



CRYSTALLINE SPIDER

Built to resemble black widows, crystalline spiders are constructed from rare crystals that shimmer in a multitude of colors. This color-shifting nature makes them a beautiful but deadly sight to behold. Typically built between 6 to 8 feet long, these spiders are designed to defend against magical and physical attacks effectively.

In Plain Sight. These constructs are easily mistaken for crystal formations in caverns and are able to remain completely motionless for decades if need be.

Crystal Defenders. The hard crystal body of the spider allows it to parry physical attacks as if it were holding a weapon and reflect magical attacks.

Crystalline Poison. The spider's bite holds a petrifying poison that turns its victims into crystal statues.

ART CREDIT: SHUTTERSTOCK

CRYSTALLINE SPIDER

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 25 ft., burrow 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	4 (-3)	11 (+0)	6 (-2)

Saving Throws Str +5, Dex +6

Damage Resistances cold, force

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Understands the language of its creator but cannot speak

Challenge 5 (1,800 XP)

Proficiency Bonus: +3

False Appearance. While the spider remains motionless, it is indistinguishable from a crystal formation.

Immutable Form. The spider is immune to any spell or effect that would alter its form.

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

Regeneration. The spider regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The spider makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.

Crystal Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to crystal and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

REACTIONS

Parry. The spider adds 3 to its AC against one melee attack that would hit it. To do so, the spider must see the attacker.

Reflect Magic. The spider reflects a magical ranged or melee attack made against them back at the attacker. The attacker must make a DC 13 Dexterity saving throw taking half damage on a successful save or full damage on a failed save.