

BAKEGUMO (CHANGED SPIDER)

Don't worry, spiders
I keep house
casually
-Kobayashi Issa

BAKEGUMO (CHANGED SPIDER) TACTICS

Bakegumo most often hunt on lonely roads in the area surrounding their lairs, using the guise of an old woman to lure travelers, either with offers of hospitality or pleas for help.

They make their tubular, web-spun lairs in dense forests with poor lines of sight, so prey traveling with them won't be able to see beyond the range of their Veiled Reality, making them appear as small cottages or large tents, and their Hidden Web-Net as a lute, baby, or something similarly innocuous.

In combat, they first try to ensnare as many creatures with their Hidden-Web Net and Tanglebraid Locks as possible, then devour their webs to drag those creatures in to be Swallowed.

They take spider form once they have Swallowed at least two creatures, hoping to scare off their allies, but flee quickly if their foes persist, shrinking back down into their humanoid form to avoid provoking opportunity attacks, if possible.

JORŌGUMO (WHORE SPIDER) TACTICS

Jorōgumo tend to make their lairs in the entertainment districts of dense urban areas where several disappearances might go unremarked, gradually expanding their living spaces to include whole buildings or blocks as their neighbors move away or are eaten.

To supplement prey lured into their webs, jorōgumo will eat any pets or feral animals they can catch, along with scavenging any hastily-disposed-of corpses they can find.

They aren't particularly convincing in their performance of humanity, a fact which they attempt to mask by remaining as reserved and aloof as possible in their solicitations.

They begin combat with their Sickening Kiss, using Disgorge Spawn until more than half of their enemies have spiders attached to them before using their Reclaim Webs. They move to the highest point they can reach once their nature is revealed, then rarely move except to flee with their Instinctive Skitter if incapacitated, returning to the fight afterwards only if they have more than half their hit points.

If they survive combat, they will typically move a short distance, studiously avoiding the victor thereafter.

BAKEGUMO LORE

Arcana DC 20: It is held in some folkloric traditions that spiders who reach their fifth century achieve such a level of mastery over webcraft that their creations take on an illusory veil of safety and security, one they use to lure large prey such as humans into the depths of their lairs.

History DC 5: The absurd charge of being a disguised spider is one often leveled at women by rejected suitors, and is rarely lent any credence because of this.

History DC 10 There does, however, seem to be some tacit, agreed-upon understanding among those of the service classes that any unknown woman is an entity to be respected and feared, and a prudent traveler ought never allow themselves to be lured into seclusion with one.

History DC 20: Despite their use of traps and tricks in hunting, bakegumo are generally laconic, timid, asocial creatures in search of the largest, easiest meal they can lure.

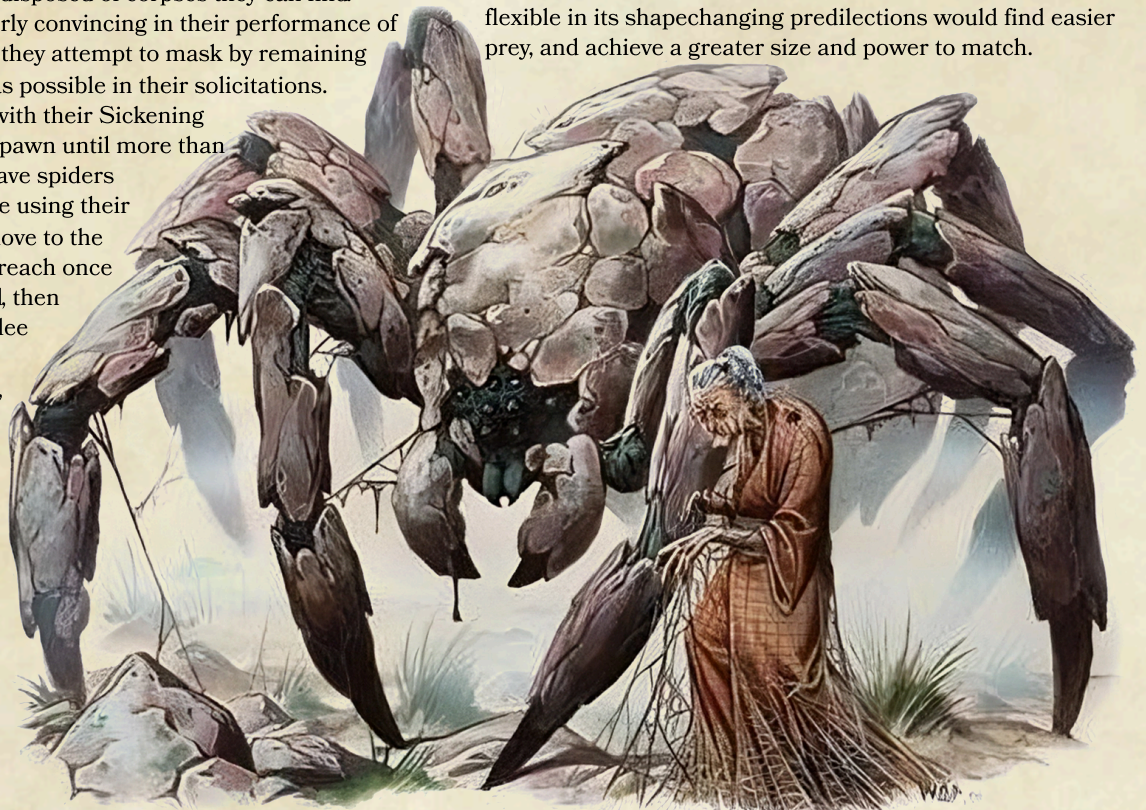
They simply have no aptitude or ambition for the complex intrigues so often attributed to them, and such accusations are far more often ordinary humanoids hoping to deflect blame for their own crimes by playing on prejudicial attitudes.

This is not to say that bakegumo are harmless, however, as the largest, easiest meal available to them is quite often a lone traveler, lost child, or stumbling drunk.

Nature DC 15: Though any creature of great age is liable to adopt the art of shapechanging, spiders are among the most ambitious of such changed creatures, using their altered form to actively hunt humanoid creatures and their livestock.

Out of compulsion or comfort, most seem to exclusively take the forms of wizened old women, perhaps because only female spiders ever seem to reach the venerable ages where such wonders become possible.

Nevertheless, one must imagine that a bakegumo more flexible in its shapechanging predilections would find easier prey, and achieve a greater size and power to match.



BAKEGUMO

Large fey (bakemono), neutral

Armor Class 14

Hit Points 153 (18d10 + 54)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	13 (+1)	16 (+3)	15 (+2)

Skills Perception +6, Stealth +7

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 19

Languages Common, Sylvan

Challenge 6 (2,300 XP)

Spider Climb. The bakegumo can climb difficult surfaces, including upside down on ceilings and across webs, without penalty.

Veiled Reality. The bakegumo can sculpt her packed webs into the approximate likeness of a mundane creature or object such as a satchel, musical instrument, or swaddled baby.

While in humanoid form, she can magically disguise such objects within 120 feet of her, making them appear to all senses as mundane objects.

A creature can determine the illusory nature of such objects with a successful DC 14 Intelligence (Investigation) check.

Insatiable Appetite. The bakegumo can swallow any number of Medium or smaller creatures without displaying any external change.

Creatures Swallowed by her are restrained, take 9 (2d8) poison damage at the beginning of each of their turns, and automatically stabilize if reduced to 0 hit points.

The bakegumo splits open and releases each creature swallowed by her if killed.

Actions

Multiattack. The bakegumo makes three attacks, one of which can be with her Slow-Venom Kiss.

Slow-Venom Kiss. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 13 (3d8) poison damage plus one additional effect:

- **Spider Form.** The target takes an additional 5 (1d10) piercing damage.
- **Humanoid Form** The target is Cursed. Whenever the Cursed creature completes a Short or Long Rest, it takes 4 (1d8) poison damage.

Tanglebraid Locks. Melee Weapon Attack: +7 to hit, reach 20 ft., one creature. Hit: 7 (1d8 + 3) bludgeoning damage and the target is grappled (escape DC 19).

A creature hit with this attack two or more times in a turn is additionally restrained until this grapple ends.

Hidden Net-Web (1/Day). The bakegumo unfurls a meticulously packed web, flinging it forth in a 20 foot cone.

The area becomes difficult terrain, and each creature in the area must succeed on a DC 14 Dexterity saving throw or be restrained (escape DC 14).

Bonus Actions

Change Shape. The bakegumo assumes the form of an ancient, Small humanoid, or returns to her Large spider form. Her statistics are the same in each form, and she reverts to its spider form if she dies.

Reclaim Webs. The bakegumo begins to devour her webs, dragging each creature grappled or restrained by her up to 10 feet toward her.

A Medium or smaller creature that ends this movement within 5 feet of her must succeed on a DC 15 Strength saving throw or be [Swallowed](#) (escape DC 15).

Then, if no creatures are restrained in her Hidden Net-Web, she regains a use of it.

JORŌGUMO

Huge fey (bakemono), neutral

Armor Class 16 (Natural Armor)

Hit Points 252 (24d12 + 96)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	19 (+4)	15 (+2)	18 (+4)	15 (+2)

Saving Throws INT +7, WIS +9, CHA +7

Skills Perception +9, Stealth +9

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 19

Languages Common, Sylvan

Challenge 13 (10,000 XP)

Spider Climb. The jorōgumo can climb difficult surfaces, including upside down on ceilings and across webs, without penalty.

Insatiable Appetite. The jorōgumo can swallow any number of Large or smaller creatures without displaying any external change.

Creatures Swallowed by her are restrained, take 13 (3d8) poison damage at the beginning of each of their turns, and automatically stabilize if reduced to 0 hit points.

The jorōgumo splits open and releases each creature swallowed by her if killed.

Actions

Multiattack. The jorōgumo makes two attacks, one of which can be with her Sickening Kiss, and uses her Disgorge Spawn.

Sickening Kiss. Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 18 (4d8) poison damage, plus one additional effect.

- **Spider Form.** The target takes an additional 11 (2d10) piercing damage.
- **Humanoid Form** The target must succeed on DC 17 Constitution saving throw or be Poisoned for the next minute (Save Ends at end of turn).

Clawed Strike. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) slashing damage and the target is pushed 5 feet away.

While in spider form, this attack has a reach of 15 feet.

Disgorge Spawn. The jorōgumo drags a Tiny spider trailing a silk umbilical from deep within her mouth and casts it toward a creature she can see within 40 feet, forcing it to make a DC 19 Dexterity saving throw.

On a failure, the spider becomes Attached to the target (remove DC 17). While Attached, the creature can't move away from the jorōgumo, and takes 7 (2d6) poison damage at the beginning of each of its turns.

Bonus Actions

Change Shape. The jorōgumo assumes the form of a Medium or smaller humanoid, or returns to her Huge spider form. Her statistics are the same in each form, and it reverts to its spider form if it dies.

Feed Egg. The jorōgumo inserts a pouch of egg-laden webbing into the mouth of a grappled creature within 5 feet, forcing it to succeed on a DC 17 Constitution saving throw or be infected with Skitterguts.

Broodfire Breath. Each spider created by the jorōgumo's Disgorge Spawn breathes forth a gout of flame, dealing 5 (1d10) fire damage to the creature it is Attached to.

Legendary Actions

The jorōgumo can take 2 legendary actions, choosing from the options below.

Instinctive Skitter (Spider Form Only). The jorōgumo moves up to half its speed without provoking opportunity attacks. It can take this action even while Incapacitated.

Disgorge Spawn. The jorōgumo uses her Disgorge Spawn.

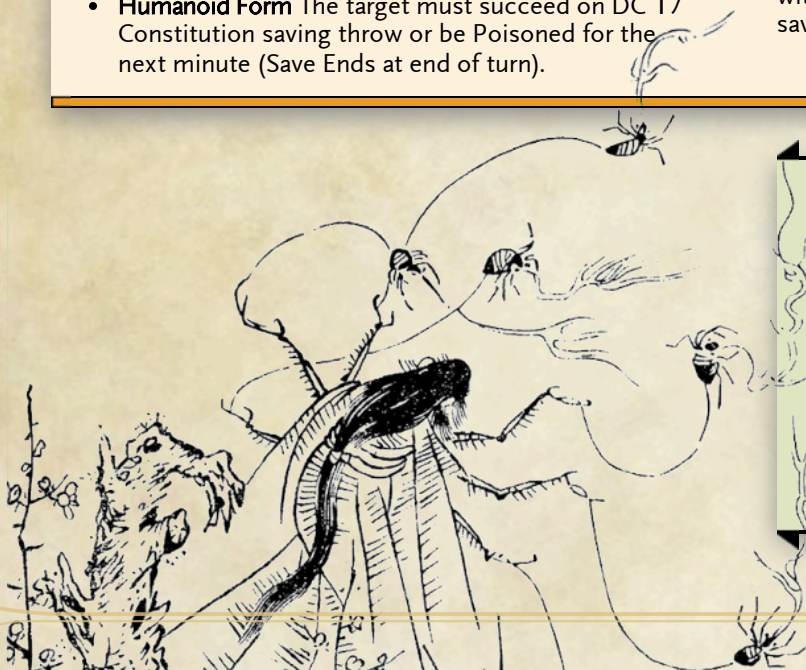
Reclaim Webs. The jorōgumo begins to devour her webs, dragging each creature affected by her Disgorge Spawn up to 10 feet toward her.

A Large or smaller creature that ends this movement within 5 feet of her must succeed on a DC 19 Strength saving throw or be [Swallowed](#) (escape DC 19).

Skitterguts. A creature infected with Skitterguts is Poisoned as it feels constant writhing in its abdomen, and cannot benefit from resting.

Whenever the creature takes any Poison damage, it must succeed on a DC 17 Constitution saving throw or have its Constitution score reduced by 1d4 until the disease ends.

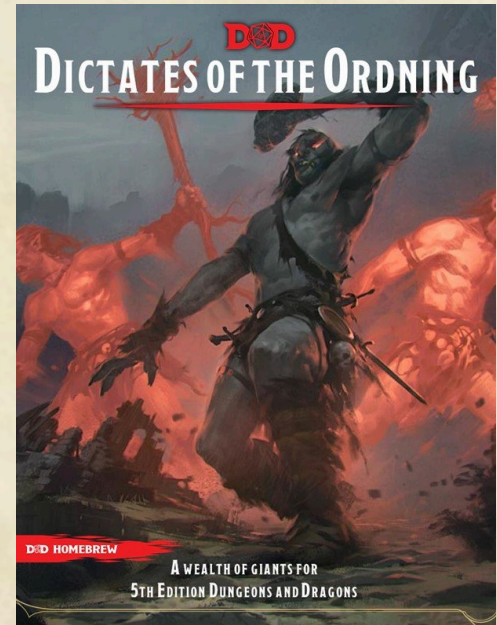
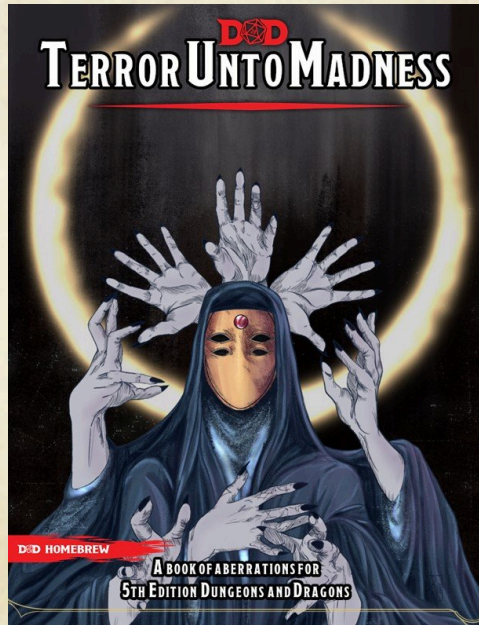
On a success, the creature disgorges a [Swarm of Spiders](#) in its space and the condition's effects abate until it completes a Long Rest.



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A large illustration of a green goblin-like character with a crown, sitting on a pile of gold coins. The character is holding a glowing orb. Surrounding the character are stacks of gold coins, a pineapple, a banana, a bag of loot, and several books. One book is titled 'CONFLUX CREATOR'S NASTY BOYS' and another is 'B.B.E.G. DIARY'. There are also dice and a small blue dragon. Several red buttons with the Patreon logo and the text 'Become a patron' are scattered around the scene. A large red button with the Patreon logo and the text 'Become a patron' is at the bottom center. A small signature 'GEPFUCKER' is in the bottom right corner.

2022
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