

NEEDFUL SPIDER

2,900 XP TOTAL

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Point 153 (18d10+54)

Speed 45 ft.

Str	Dex	Con	Int	Wis	Cha
13 (+1)	16 (+3)	17 (+3)	16 (+3)	13 (+1)	5 (-3)

Skills Deception +7, Perception +5

Senses darkvision 60 ft., passive Perception 15

Condition Immunities charmed

Languages Common, Deep Speech, telepathy 120 ft.

Challenge 7 (2,900 xp)

Deception in Weakness. The needful spider treats its Charisma modifier as a bonus instead of a penalty when making Charisma (Deception) checks. The needful spider also has advantage on Charisma (Deception) checks made against creatures that have gained blessings or healing from the needful spider or its worshippers.

Produce Wonder. The needful spider can spin blood into wondrous creations. It can use 5 liters of blood to create an object no larger than 10 feet on any side. This object cannot contain any moving parts, and cannot cost more than 500 gold. Creatures that discover the dark secret of a needful spider's object creation must make a DC 16 Wisdom saving throw. On a failure, they gain a long term madness. If they fail by 5 points or more, they also gain a permanent phobia of spiders.

Impart Blessings. A needful spider can elect to have up to three creatures bound to it. Those creatures gain three charges, and can use those charges as follows:

- Touch a creature to cause it to regain up to 1d6 damage.
- Touch a creature to remove one disease on that creature.
- Touch a creature to give it advantage on its next attack roll or ability check within 1 minute.

A creature granted charges through this ability regains them after a long rest, as long as the long rest includes prayer to the needful spider.

ACTIONS

Multiattack. The needful spider makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d8+2) piercing damage and 14 (4d6) poison damage. If this attack reduces a creature to 0 hit points, the creature is stable but poisoned for 1 week. A creature poisoned in this way is considered charmed by the needful spider. A creature can make a new saving throw if it is subject to an attack by the needful spider or one of its allies, and each time it finishes a long rest. A creature that succeeds on this saving throw is no longer charmed.



TACTICS

Before Combat The needful spider enjoys surrounding itself with worshippers. Initially, it will woo a small community by granting wonders and blessings, often through a proxy so that none are frightened by its appearance. Slowly, it will insinuate itself into a remote community until it can be viewed as a benevolent protector and provider. Given enough time, a needful spider will attempt to rule like a god, and amass worshippers and riches, often passing judgement on those that displease it, only to turn their blood into wonders so that it can reward its loyal followers.

During Combat The needful spider tends to let its minions do the fighting for it. When pressed into combat, it bites the weakest opponents and hopes to incapacitate them for use as hostage and eventually as charmed worshippers.

Morale The needful spider seldom wants to fight, and can even be pressed to abandon its worshippers if it believes a big enough danger would pose a serious threat. The vile creature can underestimate opponents, especially when surrounded by loyal worshippers. If reduced to fewer than half of its hit point total, it will abandon everything to flee. If cornered, it will promise anything to stay alive.

A needful spider is a dangerous and sinister creature that can infiltrate small and remote communities, and create a cult-like environment with the sole purpose of worshipping the spider itself. Needful spiders lack confidence, honor, and empathy. While they tread carefully at first, they become prideful and careless as they amass cultists.

When the resources are depleted, or another group or creature appears that is more powerful, the needful spider leaves as quietly as possible to start the process elsewhere, often leaving the community in shambles.

Some local lores warn of towns where the townsfolk are too friendly, and more than a few towns can be suspected of being “deceived eight ways”.

Some tales tell of needful spiders being born of cowardly humanoids who plea with dark creatures for their lives to be spared. If the tales are true, the cowardly humanoids lives are spared and transformed into the disgusting needful spiders, living a life that sows chaos and suffering.

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