

# Venom Crawler Brood

There are a great number of giant spider species in the world. One of the most feared is that of the Venom Crawler. While even the giant spider species act more or less in a bestial manner similar to that of their smaller ancestors, the formidable "Venom Brood," as they are sometimes called, is one that operates with an almost sinister intellect.

Caverns, mine systems, and sometimes even dark enough forests can become homes to a family of Venom Crawlers, which begin to coat every surface in sticky webbing. They then deposit their egg clusters and begin to gather live food for their soon to be ravenous young.

Each family of Venom Crawlers is headed by a massive matriarch known as a Venom Queen. While this Queen has some similarities to the queens of an ant or bee hive, she is not a true hive queen, as she is not the only one in the family who lays eggs. However, the Venom Queen still has sway over her brood, able to psychically dispatch them to deal with threats to the family. Venom Queens are said to be able to command their kin with surprising tactical cunning, and what some would even call a malevolent wit.

## Venom Crawler Egg Cluster

*Living trap*

The egg cluster contains up to a dozen unhatched spider offspring. A creature that isn't a spider that moves anywhere within 10 feet of an unhatched egg cluster disturbs it, unless the creature is moving subtly, having made a Dexterity (Stealth) check with a result of at least 12.

When the egg cluster is disturbed, some of the eggs hatch, at which point 1d12 **Venom Crawler hatchlings** appear within 5 feet of the cluster. The newborn hatchlings are ravenous and expecting food, rolling initiative and attacking the nearest living creature (or at least one that is recently dead) that they can see that isn't a spider.

The cluster can be disturbed this way repeatedly, causing more eggs to hatch if at least 1 hour has passed since the last time. The egg cluster is empty once 12 spiders have hatched.

## Venom Crawler Hatchling

*Small beast, unaligned*

**Armor Class** 13
**Hit Points** 4 (1d6 + 1)
**Speed** 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 9 (-1) | 17 (+3) | 12 (+1) | 1 (-5) | 10 (+0) | 3 (-4) |

**Skills** Stealth +5
**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 10
**Languages** —
**Challenge** 1/4 (50 XP)

***Spider Climb.*** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

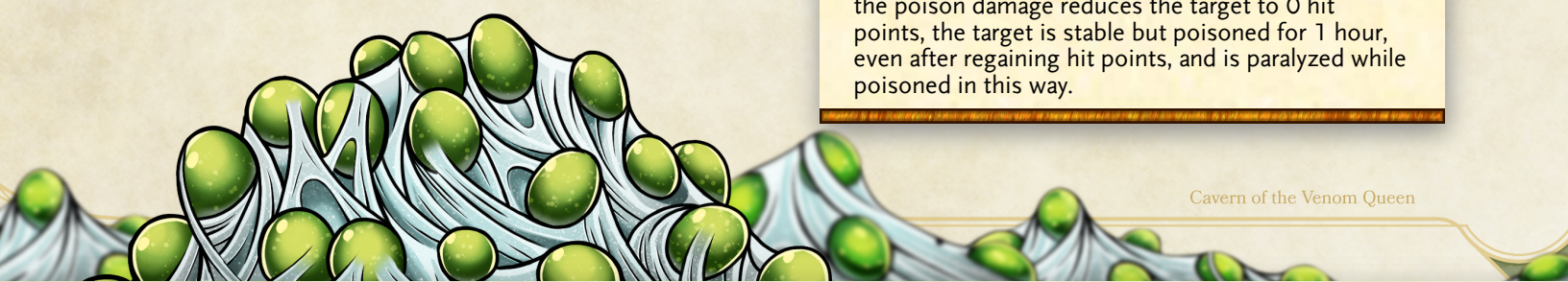
***Standing Leap.*** the spider's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

***Web Sense.*** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

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

### Actions

***Bite.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 3 (1d6) 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.



# Venom Crawler

*Large beast, unaligned*

**Armor Class** 14 (natural armor)
**Hit Points** 30 (4d10 + 8)
**Speed** 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 15 (+2) | 17 (+3) | 15 (+2) | 2 (-4) | 12 (+1) | 5 (-3) |

**Skills** Stealth +7
**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 11
**Languages** —
**Challenge** 1 (200 XP)

***Spider Climb.*** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

***Standing Leap.*** the spider's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

***Web Sense.*** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

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

## Actions

***Bite.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw. On a failed save, the target takes 9 (2d8) poison damage and is poisoned for 10 minutes. On a successful save, the target takes half as much damage and is not poisoned. A creature poisoned by this attack has its movement speed halved and repeats its save at the end of each of its turns, ending the condition on a success.

If the poison damage from this attack 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.

***Venom Spit (2/Day).*** *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (2d4) poison damage and if the target is a creature, it must succeed on a DC 13 Dexterity saving throw or be blinded until the end of its next turn.

***Web (Recharge 5–6).*** *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 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

***Save the Queen.*** While the spider is within 5 feet of the venom queen, whenever the venom queen would be hit by a ranged attack, the a spider can make a DC 14 Dexterity check. On a success, the spider becomes the target of the attack instead. In order to do so, the spider must see the attacker and the venom queen. No more than one spider can use this reaction against any single attack.



# Venom Queen

*Gargantuan monstrosity, neutral evil*

**Armor Class** 17 (natural armor)
**Hit Points** 188 (13d20 + 52)
**Speed** 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 21 (+5) | 14 (+2) | 18 (+4) | 10 (+0) | 17 (+3) | 13 (+1) |

**Saving Throws** Dex +6, Wis +7, Cha +5
**Skills** Perception +7, Stealth +10
**Damage Resistances** poison
**Condition Immunities** charmed, poisoned
**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 17
**Languages** understands Common and Elvish but can't speak them, telepathy 120 ft.
**Challenge** 11 (7,200 XP)

***Spider Climb.*** The venom queen can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

***Spider Telepathy.*** The venom queen can magically command any spiders within 120 feet of it using telepathy.

***Web Sense.*** While in contact with a web, the venom queen knows the exact location of any other creature in contact with the same web.

***Web Rappel.*** While clinging to a wall or ceiling, the venom queen can fall any distance without taking damage, landing silently on its legs.

***Web Walker.*** The venom queen ignores movement restrictions caused by webbing.

## Actions

***Multiattack.*** The venom queen makes two attacks with its claws, one of which can be replaced with a bite attack. It can also make a web attack, if recharged.

***Bite.*** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage, and the target must make a DC 14 Constitution saving throw. On a failed save, the target takes 22 (4d10) poison damage and is poisoned for 1 hour. On a successful save, the target takes half as much damage and is not poisoned. A creature poisoned by this attack has its movement speed halved and repeats its save at the end of each of its turns, ending the condition on a success.

If the poison damage from this attack 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 15 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

***Venom Spittle.*** Each creature in a 5-foot wide, 30-foot long line must make a DC14 Dexterity saving throw. On a failed save, a creature takes 18 (4d8) poison damage and is blinded until the end of its next turn. On a successful save, a creature takes half as much poison damage and is not blinded.

***Summon Brood (1/Day).*** The venom queen magically calls 1d4 venom crawler hatchlings and 1d4 venom crawlers. The called creatures arrive in 1d4 rounds, acting as allies of the venom queen and obeying its telepathic commands. The beasts remain for 1 hour, until the venom queen dies, or until the venom queen dismisses them as a bonus action.

***Web (Recharge 4–6).*** The venom queen uses one of the following web effects.

**Binding Web.** *Ranged Weapon Attack:* +6 to hit, range 40/80 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 12; hp 15; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). If the target is already restrained by webbing, then until freed, it also becomes blinded and deafened, it can't make attacks, and the DC to burst the webbing increases to 16.

**Snaring Strand.** *Ranged Weapon Attack:* +6 to hit, range 40 ft., one creature. *Hit:* A tough, rubbery strand of webbing attaches to the target in a straight line. While this strand is attached, the creature can't move further from the venom queen than the length of the strand, the venom queen can't use its web action on another target, and as a bonus action on each of the venom queen's turns, it can force the target to make a DC 15 Strength saving throw. On a failed save, the target is pulled up to 20 feet closer to the venom queen, simultaneously shortening the length of the attached web strand by the same distance. The web strand can be attacked and destroyed (AC 13; hp 15; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage), or the venom queen can choose to detach it at any point on each of its turns (no action).

## Legendary Actions

The venom queen can take 2 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 venom queen regains spent legendary actions at the start of its turn.

**Detect.** The venom queen makes a Wisdom (Perception) check.
**Command.** One spider within 120 feet of the venom queen can either move up to half its speed or make a single weapon attack.
**Skitter (Costs 2 Actions).** The venom queen moves up to its speed, not provoking opportunity attacks. While doing so, it can enter the spaces of any Large or smaller creatures. The first time on a turn that the venom queen enters the space of a creature that isn't a spider, the creature must succeed on a DC 12 Dexterity saving throw or take 9 (2d8) piercing damage.