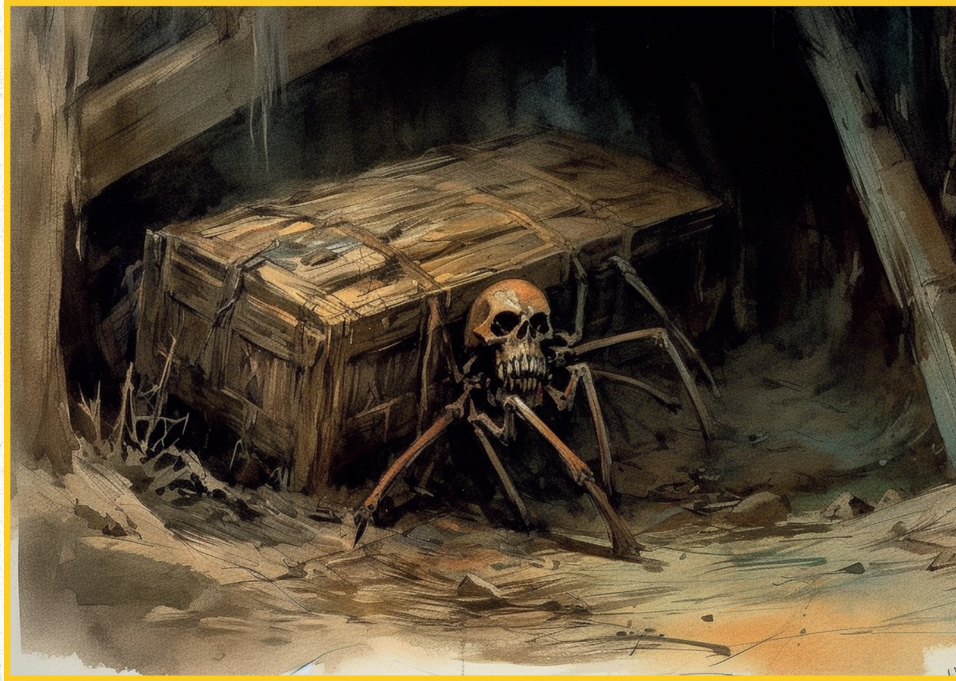




# THE COFFIN SPIDER

"Your best chance of escape is to put as much distance between you and its zombies as possible. Easier said than done though down in the claustrophobic halls of its chosen crypt."



1. **{Scuttling Servants}** A spider-like undead formed from the bones of the Dead Web's worshippers who perish while still in debt to their evil god {spirit is trapped inside the coffin with invisible ethereal webs that also allow it to puppet the bones}
2. **{Ambush Hunter}** Curles up inside its coffin and waits to grab any living flesh that walks by a large hole in breaks into one side of the coffin {caught prey is wrapped up in ethereal webs which slow their decay and stored inside the coffin for the Dead Web to slowly feed on}
3. **{Zombie Web}** Can't spin physical webs so instead weaves a "web" of undead through its crypt lair using the corpses in its coffin {can animates them as zombies tethered to the coffin by a single strand of invisible ethereal silk which can be severed}
4. **{Stationary Beast}** While able to move its limbs in and out of its coffin with unnatural speed, it has difficulty maneuvering its cumbersome abdomen through narrow crypt hallways and chamber {relies on zombies to chase down or corner fast prey}
5. **{Cut the Web}** The quickest {but hardly easiest} way to slay a coffin spider is to cut the creature's trapped spirit loose from its ethereal web prison {coffin lid is held tightly shut by these invisible ethereal webs}
6. **{Fear of Birds}** Have a paralyzing fear of birds and will not exit their coffins if they see or sense one nearby {birds being natural scavengers and predators of spiders}







