

As this hideous monstrosity comes into view it resembles that of a nightmarish aberration fusion of giant spider and centaur with a head of an insect.

# FLESHWEAVER - CR 7

**XP** 3,200

**CE** Large aberration

Init +2; Senses Darkvision 60 ft., detect magic; Perception +9

# **DEFENSES**

AC 17, touch 11, flat-footed 15 (-1 size, +2 Dex, +6 natural)

**HP** 45 (6d8+18)

Fort +5, Ref +4, Will +8

# **OFFENSE**

Speed 30 ft. Climb 20 ft.

Melee claw +4/+4 (1d6+3 plus poison)

**Ranged** large short bow +6 (1d8/ $\times$ 3 plus poison)

Space 10ft.; Reach 5ft.

Spell-Like Abilities (CL 6th)

3/day cause fear (DC 15), darkness (DC 15), detect magic

Spells Known (CL 6th)

3rd (4/day) haste.

2nd (6/day) hypnotic pattern (DC 14), web (DC 14).

1st (7/day) mage armor, magic missile, obscuring mist, ray of enfeeblement (DC 13).

0 (at will) acid splash, daze (DC 12), mage hand, read magic, ray of frost (DC 12), resistance, touch of fatigue (DC 12).

# **STATISTICS**

Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16 Base Atk. +4; CMB +7; CMD 20

Feats Combat Casting, Two-Weapon Fighting, Weapon Focus (claw)

**Skill** Acrobatics +8, Climb +13, Intimidate +9, Perception +9, Spellcraft +8, Stealth +12, Survival +6; Racial Modifiers +8 climb, +4 stealth

Languages Fleshweaver

# **ECOLOGY**

**Enviroment** Underground

Organization Solitary, pair, or troupe (1-2 plus 7-12 Medium monstrous spiders)

Treasure Double standard

# SPECIAL ABILITIES

Poison (Ex): Claws and Weapons\* - Injury; save Fortitude DC 16; on set 1 round; effect paralyzed for 1 minute; cure 1 save. This save DC is constitution based.

\* Fleshweavers produce this venom from glands on their tongue, and they must use a move action to apply the poison to a claw or weapon. Once applied, the poison

remains active for a number of rounds equal to the fleshweaver's constitution modifier.

Spells: A fleshweaver casts spells as a 6th-level cleric, sorcerer, or wizard, but does not gain any other class abilities.

Spider Climb (Ex): A fleshweaver's legs produce a thick, gooey, natural substance that allows it to walk upon any vertical surface or ceiling. This ability works like the spell of the same name, but it is considered an extraordinary ability for the fleshweaver.

Few monsters are more terrifying than the fleshweaver. The staccato clicking, insect-like sounds that accompany every movement of this creature can be extremely disquieting to anyone unaccustomed to them. Those who have the unfortunate pleasure of meeting a fleshweaver are usually never heard from again. When they are, only their skinless bodies are found. What happens to the skin of the victims of this evil fiend, only a few souls dare to guess.

A fleshweaver is a nightmarish aberration that seems to have come from the darkest corners of one's mind. Often naked, this twisted reject of the arcane magic that created it is an unnatural combination of a dreadful-looking head attached to a humanoid torso, four large arthropod legs, and arms that end in a wide three fingered insect-like appendage. The scorched, misshapen, and malformed skin of the fleshweaver wraps tightly upon its body, as if barely fitting the creature's form. Its skin, marked by the painful way the fleshweaver was brought to life, also tells the tale of countless battles fought against those who have fallen victim to it.

Even though a fleshweaver is massive and physically imposing, it moves with ease. It is remarkably agile for its size, and also has the amazing ability to climb vertically on walls as easily as one would walk across the floor. There are few sights more dreadful than that of a fleshweaver hanging above one's heads, ready to drop on the unsuspecting victim below. The yellow colored, grime filled teeth and the unnatural golden eyes only reaffirm this creature's unnatural existence.

Fleshweavers haunt the dark places of the world, preferring to hunt their preys in the many grottos and passageways of the underground complex in which they live. They make their lairs in abandoned ruins or caves, and always protect their homes and treasures ferociously. Since they never work in groups, fleshweavers live in isolation, far from other creatures — even other fleshweavers. Their lairs are usually large enough for them to be comfortable in, but small enough to be easily hidden from those who would seek to rob them of their valuables. Their treasures typically consist of the skins of their many victims as well as any valuables they may have found on them. Fleshweavers sometimes use magic or even trained monstrous spiders to protect their homes. When they are out hunting, they can be found in their lairs.

# FLESHWEAVER PARAGON

**XP** 3,200

**Male Fleshweaver Paragon 3** 

CE Large aberration

**Init** +4; **Senses** Darkvision 60 ft., detect magic; Percerption +9

**CR 10** 

# **DEFENSES**

AC 22, touch 13, flat-footed 18 (-1 size, +4 Dex, +9 natural)

HP 85 (9d8+36+9)

Fort +9, Ref +6, Will +9

**SR** 17

# **OFFENSE**

Speed 30 ft. Climb 20 ft.

Melee claw +6/+6/+1 (1d6+3 plus poison)

**Ranged** large short bow +10/+5 (1d8/ $\times$ 3 plus poison)

Space 10ft.; Reach 5ft.

Spell-Like Abilities (CL 6th)

**3/day** cause fear (DC 21), darkness (DC 21), detect magic

Spells Known (CL 6th)

3rd (4/day) haste.

2nd (6/day) hypnotic pattern (DC 18), web (DC 18).

**1st (7/day)** mage armor, magic missile, obscuring mist, ray of enfeeblement (DC 17).

**0 (at will)** acid splash, daze (DC 16), mage hand, read magic, ray of frost (DC 16), resistance, touch of fatigue (DC 16).

# **STATISTICS**

Str 15, Dex 18, Con 19, Int 15, Wis 16, Cha 21 Base Atk. +6; CMB +10; CMD 20

**Feats** Combat Casting, Deadly Aim, Toughness, Two-Weapon Fighting, Weapon Focus (claw)

**Skill** Acrobatics +13, Climb +16, Intimidate +14, Perception +13, Spellcraft +11, Stealth +18, Survival +10; Racial Modifiers +8 climb, +4 stealth

Languages Fleshweaver

# **ECOLOGY**

**Enviroment** Underground

**Organization** Solitary, pair, or troupe (1-2 plus 7-12 Medium monstrous spiders)

Treasure Double standard

# **SPECIAL ABILITIES**

**Enhanced Spellcasting (Ex):** Because of their weird magical origin, fleshweavers are naturally adept at casting spells. Fleshweaver paragons continue to develop this precious gift, and they become even better at it as they gain experience and grow more powerful. The fleshweaver paragon adds +1 to the Difficulty Class of the saving throws of all spells it casts.

**Poison (Ex):** Claws and Weapons\* — Injury; save Fortitude DC 17; on set 1 round; effect paralyzed for 1 minute; cure 1 save. This save DC is constitution based.

\*Fleshweavers produce this venom from glands on their tongue, and they must use a move action to apply the poison to a claw or weapon. Once applied, the poison remains active for a number of rounds equal to the fleshweaver's constitution modifier.

**Spells:** A fleshweaver casts spells as a 6th-level cleric, sorcerer, or wizard, but does not gain any other class abilities.

**Spider Climb (Ex):** A fleshweaver's legs produce a thick, gooey, natural substance that allows it to walk upon any vertical surface or ceiling. This ability works like the spell of the same name, but it is considered an extraordinary ability for the fleshweaver.

Fleshweaver paragons continue to develop their natural magical aptitudes. As they gain experience, they become more proficient spellcasters, and they quickly surpass the typical members of their species in the magical arts. As they learn to control more powerful magic, their flesh also hardens and thus their natural armor improves.

Although fleshweavers sometimes battle each other for control of specific hunting grounds, those known to be paragons are usually left alone. Even the selfish and sadistic fleshweavers know that it is better to leave these rare specimens be, for they are the greatest and evilest among them. Though they do not hold special status among fleshweavers, paragons are easily recognized by the strange markings that they bear — ritual scars that they cut into the flesh of their own torsos.

# **GLOAMBRISTLE FLESHWEAVER**

CR 10

# XP 9,600

CE Large aberration

**Init** +4; **Senses** Darkvision 60 ft., detect magic; Percerption +9

# **DEFENSES**

AC 19, touch 13, flat-footed 15 (-1 size, +4 Dex, +6 natural)

HP 85 (9d8+36+9)

Fort +7, Ref +7, Will +10

**SR** 17

# **OFFENSE**

Speed 30 ft. Climb 20 ft.

Melee claw +8/+8/+3 (1d6+3 plus poison)

**Ranged** large short bow +10/+5 (1d8/ $\times$ 3 plus poison)

Space 10ft.; Reach 5ft.

Spell-Like Abilities (CL 6th)

3/day cause fear (DC 20), darkness (DC 20), detect magic

Spells Known (CL 6th)

3rd (4/day) haste.

2nd (6/day) hypnotic pattern (DC 17), web (DC 17).

**1st (7/day)** mage armor, magic missile, obscuring mist, ray of enfeeblement (DC 16).

**0 (at will)** acid splash, daze (DC 15), mage hand, read magic, ray of frost (DC 15), resistance, touch of fatigue (DC 15).

# **STATISTICS**

Str 15, Dex 18, Con 19, Int 15, Wis 16, Cha 21
Base Atk. +7; CMB +10; CMD 20

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**Feats** Combat Casting, Deadly Aim, Toughness, Two-Weapon Fighting, Weapon Focus (claw)

**Skill** Acrobatics +13, Climb +16, Intimidate +14, Perception +13, Spellcraft +11, Stealth +18, Survival +10; Racial Modifiers +8 climb, +4 stealth

Languages Fleshweaver

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Written By Richard Farrese and Benjamin Wenham with Louis Porter Jr

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