

Giant Spider

+2 Dex	+2 Str	-2 Int	Medium
+1 racial bonus to AC [Vermin] type Darkvision			
Bonus Feats (Choose one)		Breakneck Pace Feign Death To Iron Married	

8 HP/Level	5 Skills
Con KOM	Dex KDM

Level	BAB	Fort	Ref	Will	Giant Spider
1	+1	2	2	0	Skitter
2	+2	3	3	1	
3	+3	4	4	1	Creep
4	+4	4	4	2	
5	+5	5	5	2	
6	+6	6	6	3	Sting
7	+7	6	6	3	
8	+8	7	7	4	
9	+9	8	8	4	Crawl
10	+10	8	8	5	
11	+11	9	9	5	
12	+12	10	10	6	Stalk
13	+13	10	10	6	
14	+14	11	11	7	
15	+15	12	12	7	Crack
16	+16	12	12	8	
17	+17	13	13	8	
18	+18	14	14	9	Spawn
19	+19	14	14	9	
20	+20	15	15	10	

Giant spiders are magical mutations of normal spiders that are both dangerous and a nuisance in remote areas. Generally giant spiders are mindless (mooks), but a rare few have some level of intelligence, possibly as a side-effect of their magical origin.

At the GM's discretion, a spider can gain the web-spinning ability (although not the web special attack) at 1st level.

1st circle – Skitter^{EX}: You gain a climb speed equal to your base land speed. You also gain a +3 bonus to Acrobatics and the following natural weapon:

Spider Bite – Melee, range [Melee], [Brutal 2], [Traumatizing]

2nd circle – Creep^{EX}: You can spin webs. By spending five minutes you can cover one five-foot square with web and an additional square for every four character levels. You may attempt to conceal this web with the larceny skill, as a ranger concealing traps. Anyone who enters the square becomes [Entangled] in your web. Additionally, 4 times/[Scene] per two levels, you can use the web special attack: **Web** – Ranged, range [Close] Any creature hit with your Web attack becomes [Entangled] in your web. An [Entangled] creature must succeed at a larceny check (DC 10 + 1/2 your level + KOM) to escape the web, or can attack the web. A five-foot square of web has HP equal to your character level and 5 points of [Damage Reduction].

3rd circle – Sting^{EX}: Whenever you hit a creature with your bite attack, that creature must make a Fortitude save (DC 10 + 1/2 your level + KOM) or take a -2 penalty to attack and damage rolls for the rest of the [Encounter].

4th circle – Crawl^{EX}: Your movements unnerve your enemies and play on primal fears. Whenever a creature moves within [Close] range of you, that creature must make a Will save (DC 10 + 1/2 your level + KDM) or become [Shaken]. This effect is not optional, but creatures accustomed to you are immune.

5th circle – Stalk^{SU}: You sit at the center of a vast

web, even when no web can be seen. You gain the benefits of the *blindsight* spell at all times, and get a +5 racial bonus to your Awareness defense.

6th Circle – Crack^{EX}: [Entangled] creatures are [Helpless] to you. You do not provoke attacks of opportunity from them.

7th circle – Spawn^{SU}: As a standard action you may make a single melee attack against a [Helpless] opponent. If the attack succeeds the opponent must make a Fortitude save (DC 10 + 1/2 your level + KOM) or become infested with spider eggs. An infested creature is [Battered] and [Sickened], and at the beginning of each round they must make a Fortitude save (DC 10 + 1/2 your level + KOM) or become [Nauseated] for that round. This condition may be lifted by a successful Medicine check. After 1d4+6 days the eggs hatch, killing the victim instantly. The hatchlings devour the corpse unless threatened, and then scurry off to repeat this gruesome cycle some other day.