

Red Widow

CR 8

NE Medium Magical Beast (Shapechanger)

Initiative: +8; **Senses:** Darkvision 60 ft., Low-light Vision

Defense

AC: 22, **Flat-Footed:** 18, **Touch:** 14

(+4 dexterity, +8 natural)

HP: 75 (10d10+20)

DR: None

Fort: +9, **Ref:** +11, **Will:** +5

SR: None

Resistances: None

Immunities: None

Defensive Abilities: None

Offense

Base Attack Bonus: +10; **Grapple:** +26; **Space/Reach:** 5 ft. / 5 ft.

Speed: 30 ft., Climb 20 ft.

Melee: Bite +12 (2d6+4 plus Poison 19-20/x2)

Special Abilities: Call Swarm, Change Shape, Deadly Embrace, *Spider Climb*, Web

Tactics

During Combat: The first thing a red widow does in battle is shift into her spider form. Once in her spider form, a red widow will attempt to grapple the object of her desires and repeatedly bite him to inject her deadly poisons.

Morale: A red widow flees from combat if reduced to 20 or fewer hit points or if faced with many attackers at once.

Statistics

STR 14 (+2)

DEX 18 (+4)

CON 14 (+2)

INT 13 (+1)

WIS 10 (+0)

CHA 16 (+3)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Ability Focus (Poison), Improved Grapple^B, Improved Initiative, Improved Natural Attack (Bite), Iron Will

Skills: Bluff +16 (13 ranks, +3 Cha), Hide +10 (6 ranks, +4 Dex), Move Silently +11 (7 ranks, +4 Dex), Sense Motive +13 (13 ranks)

Languages: Common, Elven

SQ: None

Combat Gear: None

Other Gear: None

Ecology

Environment: Any temperate land

Organization: Solitary

Treasure: Standard

Special Abilities

Call Swarm (Su): A red widow may call upon smaller spiders to aid her in battle. As a standard action, a red widow may let out a droning sound that draws nearby spiders to her aid; one round after using this ability, 2d4 spider swarms approach from the surroundings to aid the red widow in battle.

This ability may be used once per day.

Change Shape (Su): A red widow can assume the shape of any medium humanoid, so long as that form is female. In humanoid form, the red widow loses its natural attacks. A red widow may remain in her humanoid form until she chooses to assume a new one. A change in form cannot be dispelled, but a red widow reverts to her natural form when killed. A *true seeing* spell reveals a red widow's natural form.

Deadly Embrace (Ex): A red widow gains a +10 racial bonus on grapple checks. The red widow retains this bonus when in human form.

Poison: Injury, Fortitude DC 19, initial and secondary damage 2d6 Con. The secondary damage of this poison is dealt 3 rounds after the initial save, instead of 1 minute after. The save DC is constitution-based.

This ability's save DC is increased by +2 due to the red widow possessing the Ability Focus (Poison) feat.

Spider Climb (Sp): When in spider-form, the red widow is treated as if under the effects of a *spider climb* (CL 10) spell at all times.

Web (Ex): When in spider form, the red widow may, as a standard action, spray forth a gout of sticky webbing to ensnare her foes. This ability functions as if the red widow had cast the *web* spell (CL 10), except that it does not draw attacks of opportunity.

The save DC of the *web* effect generated by this ability is constitution-based.

Human Form:

Before you stands a fantastically attractive young woman with a head of beautiful red hair. She is garbed in a beautiful, if somewhat revealing, dress that matches the color of her hair.

Spider Form:

The spider before you is the size of a large man, its body is bright crimson in coloration and a black hourglass pattern runs the length of its back.

Red widows (also known as spider queens) are utterly evil and incredibly deadly shape changers. While most spiders are content waiting for their prey to stumble upon their webs, red widows hunt their prey with a ruthless efficiency that rivals that of the greatest assassins who have ever lived.

Red widows typically lair within cities, where they move around in humanoid guise and take new lovers on a roughly weekly pace. Those who draw the love of a red widow often disappear into the night, never to be heard from again.

Red widows revile combat, and prefer to seduce a victim so that they may catch them off guard when they have little in the way of defending themselves immediately on-hand. Once a red widow has a victim in her grasp, she will shift into her spider form and quickly inject her deadly venom, quietly killing the victim, before draining the vital fluids from his or her body.

Red widows have no natural language of their own, but are typically fluent in the language of the cultures that reside near their lairs.

Lore

A successful knowledge (arcana) check will reveal the following information about a red widow:

DC 20 This foul creature is known as a red widow; a creature that preys upon males of various humanoid species. This reveals all magical beast and shapechanger traits.

DC 25 Once a red widow has someone in her embrace, it is often impossible to remove them without killing the widow. Red widows are capable shape changers and are capable of spraying forth gouts of webbing to ensnare prey.

DC 30 A red widow's poison is deadly; sapping the life out of even hardened warriors with but a moment's notice.