

# CHWIDENCHA

## CHWIDENCHA LORE

**Nature DC 15:** Chwidenchas lairs can be identified from the pitted earth on the game trails near them, revealing places the creature has buried itself to ambush its prey.

**Religion DC 15:** Chwidenchas are one among the many cruel fates the goddess Lolth bestows on the followers she deems unworthy of her blessings, shunned from drow societies as an uncomfortable reminder of their goddess' caprice.

## CHWIDENCHA TACTICS

Chwidenchas lie partially buried, waiting for a creature to enter their reach and provoke their Buried Horror reaction. If using their reaction, they use their Scuttling Overrun whenever they can hit at least two creatures with it, waiting for three or more available targets to use their action on it. They use their nettling bristles whenever available as long as at least two creatures are in its range.

If their prey falls unconscious, they grapple it and try to drag it into a tree or cave where they can devour it in peace, using their scuttling overrun to shake off pursuers. If reduced below 20 hit points, they break line of sight and bury themselves to hide, attacking only if a lone, injured creature comes after them.



## CHWIDENCHA

*Medium monstrosity (shunned), neutral evil*

**Armor Class** 14

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft., burrow 5 ft. climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	6 (-2)	16 (+3)	18 (+4)

**Saving Throws** DEX +7, CON +6

**Skills** Athletics +7, Perception +6, Stealth +7

**Damage Resistances** Poison

**Senses** Blindsight 10 ft., Darkvision 60 ft., Passive Perception 16

**Challenge** 5 (1,800 XP)

**Web-Dweller.** The chwidenchas can climb difficult surfaces, including upside down on ceilings and across webs, without penalty. While in contact with a web, the chwidenchas knows the exact location of any other creature in contact with the same web.

**Burrowing Ambusher.** The chwidenchas has advantage on Dexterity (Stealth) checks made to hide while at least partially buried in loam or dark soil.

**Fruitless Devotion.** If a creature the chwidenchas can see uses its action to brandish a holy symbol of Lolth, the chwidenchas must succeed on a DC 15 Wisdom saving throw or be Charmed and Frightened by it until the beginning of the creature's next turn.

## Actions

**Multiaction.** The spider makes six attacks, or makes two attacks and uses its Nettling Bristles, if available.

**Leg Barbs.** Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) bludgeoning damage. Instead of dealing damage, the Chwidenchas may grapple the target.

**Scuttling Overrun.** The chwidenchas moves up half to its speed, and may move through the space of any Large or smaller creature. A creature whose space it enters for the first time on a turn must succeed on a DC 15 Wisdom saving throw or fall prone and be Frightened for the next minute.

While Frightened in this way, a creature can stand from prone only as an action, and repeats this saving throw at the end of its turns, ending the effect on a success.

**Nettling Bristles (Recharge 5-6).** The chwidenchas scrapes off some of its barbed bristles, ejecting them in a 15 foot cone. Each creature in the area must succeed on a DC 15 Constitution saving throw or take 14 (4d6) piercing damage and be Blinded until it takes an action to clear its eyes, or take half as much damage on a success.

## Reactions

**Buried Horror.** As a reaction when a creature the chwidenchas is hidden from enters its reach, the chwidenchas uses its Scuttling Overrun or makes four attacks with its Leg Barbs.

## ART CREDITS

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- Chwidenchu by Wayne Reynolds

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