

CATILUS RPG

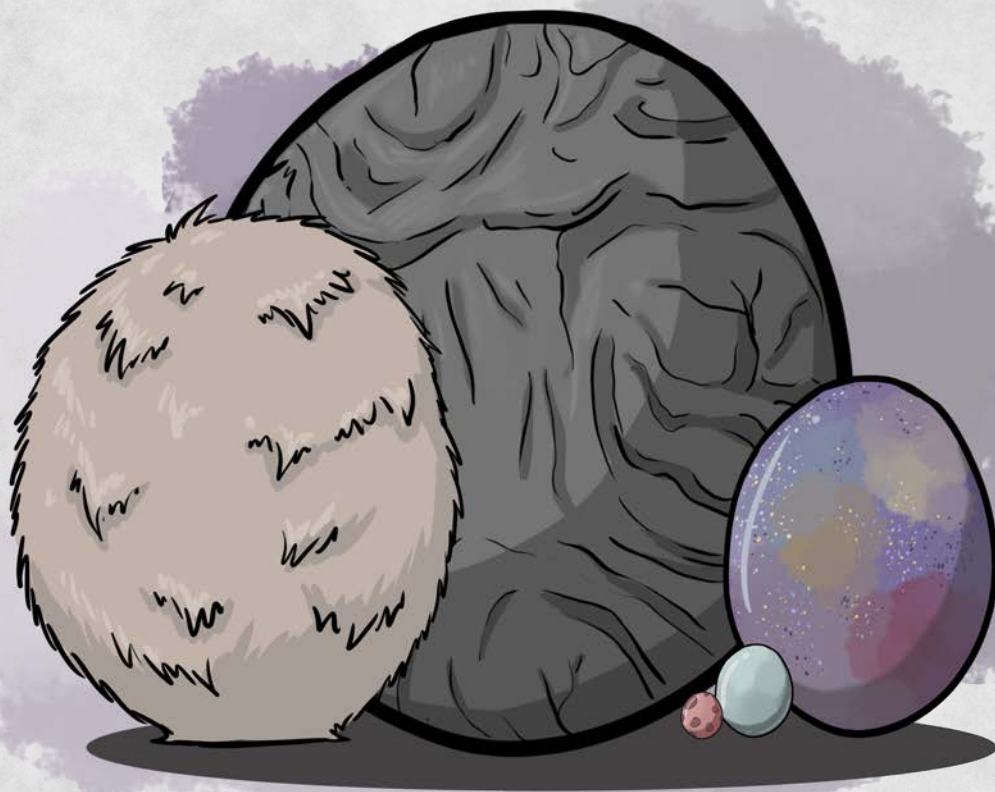
ADOPTABLE SPIDER EGGS



5E SUPPLEMENT

Raise magical spider friends in the world's greatest roleplaying game

ADOPTABLE SPIDER EGGS



CREDITS

ART: CHRISTINA KRITIKOU / CATILUS

DESIGN AND EDIT: THEODORE KOUKOUVITIS

SPECIAL THANKS TO ALL THE FRIENDS AND SUPPORTERS WHO MAKE ALL CATILUS CREATIONS,
INCLUDING THIS BOOK, POSSIBLE!

ADOPTABLE SPIDER EGGS

Dark elves customarily gift each other spider eggs that hatch on Spidermas, a significant holiday celebrated across the Sunken World. Spidermas honors the Great Spider, the mysterious and benevolent dark elf deity also affectionately known as the Old Spider or Granny Spider.

On Spidermas Day, dark elves watch in awe as eggs of magically significant and benign spiders crack open and baby spiders crawl out. With love and care, a baby spider can grow to be faithful companion to anyone who takes the time to raise it. Many different spider eggs exist, and expert arachnologists can tell what type of baby spider will hatch from each.

On Spidermas Day, or at the gamemaster's discretion, a spider egg hatches and an adoptable baby spider crawls into the world. Regardless of type, all baby spiders are defenseless and require daily care and food depending on their size to grow.

Different baby spiders grow at different speeds. An adoptable baby spider is two size categories smaller than its adult form and completely defenseless, relying on you for nourishment and protection. When a spider reaches maturity, it can choose to stay with you if you treated it well, becoming a companion.

At the gamemaster's discretion, characters proficient in Animal Handling may train their adult spiders to fight alongside them in battle, serve as mounts, and perform other tasks.

CUTE SPIDER EGG

Wondrous Item, Common

This fist-sized spider egg is pleasantly warm to the touch. As it gets closer to Spidermas, you can hear tiny clacking noises coming out of it. After it hatches, the cute baby spider likes to cling to your clothes and only climb off to feed on crumbs of food and tiny bugs if those are not available on your person.

With care and nurture, the cute baby spider grows into a **spider** (CR 0) after 30 days. This spider is friendly to you and your companions. It will do its best to keep your equipment free from bugs. Unless trained to fight, it avoids combat and prefers to snuggle inside your backpack or in the folds of your clothes, but it will defend itself from hostile creatures.



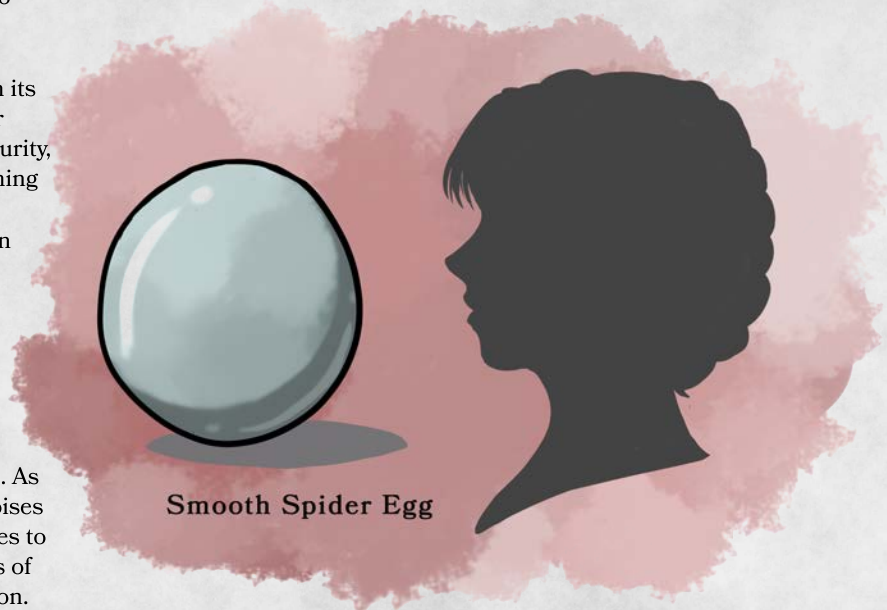
Cute Spider Egg

SMOOTH SPIDER EGG

Wondrous Item, Uncommon

This head-sized spider egg is silky-smooth to the touch. As it gets closer to Spidermas, you can hear screeching noises coming out of it. After it hatches, the smooth baby spider likes to skitter around and climb on walls. It requires as much food and water as a medium-sized creature each day.

With care and nurture, the smooth baby spider grows into a **giant wolf spider** (CR 1/4) after 60 days. This giant wolf spider is friendly to you and your companions. It likes to follow you anywhere you go and rub up against your legs to get your attention. Unless trained to fight, it tries to avoid combat by climbing up walls or hiding in crevices, but it will defend itself from hostile creatures.



Smooth Spider Egg

HEAVY SPIDER EGG

Wondrous Item, Rare

This gnome-sized egg is heavier than it looks. As it gets closer to Spidermas, you can hear a steady hum coming out of it. After it hatches, the heavy baby spider likes to weave webs in dark corners. It requires four times as much food and water as a medium-sized creature each day.

With care and nurture, the heavy baby spider grows into a **giant spider** (CR 1) after 180 days. This giant spider is friendly to you and your companions. It likes to hang out on its webs and gaze at people coming and going, and loves to watch over you and your companions while you sleep. Unless trained to fight, it prefers to climb out of reach and use its Web ranged weapon attack to restrain enemies during combat, but it will defend itself from hostile creatures.

GAMEMASTER TIP: SPIDER STAT BLOCKS

You can find stat blocks for the **spider**, the **giant wolf spider**, the **giant spider**, and the **phase spider** in either the SRD or the core 5e rulebooks!



Heavy Spider Egg



IRIDESCENT SPIDER EGG

Wondrous Item, Very Rare

This barrel-sized egg is almost weightless and glows faintly when touched. As it gets closer to Spidermas, you can hear otherworldly plinks and plonks coming out of it. After it hatches, the iridescent baby spider likes to relax in the mist between dimensions, also known as the ethereal plane, and shift back to reality whenever it feels lonely, or it gets hungry. It requires four times as much food and water as a medium-sized creature each day.

With care and nurture, the iridescent baby spider grows into a **phase spider** (CR 3) after a year. This phase spider is friendly to you and your companions. It will keep an eye out for enemies trying to sneak up on you and your companions through the ethereal plane. Unless trained to fight, it prefers to hide in the ethereal plane during combat, but it will defend itself from hostile creatures.



Iridescent Spider Egg



Massive Fluffy Spider Egg



MASSIVE FLUFFY SPIDER EGG

Wondrous Item, Legendary

This human-sized egg is covered in a fluffy, wool-like substance. As it gets closer to Spidermas, you can hear rumbling sounds coming out of it, and the egg sometimes trembles when touched. After it hatches, the massive fluffy baby spider likes to follow you around and will attempt to play harmless pranks with its webs on you and your companions. It requires sixteen times as much food and water as a medium-sized creature each day.

With care and nurture, the massive fluffy baby spider grows into an **enormous wooly spider** (CR 8) after two years. This enormous wooly spider is friendly to you and your companions. It will happily carry friendly creatures, as well as equipment up to its carrying capacity, holding everything in its thick wool. Unless trained to fight, it tries to pick up you and your companions on its huge back and run away from any perceived danger as soon as combat begins. It typically does not attack unless trained to, but it will defend itself from hostile creatures.

ENORMOUS WOOLY SPIDER

Huge beast, typically neutral good

Armor Class 15 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	21 (+5)	3 (-4)	11 (+0)	5 (-3)

Skills Perception +3

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13

Languages —

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Flammable Fluff. If the spider takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Wooly Cover. The spider's thick wool provides half cover to Medium creatures and three-quarters cover to Small and Tiny creatures that ride on its back.

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

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

Web Walker. The spider ignores movement restrictions caused by webbing.

Sure-Footed. The spider has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Pick Up Allies. The spider picks up four Medium or smaller willing creatures and places them safely on its wooly back.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 18 (2d10 + 7) piercing damage and the target must make a DC 16 Constitution saving throw, taking 36 (8d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). Ranged Weapon Attack: +10 to hit, range 60/120 ft., one target. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 18 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 20; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



Enormous Wooly Spider

HUMONGOUS SPIDER EGG (THE ARACHNIARCH'S EGG)

Wondrous Item, Artifact

This horse-sized egg looks like an ancient boulder and is completely impervious to damage. As it gets closer to Spidermas, nothing seems to happen, but if this is indeed the egg of the legendary Arachniarch, it might one day hatch into a tremendously powerful and massive spider! After it hatches, the humongous baby spider likes to gently nudge smaller creatures with its head and pick up and carry random items and even small buildings around, trying to be helpful. It requires sixty-four times as much food and water as a medium-sized creature each day.

With care and nurture, the humongous baby spider grows into **the Arachniarch** (CR 21) after four years. The Arachniarch is friendly to you and your companions. Thanks to its massive size, it can carry entire buildings on its back as long as they fit in a 50-foot cube, and it will happily do so for you and your companions. Unless trained to fight, it tries to shield you and your companions from damage during combat, placing its enormous body between you and your enemies to grant you full cover. It typically does not attack unless trained to, but it will defend itself from hostile creatures.

THE ARACHNIARCH

Gargantuan monstrosity, typically neutral good

Armor Class 18 (natural armor)

Hit Points 297 (17d20 + 119)

Speed 40 ft., climb 40 ft. (Halved when carrying more than 10,000 pounds and quartered when carrying more than 60,000 pounds)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	7 (-2)	25 (+7)	5 (-3)	14 (+2)	9 (-1)

Saving Throws Str +17, Con +14

Skills Perception +9

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages —

Challenge 21 (33,000 XP)

Proficiency Bonus +7

Legendary Carrying Capacity. The spider can carry creatures, objects, and structures weighing up to 120,000 pounds and can fit in a 50-foot cube on its back, securing everything with webbing that keeps it in place even when the spider climbs upside down. The spider's speed is halved if it is carrying more than 10,000 pounds and quartered if it is carrying more than 60,000 pounds.

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

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

Web Walker. The spider ignores movement restrictions caused by webbing.

Siege Monster. The spider deals double damage to objects and structures.

Sure-Footed. The spider has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 32 (4d10 + 10) piercing damage and the target must make a DC 22 Constitution saving throw, taking 54 (12d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

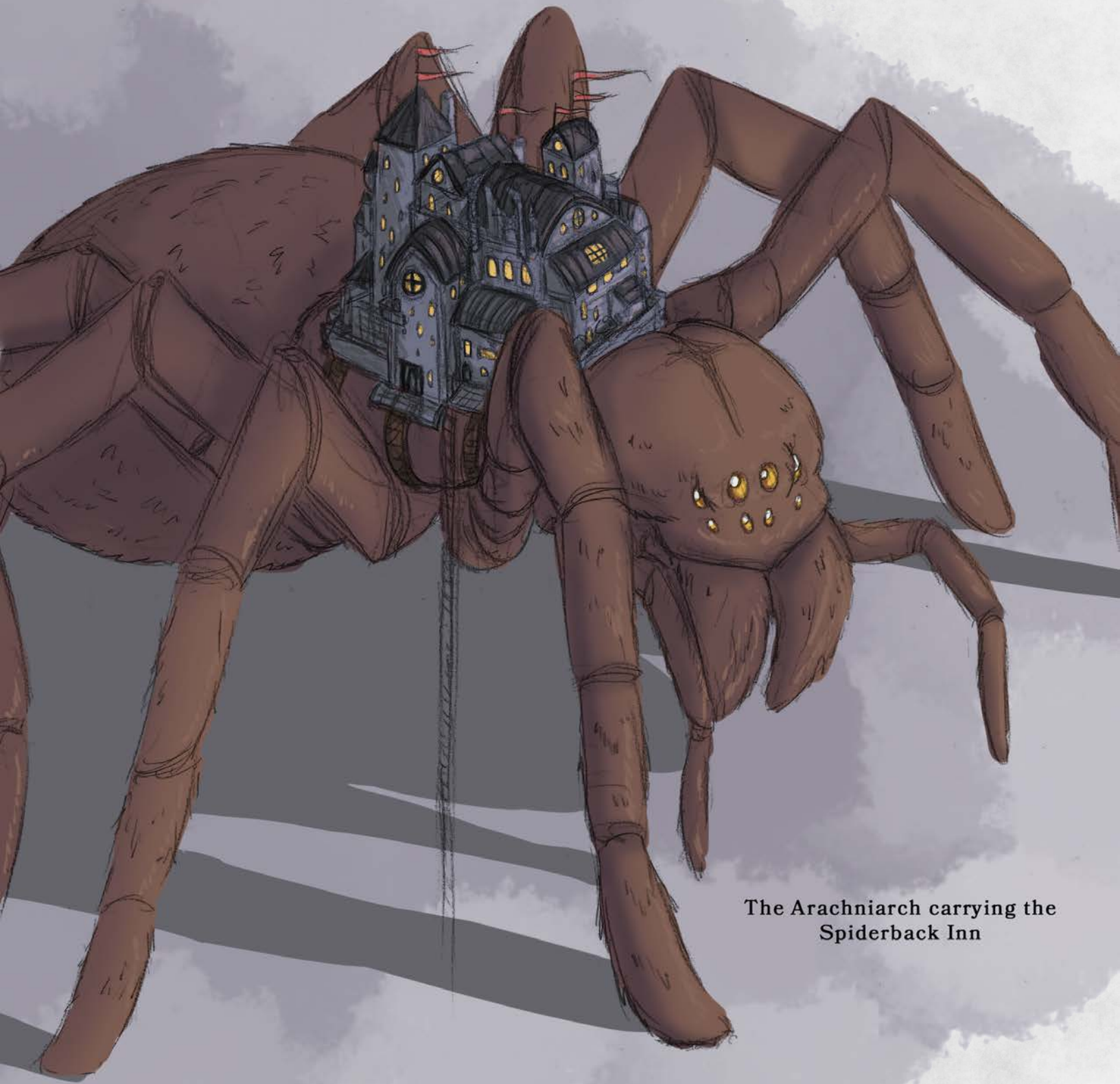
Cephalothorax Ram. Melee Weapon Attack: +17 to hit, reach 5 ft., one target. Hit: 36 (4d12 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 25 Strength saving throw or be pushed up to 20 feet away from the spider and knocked prone.

Throw Object. The spider picks up a Large or smaller object it is carrying or that is within 15 feet of it and flings it at a target within range. Ranged Weapon Attack: +17 to hit, range 60/240 ft., one target. Hit: 36 (4d12 + 10) bludgeoning damage. Hit or miss, the thrown object takes double that damage and if it drops to 0 hit points, it shatters and potentially damages nearby creatures. The target and each creature within 10 feet of it must succeed on a DC 25 Dexterity saving throw or take 17 (5d6) bludgeoning damage.

Building Slam. The spider lifts a Huge or Gargantuan structure it is carrying and slams it onto a target within range. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 52 (4d20 + 10) bludgeoning damage. Hit or miss, the structure takes double that damage and if it drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of the structure's height, excluding the spider and any creatures on its back, must make a DC 25 Dexterity saving throw. On a failed save, the creature takes 35 (10d6) bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 25 Strength (Athletics) check as an action to escape. The gamemaster can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.



Humongous Spider Egg



The Arachniarch carrying the Spiderback Inn

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