

Sister (Cr 17)

Young, Bardic, Death Web Bard (Archivist) 10

Source [Bestiary 3 pg. 65](#),

XP 2,400

N Medium undead

Init +11; **Senses** darkvision 60 ft.; Perception +22

Aura infestation (10 ft., 1d6 acid plus 1d6 unholy plus poison)

Defense

AC 32, touch 21, flat-footed 25 (+6 Dex, +6 natural, +4 Deflection, +5 Armor)

hp 262 (21d8+168)

Fort +15, **Ref** +18, **Will** +20

Immune undead traits

Offense

Speed 30 ft., climb 20 ft.

Melee bite +22 (2d8+12)

Bard Spells (Concentration +29, CL 21)

6th lvl (4/day) – Permanent Image (DC 26)

5th lvl (4/day) – Phantasmal Web (DC 25), Greater Dispel Magic

4th lvl (4/day) – Virtuoso Performance, Freedom of movement

3rd lvl (5/day) – Allied Cloak, Haste, Respectful Quiet (DC 23), Displacement, Dispel Magic

2nd lvl (6/day) – Tactical Acumen, Cacophonous Call, Glitterdust (DC 20), Mirror Image, Illusionary Maze (DC 22)

1st lvl (7/day) – Ear Piercing Scream, Alarm, Heightened Awareness, Hideous Laughter, Vanish

0th lvl – 6 spell known

Space 5 ft., **Reach** 5 ft.

Special Attacks web (+21 ranged, DC 28, 21 hp)

Bard Song (Lvl 21, 33 rnds, DC 28, Uses Archivist Archtype Performances.)

Statistics

Str 20, **Dex** 22, **Con** —, **Int** 14, **Wis** 18, **Cha** 26

Base Atk +15; **CMB** +20; **CMD** 36 (48 vs. trip)

Feats Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Vital Strike, Improved Natural Attack (Bite), eschew materials, Spell Focus (Illusion), Greater Spell Focus (Illusion) Collective Recollection

Skills Acrobatics (5) +14, Climb(5) +21, Perception(15) +22, Stealth(15) +28; K(Local) (15) +20, K(Arcana) (20) +27, K(Religion) (15) +20, K(Nature) (10) +15, K Dungeoneering (10) +15, SpellCraft (21) +28, UMD (10) +21, Diplomacy (5) +16, Linguistics (3) +8, Bluff (5) +16, Sense Motive (2) +9

Racial Modifiers +4 Stealth

Languages, Common, Necril, Undercommon

SQ compression

Ecology

Environment any

Organization solitary, pair, or nest (3–8)

Treasure incidental

Special Abilities

Poison (Ex) Infestation—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Str damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

Infestation (Su) An infestation of poisonous spiders, which nest within this creature's exoskeleton, constantly surrounds a deathweb, to a radius of 5 feet. Any creature within the infestation takes 1d6 points of damage at the end of each round it remains in the area. A creature that takes this damage must make a DC 17 Fortitude save or be nauseated for 1 round. In addition, those damaged by this infestation are poisoned as well. Any area effect attack that deals 10 or more points of damage to a deathweb destroys its infesting spiders, removing its aura for 3 rounds, after which a new batch of spiders swarms out of the undead's body to replenish the infestation. The save DC is Charisma-based.

Description

A deathweb is the undead exoskeleton of a massive spider animated with the vilest necromancy. The spells that create this monstrosity bind to it thousands of normal spiders, which together form the mind of the undead beast like an arachnid hive. These smaller spiders live in and direct their exoskeleton home, working together to swarm around the deathweb and weave its web sheets.

The exoskeleton of a deathweb is cracked and full of holes to allow the resident spiders easy passage into and out of it. Although the exoskeleton can be up to 10 feet long, the largest spiders within are only 6 inches in length. The variety in the sizes of the internal spiders allows them to ably move all parts of the exoskeleton, giving the massive carapace amazing dexterity and swiftness, as well as cleverness, perception, and presence.

These capabilities make deathwebs resourceful and frightening opponents, especially when adversaries mistake them for normal monstrous arachnids or mindless undead. Because of their ability to squeeze into tight surroundings, deathwebs may be found lurking in all manner of niches.

Deathwebs lair where they can build webs to trap passersby, such as among thick trees or in caves or tunnels. The creatures don't actively collect valuables, but they kill indiscriminately to feed the multitude of spiders within. Webs in a deathweb's lair are thus likely to contain valuables despite the creature's lack of interest in wealth.

Ioun Stones (Eyes)

Pink and Green Sphere

Deep Red Sphere

Scarlet and Blue Sphere

Incandescent Blue Sphere

Ioun Stone (Back)

Dusty Rose

Cracked Magenta Prism

Cracked Dusty Rose Prism

Mossy Cracked Disk

900 GP nonmagical gems

Cloak of Resistance +2

+1 Deathless Chain Shirt

Page of spell knowledge

Dispel magic

Potion of Inflict Serious Wounds x2

Amulet of Mighty Fists +1 dispelling

Encounter description

The room itself is cavernous, the ceiling arcing to 45 high in the center, supported by slender pillars to frail to bear its weight. Every wall is covered with cob webs, interspersed with carved bones of all sizes. Starting 4 feet off the floor, glistening fresh webs, nearly invisible in the gloom, fill the spaces between the walls and pillars. Spread around the room, three spiders, each almost the size of a human, with glistening black carapaces dance through and around the webs. The jewels set into their backs catching and reflecting light from glowing stones scattered throughout the webs. As they spin, you can see that each one has 4 spherical gems set into their heads, one in each of 4 eye sockets, and their carapace is cracked and riddled with holes. Each of the dancer is followed by a constellation of tiny spiders that spreads around them, following their motion in a swirling, mesmerizing pattern. Tiny bells scattered strategically through the webs ring in time with their motions, and billowing capes flutter around the dancers in a non-existent wind.

TACTICS (One spider)

Before Combat As the PCs have been approaching, the sister has cast Heightened Awareness, Virtuoso Performance, Freedom of movement, Displacement, and Mirror Image. Assume each spell has at least 12 rounds left.

During Combat

The sister uses her Fascinate and Pedantic Lecture performances to try to reduce the number of opponents she faces on the first round, followed by a fearful song and greater dispel magic on the following to narrow down the field further, before descending and trying to finish of the remaining antagonists (who she hopes are trapped in webs at this point.)

Morale The sister is uninterested in dying here. She flees through an illusionary wall into an escape tunnel if reduced to 50 hp.

TACTICS (3 spiders)

Before Combat As per subtier 12-13, but the additional casters have given them time to cast haste and tactical accumen

During Combat

As per subtier 12-13, except on the second round, one of the other two sisters starts a death song, and the other starts a naturalist performance, and then casts phantasmal web.

Morale The sisters are uninterested in dying here. They flees through an illusionary wall into an escape tunnel if reduced to 50 hp.