

JOROGUMO

Eight-Limbed Entangling Brides



There are many creatures of legend that take the forms of beautiful women to trap and prey upon their paramours. Among such monsters, few are more terrifying than the web-weaving Jorogumo. Known as “Entangling Brides” or “Whore Spiders,” these hybrids of arachnid and woman seek out young, handsome lovers to capture, poison, and slowly drain for sustenance.

ANCIENT ARACHNIDS

It is said that Jorogumo are created when a spider reaches 400 years of age, granting it the form of a beautiful bride. It gains grasping claws and fangs filled with poison to paralyze grown men. It exudes its will over its spider kin, using them as scouts and defenders of its lair.

SKITTERING SEDUCTRESSES

The Jorogumo has the uncanny ability to appear as a humanoid woman. Despite its immense size, it can fold and compress its spider-like limbs and body enough to convince any oblivious prey. Some prefer to act as damsels in distress, standing at the edge of a forest beckoning young lovers, and some particularly skilled Jorogumo can fold enough of their body into loose-fitting clothing, walking amongst the people. When a Jorogumo finds a favorable space, they may set up a lair, filled with webbing and young spiders under their control.

AMBUSH PREDATORS

As deadly as a Jorogumo is on the move, it is infinitely more deadly when entrenched within a lair. Moving silently and unseen amongst its webs, it becomes a silent killer, plucking its prey away from their traveling companions. Once seized, the unfortunate captives are strung up and poisoned, paralyzing them to allow the Jorogumo to feast off of them for days, sometimes weeks. The sight of a Jorogumo’s collected victims has led even hardened hunters to flee in terror.

Jorogumo

Gargantuan Monstrosity, Neutral Evil

Armor Class 15

Hit Points 243 (18d20 + 54)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	16 (+3)	14 (+2)	11 (+0)	18 (+4)

Saving Throws DEX +3, WIS +4

Damage Immunities Poison

Condition Immunities Poisoned, Prone

Skills Deception +8, Perception +8, Persuasion + 8, Stealth +13, Survival +4

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 16

Languages Common, Undercommon

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Feminine Facsimile. The Jorogumo can manipulate its front limbs to appear as a human woman, keeping its true body out of sight. A creature that can see it and succeeds on a DC 20 Intelligence (Investigation) or Intelligence (Nature) check can discern its true nature.

Fey Ancestry. The Jorogumo has advantage on saving throws against being charmed, and magic can't put the Jorogumo to sleep.

Legendary Resistance (3/day). If the Jorogumo fails a saving throw, it can choose to succeed instead.

Twisting Body. The Jorogumo can spend 5 feet of movement to escape being grappled or restrained.

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

Web Walker. The Jorogumo ignores movement restrictions caused by webbing.

Actions

Multiattack. The Jorogumo uses its Web, then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage and 18 (4d8) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage. Instead of dealing damage, the Jorogumo can grapple the target (escape DC 16).

Web (Recharge 5–6). The Jorogumo expels a mass of webbing in a 40-foot cone originating from its mouth. Each creature in that area must make a DC 16 Dexterity saving throw. On a failed save, the creature becomes restrained by webs.

Any webs that are not anchored between two solid masses (such as walls or trees) collapse to the floor, transforming it into difficult terrain. Each creature that starts its turn in the webs or enters them during its turn must make a DC 16 Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or breaks free.

A creature restrained by the webs can use its action to make a DC 18 Strength check. If it succeeds, it is no longer restrained.

The webs have AC 10, 5 hit points, vulnerability to fire damage and immunity to bludgeoning, poison, and psychic damage. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

Legendary Actions

The Jorogumo can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Jorogumo regains spent legendary actions at the start of its turn.

Attack. The Jorogumo makes one claw attack or bite attack.

Move. The Jorogumo moves up to half its speed.

Wrap Prey. The Jorogumo can target an incapacitated creature within 5 feet of it. The target becomes restrained as though by the Web feature.

JOROGUMO LAIRS

Jorogumo make their lairs in enormous cave systems and forests, spreading their reach further and further over the years through their brood.

Entering a Jorogumo's territory, let alone leaving alive, is no small feat as the creature's spawn endeavor tirelessly to acquire prey for their matron. The most ancient of Jorogumo lairs are infested with endless hordes of spiderlings and canopies of webbing, making escape nigh impossible without slaying the terrible beast which only appears to snare weakened prey to feed its children.

The challenge rating of a Jorogumo increases by 1 when it's encountered in its lair.

The lair has the following features:

Cobweb Security. Adventurers who venture deeper into the Jorogumo's lair are met with cobwebs stretching to cover every inch of the interior. Whenever a creature makes contact with the webbing, the Jorogumo becomes aware of its position with its Web Sense.

Difficult Skies. The Jorogumo's webbing makes it difficult for flying creatures to maneuver correctly. The first time a creature moves more than half its fly speed on its turn it must make a DC 14 Dexterity saving throw or its speed becomes 0 until the start of its next turn.

Read Out. The pale woman beckoned from the forest's edge, a distraught look upon her face. Her white silken robes gave her the look of a forlorn bride reaching out desperately for one to aid her to her feet. Upon approach, you feel a tug at your feet and look down to find them held fast by a lattice of unnaturally strong webbing. As you look back to the figure, she begins to rise, taller than expected. Out of the darkness beyond, long slender limbs silently lift the feminine form, a massive arachnoid abdomen trailing behind. As she approaches you, immobilized by webbing, her wide grin splits into dripping, venomous fangs.

Labyrinthian Webbing. Creatures have disadvantage on Intelligence (Nature) and Wisdom (Survival) checks to navigate the Jorogumo's lair, unless they are a Ranger whose favored terrain fits the lair type.

Skittering Army. Arachnid creatures within 6 miles of the lair that have an Intelligence score of 2 or lower are charmed by the Jorogumo and aggressive toward intruders in the area. The Jorogumo can see through the eyes of the arachnids as though by the Find Familiar spell.

ADDITIONAL LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Jorogumo can take one of the following lair actions; the Jorogumo can't take the same lair action two rounds in a row:

Stalk. The Jorogumo retreats into the net of webs, becoming invisible until initiative count 20 on the next round.

Summon Brood. The Jorogumo summons 1d4 Giant Spiders at a point it can see within 100 feet of itself.

Brood Sustenance. The Jorogumo can consume a Giant Spider friendly to it within 5 feet of it, regaining 20 hit points.