

# Tome of Lycanthropy: Werespider

This is Supplemental Material

## Werespider

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Werespiders are extremely rare and powerful lycanthropes. They ambush their victims from a high vantage point while hiding in the darkness. They web their victims then strike ferociously with claws, weapons, and poisonous bite. In humanoid form, werespiders have abnormally long limbs and some thick spiky hair. In hybrid form the werespider gains two additional limbs with razor sharp claws, six additional eyes, and a bulbous spider like lower body with spider legs.

Werespiders tend to stick in groups due to them firmly adhering to the idea of society being strictly ordered as their webs. They hate sunlight and prefer making lairs underground, dark forests, and sewers. Many werespiders are worshipers of the goddess Lolth since she holds them in high favor.

## Variant: Nonhuman Lycanthropes

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The statistics presented in the section assume a base creature of human. However, you can also use the statistics to represent nonhuman lycanthropes, adding verisimilitude by allowing a nonhuman lycanthrope to retain one or more of its humanoid racial traits. For example, an elf werewolf might have the Fey Ancestry trait.

## Player Character as Lycanthropes

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A character who becomes a lycanthrope retains its statistics except as specified by lycanthrope type. The character gains the lycanthrope's speeds in nonhumanoid form, damage immunities, traits, and actions that don't involve equipment. The character is proficient with the lycanthrope's natural attacks, such its bite or claws, which deal damage as shown in the lycanthrope's statistics. The character can't speak while in animal form.

A humanoid hit by an attack that carries the curse of lycanthropy must succeed on a Constitution saving throw (DC 8 + the lycanthrope's proficiency bonus + the lycanthrope's Constitution modifier) or be cursed. If the character embraces the curse, its alignment becomes the one defined for the lycanthrope. The DM is free to decide that a change in alignment places the character under DM control until the curse of lycanthropy is removed.

**Werespider.** The character gains a Dexterity of 17 if his or her score isn't already higher, and a +1 bonus to AC while in giant spider or hybrid form (from natural armor). Attack and damage rolls for the natural weapons are based on whichever is higher of the character's Strength and Dexterity. For the Web and Bite attack, the DC is 8 + the character's proficiency bonus + Dexterity modifier.

# Werespider

*Medium humanoid (Shapechanger), Lawful Evil or Neutral Evil*

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**Armor Class** 14 natural armor

**Hit Points** 100 (16d8 + 28)

**Speed** 30 ft., climb 30 ft.

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

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**Skills** Perception +5, Stealth +7

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered.

**Senses** blindsight 10 ft. (Spider or Hybrid Form Only), darkvision 60 ft., passive Perception 15

**Challenge** 7 (2,900 XP)

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**Shapechanger.** The werespider can use its action to polymorph into a spider-humanoid hybrid, or into a giant spider, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form, any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Spider Climb.** The werespider 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 Werespider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The Werespider ignores movement restrictions caused by webbing.

## Actions

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**Multiattack (Humanoid Only).** The werespider makes two attacks if its shortsword.

**Multiattack (Hybrid Form Only).** The werespider makes five attacks: two with its daggers, two with its claws, and one with its bite.

**Bite (Giant Spider or Hybrid Form Only ).** Melee Weapon Attack: +7 to hit, reach 5 ft., Hit: (1d8 + 3) Piercing damage plus (2d8) poison damage. The target must make a DC 13 Constitution saving, taking the poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, the even after regaining hit points, and is paralyzed in this way. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werespider lycanthropy.

**Claws (Hybrid Form Only ).** Melee Weapon Attack: +7 to hit, reach 5 ft., Hit: (2d4 + 3) slashing damage.

**Dagger (Hybrid Form Only ).** Melee Weapon Attack: +7 to hit, reach 5 ft., Hit: (1d4 + 3) piercing damage.

**Web (Spider or Hybrid Form Only, Recharge 5-6 ).** Ranged Weapon Attack: +7 to hit, reach 30/60 ft. 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; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage.