

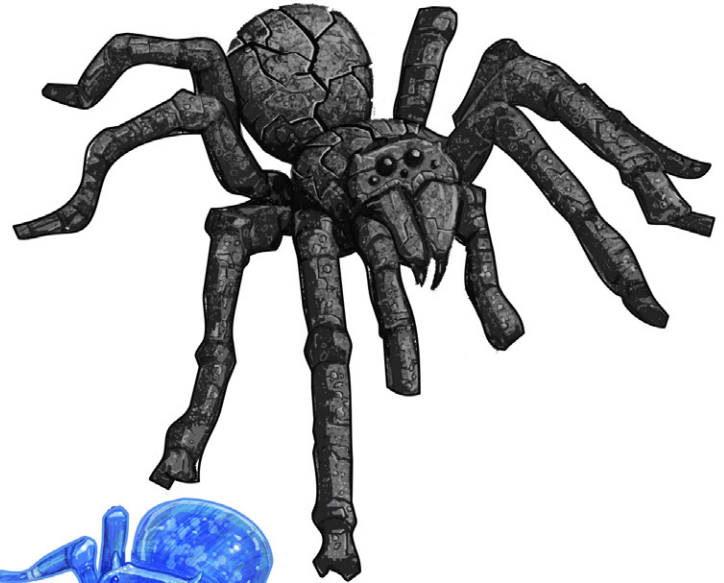
ARACHNOELEMENTALS

AS THE METAPHYSICAL REPRESENTATION of the four elements that comprise the Material Plane, the exact nature of the Inner Planes and the inhabitants defies any easy explanation. On the Elemental Plane of Fire, for example, only fire exists, and it burns without fuel and without end. The creatures who call the Inner Planes home are equally alien. The Elementals are the very essence of that realm given sentience. Other creatures, such as the djinn, are powerful shapeshifters with motives and morals beyond understanding.

Experienced planar travelers have catalogued an enormous variety of creatures who dwell on the elemental planes. Some are stranger and more dangerous than others. Arachnoelementals, or elemental spiders, are a group of previously uncatalogued creatures, and veteran planar explorers believe that they are an altogether new species. Regardless of how recently the elemental spiders came into being, they are an extraordinarily disturbing new trend for elementals.

The elemental spiders—the blazing spider, the cloud spider, the littoral spider, and the stone spider—are predators. Researchers into these matters believe that these elementals consume the flesh creatures from the Material Plane in order to emulate their appearance. Why they choose to emulate spiders—creatures associated with malice, dark gods, and slow, agonizing death—is a matter of great scholarly debate.

Regardless of their plane of origin, all of the elemental spiders are relentless hunters that



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enjoy feeding on the flesh of creatures from the Material Plane. Wise travelers to the Inner Planes are careful to avoid these creatures if possible, but since the elemental spiders are excellent at hiding and ambushing their prey, the best a traveler can hope for is to be lucky enough to never cross into their territory.

Blazing Spider

Medium elemental, neutral

Armor Class 14 (natural armor)

Hit Points 77 (14d6 + 28)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +2 Perception +3, Stealth +5

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages Ignan

Challenge 3 (700 XP)

TRAITS

Fire Form. A creature that touches the blazing arachnid or hits it with a melee attack while within 5 feet of it takes 2 (1d4) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 2 (1d4) fire damage at the start of each of its turns.

Spider Climb. The blazing arachnid can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Water Susceptibility. For every 5 feet the blazing arachnid moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Web Sense. While in contact with a web, the blazing arachnid knows the exact location of any other creature in contact with the same web.

Web Walker. The blazing arachnid ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) fire damage and the target must make a DC 14 Constitution saving throw. On a failure, the target takes 5 (1d10) fire damage and is poisoned. On a success, the target takes half as much damage and is not poisoned..

Web (Recharge 4–6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success; however, the webbing will cling to the target doing 5 (1d10) fire damage at the start of the target's turn until it spends an action to put out the flames. The webbing can also be attacked and destroyed (AC 10; hp 10; vulnerability to cold damage; immunity to fire, bludgeoning, poison, and psychic damage).

Blazing arachnids are ambush predators, stalking their prey either on the Elemental Plane of Fire or near volcanoes and lava flows on the Material Plane. Peeking up from lava flows, their eight red eyes glow with lethal intelligence as they observe their prey waiting for the opportune moment to strike. These elemental spiders prefer to attack with their web first, entangling their opponent in the sticky flaming strands before they leap on their opponent and inject their victim with a venom that roasts their victim from the inside out. Unlike typical spiders who prefer their prey still living, the blazing arachnid prefer to consume the charred remains of their victims.

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Cloud Spider

Medium elemental, neutral

Armor Class 13

Hit Points 66 (12d6 + 24)

Speed 40 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Stealth +5

Damage Resistances lightning, thunder, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, poisoned, unconscious

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11

Languages Auran

Challenge 2 (450 XP)

TRAITS

Cloud Walk. The aerial spider can walk on clouds as if they were a solid surface.

Spider Climb. The aerial spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

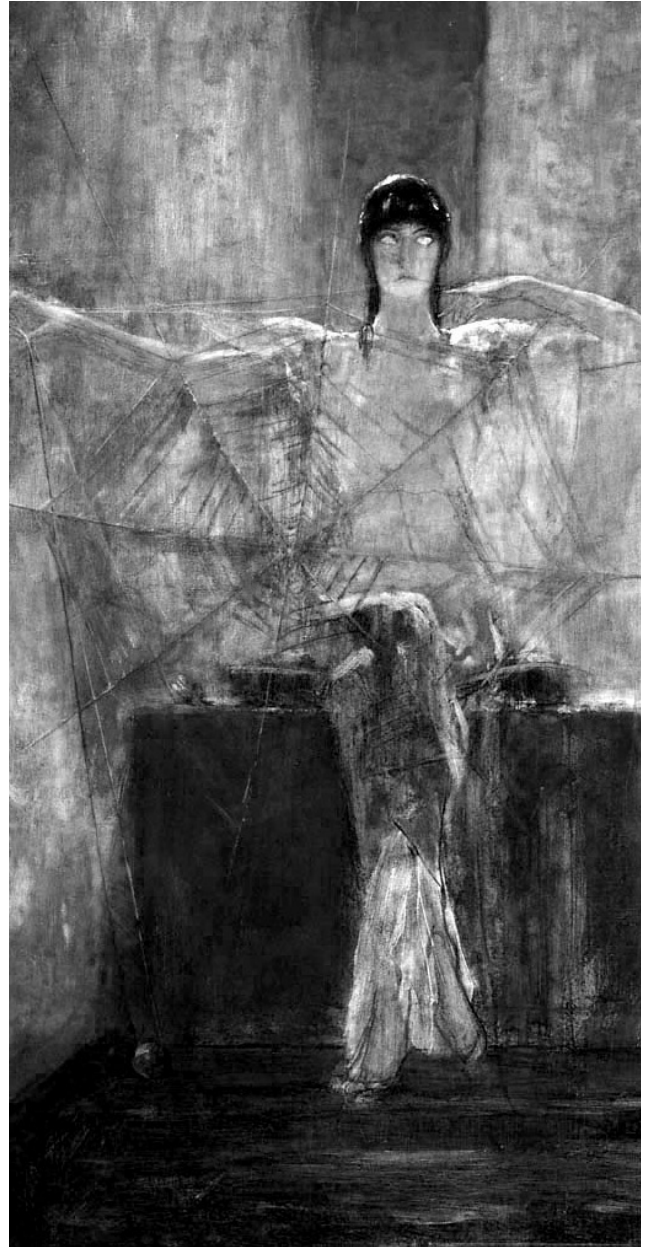
Web Sense. While in contact with a web, the aerial spider knows the exact location of any other creature in contact with the same web.

Web Walker. The aerial spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 +1) piercing damage.

Web (Recharge 4–6). *Ranged Weapon Attack:* +5 to hit, range 300/600 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 13 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 20; immunity to bludgeoning, poison, and psychic damage), but the webbing is completely transparent, making it nearly impossible to hit. Characters attacking the webbing have disadvantage on attack rolls unless they are restrained by the webbing. Creatures attempting to avoid the webbing must succeed on a DC 12 Wisdom (Perception) check to spot the nearly invisible webs.



Cloud spiders are the strangest of all the elemental spiders. Their gas-filled abdomens allow them to float slowly across the Elemental Plane of Air. Cloud spiders hunt by launching their webbing to ranges up to 600 feet. Although each strand is as thin as silk, they are as strong as a steel cord. Strong enough, in fact, that careless wyrmlings have been entangled in cloud spiders' webs. On the Material Plane, aerial spiders are often found in the cloud lairs of silver dragons who find the spiders helpful in keeping away pests and curious adventurers.

Littoral Spider

Medium elemental, neutral

Armor Class 15 (natural armor)

Hit Points 91 (14d6 + 42)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Saving Throws Constitution +6, Dexterity +5

Skills Perception +4, Stealth +5

Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Aquan

Challenge 5 (1,800 XP)

TRAITS

Clear Body. The littoral spider is translucent making it nearly impossible for a foe to discern its exact location. Creatures that rely on sight have disadvantage on attack rolls against a littoral spider.

Spider Climb. The littoral spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Water Walk. The littoral spider may move across any liquid surface as if it were solid ground.

Web Sense. While in contact with a web, the littoral spider knows the exact location of any other creature in contact with the same web.

Web Walker. The littoral spider ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The littoral spider makes two slam attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 +4) piercing damage and 7 (2d6) cold damage. The target must make a DC 14 Constitution saving throw or be poisoned for 1d6 turns.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Web (Recharge 4–6). *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained and grappled by webbing. As an action, the

restrained target can make a DC 17 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 10; immunity to bludgeoning, poison, and psychic damage).

The rarest of the elemental spiders, littoral spiders hunt along the shores of the few islands that exist on the Elemental Plane of Water, but some venture onto the Material Plane and lurk near oceans and lakes. Littoral Spiders hunt for more than just sustenance, and take pleasure in stalking, tricking, and ambushing their prey. After stalking and capturing a victim, they bind them in webbing and drag them into the water. The rare survivors of a littoral spider's attack often remark that the creature seemed to enjoy watching their victims drown.



Geode Spider

Medium elemental, neutral

Armor Class 15 (natural armor)

Hit Points 153 (18d6 + 90)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	20 (+5)	6 (-2)	12 (+1)	7 (-2)

Saving Throws Constitution +8, Dexterity +4

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages Terran

Challenge 7 (2,900 XP)

TRAITS

False Appearance. So long as the geode spider remains motionless, it is indistinguishable from a boulder or other natural rock formation.

Spider Climb. The geode spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the stone arachnid knows the exact location of any other creature in contact with the same web.

Web Walker. The geode spider ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The geode spider makes two slam attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 19 (3d10 + 4) piercing damage plus 7 (2d6) acid damage.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage.

Web (Recharge 4–6). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing and must make succeed on a DC 15 Constitution saving throw or be petrified. Any creature that begins its turn in contact with the web, must also make this saving throw or be petrified. As an action, the restrained target can make a DC 13 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 20; immunity to fire, bludgeoning, poison, and psychic damage).

Geode spiders are the perfect ambush predators. When stationary, a geode spider is nearly indistinguishable from a boulder or other rock formation, but their underbellies sparkle with prismatic quartz. They can burrow underground and prefer to attack from below, pulling their prey beneath the ground before entombing them in stony webbing. Victims frequently recover from the webbings' petrification just in time to feel the stone spider's acid-dripping mandibles sink into their flesh.