

Entomanothrope: Werespider

Base vermin: Monstrous spider, Large (hunter)

**Size and Type:** The base creature's type does not change, but the creature gains the shapechanger subtype. Werespiders can also adopt a hybrid form that combines features of the Large Monstrous spider and the vermin. The hybrid form is the same size as the base creature's size. Werespiders can assume spider forms one size smaller than the base creature size, regardless of the normal size of the vermin type. For example, an entomanothrope that is humanoid and Large monstrous spider could become a Small monstrous spider, though its hybrid form would be Medium and its normal vermin form would be Large.

**Hit Dice and Hit Points:**

Base creature's + 4d8 + apply best Con modifier the creature has in any form.

Hit points do not change when the entomanothrope changes form.

**Speed:**

Human form: 30ft

Hybrid form: 30ft, climb 20ft

Spider form: 40ft, climb 20ft

**Armor Class:** +2 natural armor bonus

**Base Attack/Grapple:** Base creature BAB +3 +Size Mod /BAB +Str +Size Mod

**Attacks:** Same as the base creature or bite, depending on which form the werespider is using.

Hybrid form: Base creature's attacks + Bite (-5 penalty if secondary attack)

**Damage:** Same as the base creature or spider, depending on which form the lycanthrope is in. Hybrid monstrous spiders have a bite attack that deals 1d8 + Str (or 1/2 Str if secondary weapon) + poison

**Special Attacks:** An entomanothrope retains the special attacks of the base creature in humanoid form, and of the spider in spider or hybrid form. It also gains the special attacks described below. Class abilities (such as sneak attack) are retained in all forms.

An entomanothrope spellcaster cannot cast spells while in spider form and cannot cast spells with verbal components in hybrid form.

*Curse of Entomanothropy (Su):* Any humanoid or giant of size Small to Huge that is hit by an werespider's bite attack in spider or hybrid form must succeed on a DC 15 Fortitude save or contract entomanothropy. Afflicted entomanothropes cannot pass on the curse of entomanothropy.

*Poison (Ex):* from bite attack: initial and secondary damage: Fort DC 13 - Damage: 1d6 Str

**Special Qualities:** An entomanothrope retains the special qualities of the base creature and spider (except vermin traits), and it also gains those described below.

*Alternate Form (Su):* An entomanothrope can assume the form of a monstrous spider as if using a *polymorph* spell on itself, though its gear is not affected, it can maintain the new form indefinitely, and it does not gain hit points for changing form. It adds the physical ability score modifiers to the scores of the base creature rather than gaining the base vermin's physical ability scores (see how to calculate these under "Abilities" below).

A werespider can also assume a bipedal hybrid form with two humanoid (or giant) arms and legs, and a face like that of a spider. The hybrid body is basically humanoid, but with fur and skin like that of spider. Changing forms is a standard action. (See Lycanthropy as an Affliction in the *Monster Manual* for information about afflicted entomanothropes controlling their change.)

*Damage Reduction (Ex):* An werespider in spider or hybrid form has damage reduction 5/silver.

*Darkvision (Ex):* Werespiders have darkvision to a range of 60 feet in any form.

*Tremorsense (Ex):* Werespiders can detect and pinpoint any creature or object within 60 feet in contact with the ground.

*Entomanothropic Command (Su):* In any form, werespiders can command spiders of any size as if using a *command undead* spell on mindless undead. This ability affects 2 Hit Dice of spiders per Hit Die of the entomanothrope, and it lasts for 1 hour.

*Entomanothropic Immunities (Ex):* Werespiders have immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) in any form.

**Base Save Bonuses:** Fort +4, Ref +1, Will +1

**Abilities:** All entomanothropes gain +2 Wisdom and -2 Intelligence. In addition, when in spider or hybrid form, the werespider's physical ability scores adds +4 Str, +6 Dex, and +2 Con. An entomanothrope may also gain an ability score increase due to increased Hit Dice (from adding the template), but this increase cannot be put into Intelligence.

**Skills:** An entomanothrope gains skill points equal to (2 + Int modifier, minimum 1) per Hit Die of its spider form, as if it had multiclassed into the vermin type. (Vermin is never its first Hit Die, though, and it does not gain quadruple skill points for any vermin Hit Die.)

Climb, Hide, Jump and Spot are class skills for the werespider's vermin levels.

In any form, an werespider also gains +10 racial bonus to jump checks and +8 racial bonus to Spot checks

**Feats:** A werespider does not innately gain feats from its Vermin form.

This process may give the werespider fewer feats than a character of its total Hit Dice would normally be entitled to; if this occurs, choose additional feats for the werespider so that it has the correct number of feats.

A werespider may not meet the prerequisites for all its feats when in humanoid or giant form. If this occurs, the werespider still has the feats, but cannot use them when in humanoid or giant form.

**Environment:** Temperate forests

**Organization:** Solitary or colony (2-5).

**Challenge Rating:** By class level (or base creature) +3

**Treasure:** Standard.

**Alignment:** -

**Advancement:** By character class.

**Level Adjustment:** Same as the base creature +2. In addition, a werespider's character level is increased by 4