Grab.

*Special Qualities:* Spider Climb, Burst of Speed, Implantation, Darkvision, Hive Mind, Immunities, Resistances, Evasion, Scent, Acidic Blood, and Damage Reduction 3/+1.

*Saves:* Fort +6, Ref +6, Will +3.

*Abilities:* Str 20, Dex 19, Con 21, Int 6, Wis 10, Cha 6.

*Skills:* Hide +7\*, Move Silently +7\*, Spot +6\*, Listen +6\*, Search +4, Jump +6.

*Feats:* Improved Initiative, Improved Grab, Bull Rush.

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*Climate/Terrain:* Any, Usually Underground.

*Organization:* Gang (2d4).

*Challenge Rating:* 8.

*Treasure:* None.

*Alignment:* Neutral.

*Advancement:* 7-8 HD (Medium).

\* +4 racial bonuses included.

A Queen's Guard spider demon is just a larger drone.

## Combat

The Queen's Guard, or just Guard, spider demons stick within a mile of their Queen. Guards are usually some of the first drones that emerged after the Queen. They are quite aggressive when it comes to protecting the Queen.

**Spit Acid (Ex):** As a Free Action, the Spider Demon can spit a stream of mildly acidic liquid up to a 40 ft. range. Treat as a ranged touch attack. Anything that is hit will take 1d6 acid damage per round for 4 rounds until it is neutralized by the air. Only one target can be attacked at a time in this manner, but it can only be done once per 4 rounds.

**Stinger:** By using their tail, the Spider Demon can deliver a poison that can temporarily stun an opponent. Anyone hit must make a Fortitude save with a DC of 26 to withstand the poison. On a failed save, the victim is stunned for 1d4 minutes. A *neutralize poison*, *cure disease*, or similar spell of 3rd-level or above can negate the poison.

**Frightful Presence (Ex):** This ability makes the creature's very presence unsettling to foes. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken.

This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save with a DC of 18. An opponent who succeeds at the saving throw is immune to that creature's frightful presence for one day.

**Improved Grab (Ex):** If the creature hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required, and Tiny and Small creatures do not suffer a special size penalty. Unless otherwise stated, improved grab works only against opponents at least one size category smaller than the creature. The

creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it suffers a -20 penalty to grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents.

A successful hold does not deal any additional damage unless the creature also has the constrict ability. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage listed for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is listed in the creature's descriptive text).

When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. The creature is not considered grappled while it holds the opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

**Spider Climb (Ex):** This is a natural ability of the Spider Demon. Through tiny suction pads on their claws, the Spider Demon can *Spider Climb* at will.

**Burst of Speed (Ex):** As a Move-Equivalent action, the Spider Demon can run at 10 times their base speed (400 ft.) for 1 round. This can be done once per round, but when in this mode, the Spider Demon cannot attack anything. This ability can be combined with the Charge attack action.

**Implantation:** Spider Demon reproduce through implanting a viable host with many tiny eggs from inside their tail. If a Spider Demon grabs a helpless victim, it can implant the eggs through their tail stinger. Anyone who is attacked in this way must make an immediate fortitude save (DC 20) or be implanted. Either way, if the save succeeds or fails they take 2d8 damage from the tail. If successful, the victim must make another fortitude save in 1d4 days with the same DC, failure with this save means the eggs has become to form new spider demons. A *cure disease* spell during these days will destroy the eggs.

After the first 4 days, they can only be helped through a *cure disease* spell. On the 5th day, they start to get weaker and sicker. Each passing day will reduce their Strength and Constitution by 1 temporarily. After another 1d4 days pass, the victim will go into convulsions and 1d4 small creatures resembling the spider demons, but with a pink, fleshy skin, will emerge from the body of the victim. When the creatures comes out, the victim takes 4d8 damage per newborn. The creatures escape as soon as possible and it takes three days for it to reach maturity and become a drone and the ability to reproduce in this manner.

**Darkvision (Ex):** The spider demon can see in monochromatic vision (black and white). They cannot distinguish color and can see up to 240 ft.

**Hive Mind (Ex):** All spider demons within 50 miles of their Queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No spider demon in a group is considered flanked unless all of them are.

**Immunities (Ex):** Spider demons have poison, petrification, , and immunity to any mind-affecting ability or spell.

**Resistances (Ex):** All spider demons have fire, electricity, cold, and sonic resistance 5.

**Evasion (Ex):** The spider demon is quick. If subjected to an attack that allows a Reflex save for half damage, a spider demon with evasion takes no damage on a successful save. As with a Reflex save for any creature, a spider demon must have room to move in order to evade. A bound spider demon or one in a completely restrictive area (crawling through a 2 1/2-foot-wide shaft, for example) cannot use evasion. As with a Reflex save for any creature, evasion is a reflexive ability. The spider demon need not know that the attack is coming to use evasion.

**Scent (Ex):** This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

The creature can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

The creature can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures such as sharks, however, have the scent ability and can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Wilderness Lore DC to track becomes 20 rather than 10.

**Acidic Blood (Ex):** If the spider demon has blood of a highly acidic nature. When attacked by a piercing or slashing weapon, the wound sprays acid out to 5 ft. Anyone inside the area must make a Reflex save (DC 20) or be splashed with acid, taking 1d4 acid damage for 2 rounds.

**Damage Reduction (Ex):** The spider demon has a thick exoskeleton. This exoskeleton helps reduce any damage from attacks are lessened by 4. A +1 magical weapon can bypass this.

**Skills:** Has a +4 racial bonus to Spot, Listen, Hide, and Move Silently checks.

## Spider Demon, Queen

### Huge-Size Aberration

*Hit Dice:* 8d8+40 (76).

*Initiative:* +8 (+4 Dex, +4 Imp. Init.).

*Base Speed:* 40 ft., 100 ft. Jump.

*AC:* 19 (+7 Natural, +4 Dexterity).

*Attacks:* Claws +12 melee, Bite +12 melee, Tail +12 melee.

*Damage:* Claws (2d4), Bite (2d6), Tail (2d8).

*Face/Reach:* 20 ft. x 20 ft./20 ft.

*Special Attacks:* Stinger, Frightful Presence, Improved Grab.

*Special Qualities:* Pheromones, Burst of Speed, Implantation, Darkvision, Hive Mind, Immunities, Resistances, Scent, Acidic Blood, and Damage Reduction 4/+1.

*Saves:* Fort +9, Ref +7, Will +7.

*Abilities:* Str 22, Dex 18, Con 23, Int 9, Wis 12, Cha 10.

*Skills:* Hide +7\*, Move Silently +4\*, Spot +10\*, Listen +10\*, Search +5, Jump +6.

*Feats:* Improved Initiative, Improved Grab, Bull Rush.

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*Climate/Terrain:* Any, Usually Underground.

*Organization:* Solitary plus Gang (2d4 Queen Guards).

*Challenge Rating:* 11.

*Treasure:* None.

*Alignment:* Neutral.

*Advancement:* 9-12 (Huge).

\* +4 racial bonuses included.

A Queen Spider Demon resembles a drone, but is of a bigger size and has four hours spreading out in a crown-like effect. The Queen serves to connect all the spider demons to each other and with the intentions of their hive.

### Combat

The Queen rarely fights, relying only on the drones and her personal guard to protect her. When she does fight, the Queen holds nothing back.

**Stinger:** By using their tail, the Spider Demon can deliver a poison that can temporarily stun an opponent. Anyone hit must make a Fortitude save with a DC of 30 to withstand the poison. On a failed save, the victim is stunned for 1d6 minutes. A *neutralize poison*, *cure disease*, or similar spell of 3rd-level or above can negate the poison.

**Frightful Presence (Ex):** This ability makes the creature's very presence unsettling to foes. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken.

This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save with a DC of 24. An opponent who succeeds at the saving throw is immune to that creature's frightful presence for one day.

**Improved Grab (Ex):** If the creature hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required, and Tiny and Small creatures do not suffer a special size penalty. Unless otherwise stated, improved grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it suffers a -20 penalty to grapple checks, but

is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents.

A successful hold does not deal any additional damage unless the creature also has the constrict ability. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage listed for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is listed in the creature's descriptive text).

When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. The creature is not considered grappled while it holds the opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

**Pheromones (Ex):** The spider demon can detect the pheromones emitted by their Queen and their brethren. This allows the Queen to control all spider demons within a mile of the hive. Treat as the *dominate monster* spell, but only for spider demons, as cast by a 20th-level sorcerer.

**Burst of Speed (Ex):** As a Move-Equivalent action, the Spider Demon can run at 10 times their base speed (400 ft.) for 1 round. This can be done once per round, but when in this mode, the Spider Demon cannot attack anything. This ability can be combined with the Charge attack action.

**Implantation:** Spider Demon reproduce through implanting a viable host with many tiny eggs from inside their tail. If a Spider Demon grabs a helpless victim, it can implant the eggs through their tail stinger. Anyone who is attacked in this way must make an immediate fortitude save (DC 20) or be implanted. Either way, if the save succeeds or fails they take 3d6 damage from the tail. If successful, the victim must make another fortitude save in 1d4 days with the same DC, failure with this save means the eggs has become to form new spider demons. A *cure disease* spell during these days will destroy the eggs.

After the first 4 days, they can only be helped through a *cure disease* spell. On the 5th day, they start to get weaker and sicker. Each passing day will reduce their Strength and Constitution by 1 temporarily. After another 1d4 days pass, the victim will go into convulsions and 2d4 small creatures resembling the spider demons, but with a pink, fleshy skin, will emerge from the body of the victim. When the creatures comes out, the victim takes 4d8 damage per newborn. The creatures escape as soon as possible and it takes three days for it to reach maturity and become a drone and the ability to reproduce in this manner.

**Darkvision (Ex):** The spider demon can see in monochromatic vision (black and white). They cannot distinguish color and can see up to 360 ft.

**Hive Mind (Ex):** The Queen can communicate with all spider demons within 50 miles of their hive. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No spider demon in a group is considered flanked unless all of them are.

**Immunities (Ex):** Spider demons have poison, petrification, , and immunity to any mind-affecting ability or spell.

**Resistances (Ex):** All spider demons have fire, electricity, cold, and sonic resistance 10.

**Scent (Ex):** This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

The creature can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

The creature can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures such as sharks, however, have the scent ability and can use it in the water easily.



False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Wilderness Lore DC to track becomes 20 rather than 10.

**Acidic Blood (Ex):** If the spider demon has blood of a highly acidic nature. When attacked by a piercing or slashing weapon, the wound sprays acid out to 10 ft. Anyone inside the area must make a Reflex save (DC 20) or be splashed with acid, taking 1d6 acid damage for 3 rounds.

**Damage Reduction (Ex):** The spider demon has a thick exoskeleton. This exoskeleton helps reduce any damage from attacks are lessened by 4. A +1 magical weapon can bypass this.

**Skills:** Has a +4 racial bonus to Spot, Listen, Hide, and Move Silently checks.

## Spider Demon, Newborn

### Tiny-Size Aberration

*Hit Dice:* 1d8 (4).

*Initiative:* +9 (+5 Dex, +4 Imp. Init.).

*Base Speed:* 40 ft., 30 ft. Climb, 60 ft. Jump.

*AC:* 19 (+4 Natural, +5 Dexterity, +2 Size).

*Attacks:* Claws +0 melee, Bite +0 melee.

*Damage:* Claws (1d4), Bite (1d6).

*Face/Reach:* 1 ft. x 1 ft./1 ft.

*Special Attacks:* None.

*Special Qualities:* Spider Climb, Burst of Speed, Darkvision, Hive Mind, Immunities, Resistances, Acidic Blood, and Damage Reduction 2/+1.

*Saves:* Fort -2, Ref +5, Will -2.

*Abilities:* Str 6, Dex 20, Con 10, Int 3, Wis 7, Cha 1.

*Skills:* Hide +6\*, Move Silently +6\*, Spot +4\*, Listen +4\*, Jump +2.

*Feats:* Improved Initiative.

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*Climate/Terrain:* Any, Usually Underground.

*Organization:* Solitary or Group (2-4).

*Challenge Rating:* 1/4.

*Treasure:* None.

*Alignment:* Neutral.

*Advancement:* 2-3 HD (Medium).

\* +4 racial bonuses included.

Spider Demon Newborns are small, pink-colored spider demons with a soft exoskeleton and small limbs.

### Combat

Spider Demon Newborns small size hampers their combat abilities. Instead of combat, the newborn use their instinct to hunt down food and shelter until they mature.

**Spider Climb (Ex):** This is a natural ability of the Spider Demon. Through tiny suction pads on their claws, the Spider Demon can *Spider Climb* at will.

**Burst of Speed (Ex):** As a Move-Equivalent action, the Spider Demon can run at 10 times their base speed (400 ft.) for 1 round. This can be done once per round, but when in this mode, the Spider Demon cannot attack anything. This ability can be combined with the Charge attack action.

**Darkvision (Ex):** The spider demon can see in monochromatic vision (black and white). They cannot distinguish color and can see up to 120 ft.

**Hive Mind (Ex):** All spider demons within 50 miles of their Queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No spider demon in a group is considered flanked unless all of them are.

**Immunities (Ex):** Spider demons have poison, petrification, , and immunity to any mind-affecting ability or spell.

**Resistances (Ex):** All spider demons have fire, electricity, cold, and sonic resistance 2.

**Acidic Blood (Ex):** If the spider demon has blood of a highly acidic nature. When attacked by a piercing or slashing weapon, the wound sprays acid out to 5 ft. Anyone inside the area must make a Reflex save (DC 12) or be splashed with acid, taking 1d4 acid damage for a round.

**Damage Reduction (Ex):** The spider demon has a thick exoskeleton. This exoskeleton helps reduce any damage from attacks are lessened by 1. A +1 magical weapon can bypass this.

**Skills:** Has a +4 racial bonus to Spot, Listen, Hide, and Move Silently checks.