

Demonweb Spiders

Demonweb spiders are massive black spiders with glowing red eyes. They delight in capturing and killing creatures foolish enough to invade their mistress's realm.

Demonweb Spider Lore

A character knows the following information with a successful Religion check.

DC 20: These spiders serve Lolth. There are three types: guardian, hunter, and trapper spiders. They patrol her Demonweb Pits in the Abyss.

DC 30: Demonweb guardians protect many portals into the Demonweb Pits. Hunters turn invisible in darkness and blind their prey. Trapper webbing is prized for its use in rituals and magic items to prevent teleportation.

Demonweb Guardian		Level 25 Soldier
Huge elemental beast		XP 7,000
Initiative +16	Senses Perception +21; darkvision	
HP 235; Bloodied 117		
AC 41; Fortitude 39, Reflex 35, Will 35		
Speed 8, climb 8 (spider climb)		
Ⓢ Venomous Bite (standard; at-will) * Poison		
Reach 2; +32 vs. AC; 2d8 + 11 damage and 10 ongoing poison damage and target is weakened (save ends both).		
Vicious Opportunist		
The demonweb guardian deals an additional 2d8 damage with opportunity attacks and the target is immobilized until the start of its next turn.		
Alignment Chaotic Evil		Languages Abyssal
Skills Athletics +28		
Str 32 (+23)	Dex 19 (+16)	Wis 19 (+16)
Con 27 (+20)	Int 10 (+12)	Cha 10 (+12)

Demonweb Guardian Tactics

A demonweb guardian skitters into the midst of enemies and pins any creatures that try to escape it.

Demonweb Hunter		Level 25 Lurker
Huge elemental beast		XP 7,000
Initiative +23	Senses Perception +21; darkvision	
HP 182; Bloodied 91		
AC 40; Fortitude 37, Reflex 37, Will 35		
Speed 10, climb 10 (spider climb), teleport 5		
Ⓢ Venomous Bite (standard; at-will) * Poison		
Reach 2; +30 vs. AC; 2d8 + 9 damage and 15 ongoing poison damage and target is blinded (save ends both).		
⚡ Shroud of Darkness (standard; at-will) * Darkness		
Close burst 1; +28 vs. Will; the target is blinded until the end of its next turn. The demonweb hunter turns invisible until after its next attack.		
Combat Advantage		
The demonweb hunter deals an additional 3d8 damage with melee attacks when it has combat advantage.		
Alignment Chaotic Evil		Languages Abyssal
Skills Athletics +26, Stealth +23		
Str 29 (+21)	Dex 23 (+18)	Wis 19 (+16)
Con 26 (+20)	Int 10 (+12)	Cha 10 (+12)

Demonweb Hunter Tactics

A demonweb hunter begins combats invisible, teleports past defenders to flank. Once attacked, it uses shrouds of darkness.

Demonweb Trapper		Level 25 Controller
Huge elemental beast		XP 7,000
Initiative +18	Senses Perception +21; darkvision	
HP 234; Bloodied 117		
AC 38; Fortitude 37, Reflex 37, Will 37		
Speed 8, climb 8 (spider climb)		
⚔ Venomous Bite (standard; at-will) * Poison		
Reach 2; +30 vs. AC; 2d8 + 9 damage and 10 ongoing poison damage and target is dazed (save ends both).		
✂ Web (standard; at-will)		
Range 16; +28 vs. Reflex; target cannot teleport and is immobilized (save ends both, at a -2 penalty). <i>Failed Save:</i> Every time the target fails the save, the trapper may immediately pull the target 5 squares.		
Alignment Chaotic Evil		Languages Abyssal
Skills Athletics +26, Insight +21		
Str 29 (+21)	Dex 23 (+18)	Wis 19 (+16)
Con 26 (+20)	Int 10 (+12)	Cha 10 (+12)

Demonweb Trapper Tactics

A demonweb trapper concentrates on web attacks to assist its allies. When forced to melee, it will use its poison bite to daze then escape.

Encounter Groups

Demonweb spiders patrol together protecting Lolth's domain. Hunters are sent out on assassination missions, while any of the spiders might accompany powerful demons, drow, or driders in service to Lolth.

Level 25 Encounter (XP 35,000)

2 Demonweb Guardians (level 25 soldier)
2 Demonweb Hunters (level 25 lurker)
1 Demonweb Trapper (level 25 controller)

Level 25 Encounter (XP 36,300)

1 Glabrezu (level 23 elite brute)
1 Marilith (level 24 elite skirmisher)
1 Demonweb Hunter (level 25 lurker)
1 Demonweb Trapper (level 25 controller)

