

### ***GIANT SPIDER CR 1***

N Medium vermin

Init +3; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

#### DEFENSE

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

hp 16 (3d8+3)

Fort +4, Ref +4, Will +1

Immune mind-affecting effects

#### OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus poison)

Special Attack web (+5 ranged, DC 12, hp 2)

#### STATISTICS

Str 11, Dex 17, Con 12, Int —, Wis 10, Cha 2

Base Atk +2; CMB +2; CMD 15 (27 vs. trip)

Skills Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); Racial Modifiers +4 Perception, +4

Stealth (+8 in webs), +16 Climb

#### SPECIAL ABILITIES

**Poison** (Ex) Bite—injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

### ***GIANT(ER) SPIDER CR 2***

N Large vermin (Giant template)

Init +2; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

#### DEFENSE

AC 15, touch 11, flat-footed 15 (+2 Dex, +4 natural)

hp 22 (3d8+9)

Fort +6, Ref +3, Will +1

Immune mind-affecting effects

#### OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +3 (1d8+3 plus poison)

Special Attack web (+3 ranged, DC 12, hp 2)

#### STATISTICS

Str 15, Dex 15, Con 16, Int —, Wis 10, Cha 2

Base Atk +2; CMB +5; CMD 18 (30 vs. trip)

Skills Climb +18, Perception +4 (+8 in webs), Stealth +6 (+10 in webs); Racial Modifiers +4 Perception, +4

Stealth (+8 in webs), +16 Climb

#### SPECIAL ABILITIES

**Poison** (Ex) Bite—injury; save Fort DC 16; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save.

### **SPIDER SWARM**

N Diminutive vermin (swarm)

Init +3; Senses darkvision 60 ft., tremorsense 30 ft.; Perception +4

#### DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 9 (2d8)

Fort +3, Ref +3, Will +0

Defensive Abilities swarm traits; Immune mind-affecting effects, weapon damage

#### OFFENSE

Speed 20 ft., climb 20 ft.

Melee swarm (1d6 plus poison and distraction)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 11)

#### STATISTICS

Str 1, Dex 17, Con 10, Int —, Wis 10, Cha 2

Base Atk +1; CMB —; CMD —

Skills Climb +11, Perception +4; Racial Modifiers +4 Perception; uses Dexterity for Climb checks

#### SPECIAL ABILITIES

**Poison** (Ex) Swarm—injury; save Fort DC 11; frequency 1/round for 2 rounds; effect 1d2 Str; cure 1 save. The save DC is Constitution-based.

### **ETTERCAP**

NE Medium aberration

Init +7; Senses darkvision 60 ft., low-light vision; Perception +9

#### DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 30 (4d8+12)

Fort +6, Ref +4, Will +6

#### OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +5 (1d6+2 plus poison) and 2 claws +5 (1d4+2)

Special Attacks traps, web (+6 ranged, DC 15, hp 4)

#### STATISTICS

Str 14, Dex 17, Con 17, Int 6, Wis 15, Cha 8

Base Atk +3; CMB +5; CMD 18

Feats Great Fortitude, Improved Initiative

Skills Climb +14, Craft (trapmaking) +8, Perception +9, Stealth +7

Languages Common

SQ spider empathy +7

#### SPECIAL ABILITIES

**Poison** (Ex) Bite—injury; save Fort DC 15; frequency 1/round for 10 rounds; effect 1d2 Dex; cure 2 consecutive saves. The save DC is Constitution based.

**Spider Empathy** (Ex) This ability functions as the druid's wild empathy, save that an ettercap can only use this ability on spiders. An ettercap gains a +4 racial bonus on this check.

**Traps** (Ex) The ettercap is particularly skilled at crafting cunning traps with its webs. Deadfalls, nooses, and spear traps are the most common traps ettercaps build with their webs. An ettercap doesn't require gold to build its traps, merely time.

