



HEX WEAVER

Huge beast (spider), unaligned

Armor Class 17 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 21 (+5) | 23 (+6) | 19 (+4) | 7 (-2) | 18 (+4) | 7 (-2) |

Saving Throws Wis +7

Skills Perception +7, Stealth +12

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 17

Languages —

Challenge 8 (3,900 XP)

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

Weaver Of Hexes. Once per round when the hex weaver deals damage to a creature, it can force that creature to make a DC 15 Constitution saving throw, on a failure the hex weaver applies a curse to it from the following list:

- **Curse of Bloodletting:** The target's flesh thins, it has vulnerability to bludgeoning, piercing and slashing damage and takes 7 (2d6) necrotic damage at the start of each of its turns.

- **Curse of Life-End:** The target realises that life isn't worth living. The target has disadvantage on all attack rolls. In addition At the start of its turn the target rolls 1d4, on a 1-2 it must spend its action attacking itself with advantage.

- **Curse of Mind-Shatter:** The target has visions of death, it has disadvantage on Wisdom checks and saving throws and if it doesn't take damage in a round, it takes 16 (3d10) psychic damage at the end of its turn.

- **Curse of Weakness:** The target's muscle weaken and break, the target deals only half damage with weapon attacks that use Strength or Dexterity, and it takes 4 (1d8) slashing damage each time it deals damage with a melee attack.

- **Curse of Spell-Plague:** The target mind falters, it has disadvantage on Intelligence checks and saving throws and cannot cast or concentrate on spells, and takes 13 (2d12) psychic damage each times it attempts to do so.

At the end of each of the target's turns, the target must repeat the saving throw. On a success the curse ends. After failing three of these saving throws, the curse's effects become permanent, and the creature stops making the saves. A creature can be afflicted by multiple curses, but can only be saving against one at a time.

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

Web Walker. The hex weaver ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The hex weaver makes two bite attack.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 13 (3d4 + 6) piercing damage and 6 (1d12) psychic damage

Cursed Gaze. Ranged Spell Attack: +7 to hit, range 120 ft., one target. *Hit:* 23 (3d12 + 4) psychic damage.

Web (Recharge 5-6). Ranged Weapon Attack: +9 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 15 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).

ANCIENT HEX WEAVER

Huge beast (spider), unaligned

Armor Class 19 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 50 ft., climb 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 23 (+6) | 26 (+8) | 21 (+5) | 11 (+0) | 20 (+5) | 7 (-2) |

Saving Throws Dex +13, Con +10, Wis +10, Cha +3

Skills Perception +10, Stealth +18

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 20

Languages —

Challenge 13 (10,000 XP)

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

True Weaver Of Hexes. Once per turn when the ancient hex weaver deals damage to a creature, it can force that creature to make a DC 18 Constitution saving throw, on a failure the ancient hex weaver applies a curse to it from the following list:

- **Curse of Bloodletting:** The target's flesh thins, it has vulnerability to bludgeoning, piercing and slashing damage and takes 7 (2d6) necrotic damage at the start of each of its turns.

- **Curse of Life-End:** The target realises that life isn't worth living. The target has disadvantage on all attack rolls. In addition At the start of its turn the target rolls 1d4, on a 1-2 it must spend its action attacking itself with advantage.

- **Curse of Mind-Shatter:** The target has visions of death, it has disadvantage on Wisdom checks and saving throws and if it doesn't take damage in a round, it takes 16 (3d10) psychic damage at the end of its turn.

- **Curse of Weakness:** The target's muscle weaken and break, the target deals only half damage with weapon attacks that use Strength or Dexterity, and it takes 4 (1d8) slashing damage each time it deals damage with a melee attack.

- **Curse of Spell-Plague:** The target mind falters, it has disadvantage on Intelligence checks and saving throws and cannot cast or concentrate on spells, and takes 13 (2d12) psychic damage each times it attempts to do so.

At the end of each of the target's turns, the target must repeat the saving throw. On a success the curse ends. After failing three of these saving throws, the curse's effects become permanent, and the creature stops making the saves. A creature can be afflicted by multiple curses, but can only be saving against one at a time.

Web Sense. While in contact with a web, the ancient hex weaver knows the exact location of any other creature in contact with the same web.

Web Walker. The ancient hex weaver ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The ancient hex weaver makes two bite attack.

Bite. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. *Hit:* 18 (4d4 + 8) piercing damage and 13 (2d12) psychic damage

Cursed Gaze. Ranged Spell Attack: +10 to hit, range 120 ft., one target. *Hit:* 37 (5d12 + 5) psychic damage.

Cursed Web (Recharge 5-6). The ancient hex weaver excretes a mass of thick, sticky webbing at a point of its choice within range. The webs fill a 20-foot cube from that point. The webs are difficult terrain, lightly obscure their area, and are invisible in dim light or darkness.

Each creature without the Web Walker ability that starts its turn in the webs or that enters them during its turn must make a DC 18 Dexterity saving throw. On a failed save, the creature takes 2 (1d4) piercing damage and is Restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its actions to make a DC 18 Strength check. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.