

Werespider

Medium humanoid (elf, shapechanger), neutral evil

Armor Class 14 in humanoid form, 15 in spider or hybrid form

Hit Points 71 (11d8 + 22)

Speed 30 ft. (climb 30 ft. in spider or hybrid form)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +7, Con +5, Wis +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Skills Perception +4, Stealth +10

Senses darkvision 120 ft., passive perception 14

Languages Elvish, Undercommon (can't speak in spider form)

Challenge 5 (1,800 XP)

Fey Ancestry. The werespider has advantage on saving throw against being charmed, and magic can't put it to sleep.

Innate Spellcasting (Humanoid or Hybrid Form Only). The werespider's spellcasting ability modifier is Charisma (spell save DC 12). It can innately cast the following spells.

At will: *dancing lights*

1/day: *darkness*, *faerie fire*, *levitate* (self only)

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 size and 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 (Spider or Hybrid Form Only). The werespider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the werespider has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Sense (Spider or Hybrid Form Only). While in contact with a web, the werespider knows the exact location of any other creature in contact with the same web.

Web Walker (Spider or Hybrid Form Only). The werespider ignores movement restrictions caused by webbing.

Actions

Multiattack. The werespider makes two attacks: two with its shortsword or one with its bite and shortsword.

Bite (Spider or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 9 (2d8) 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, even after regaining hit points, and is paralyzed while poisoned in this way. If the target is a humanoid, it must succeed on a second DC 13

Constitution saving throw or be cursed with werespider lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

Hand Crossbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Web (Spider or Hybrid Form Only). *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 11 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Reactions

Parry (Humanoid or Hybrid Form Only). The werespider adds 3 to its AC against one melee attack that would hit it. To do so, the werespider must see the attacker and be wielding a melee weapon.

Werespider Template

See "Player Characters as Lycanthropes" on page 207 of the Monster Manual.

Werespider. The character gains a Dexterity of 19 if his or her score isn't already higher, and a +1 bonus to AC while in spider or hybrid form (from natural armor). Attack and damage rolls for the natural weapons are based on Dexterity. For the poison of the werespider's bite attack the DC is 8 + the character's proficiency bonus + Constitution modifier. For the Web trait the DC is 8 + the character's proficiency bonus + Strength modifier.