Synapse Spider

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Rare | *Medium* | *Neutral Evil* | *Aberration*

A Synapse Spider is a translucent arachnid the size of a large dog, with a grotesquely enlarged, pulsing brain sac on its back. Faint arcs of neural energy crackle across its legs as it silently scuttles through the shadows in search of sentient prey. Drawn to mental activity, these creatures are feared for their ability to sever thoughts and ensnare minds.

Armor Class	Hit Points	Move
16	28	40 feet, Climb 30 feet

None Appearing: d4
Habitat: Caverns, Ruins, Forgotten Laboratories
Intelligence: Average

Negotiation: No
Potential Energy Pool: 18
Morale DC: 5 (Run at 25% Hit Points)
Challenge: 3.5 (450 XP per monster)

Combat

Has 1 bite attack and one psychic lash. Hit Bonus +6.

- **Bite**: 1d8+1 damage and must make Constitution ability save (DC 13) or be disoriented for 1 round (disadvantage on all Intelligence and Wisdom checks).
- **Psychic Lash**: Deals 2d6 psychic damage (costs 4 energy points).

Special Attack

Brain Web: The Synapse Spider emits a pulsing psionic field in a 20-foot radius. All creatures in range must make an Intelligence ability save (DC 14) or have their thoughts scrambled for 1 minute. Affected creatures act last in initiative and suffer -2 to Intelligence saves. This ability costs 6 energy points and can be used once every 3 rounds.

Special Defense

Neural Slip: As a reaction to a ranged or spell attack, the Synapse Spider may teleport up to 15 feet to an unoccupied space it can see. Costs 3 energy points.

Mental Camouflage: While motionless, the spider is undetectable to telepathy or ESP-style abilities.

Treasure

Individual: 1d4 psionic chitin shards (20 gp each, may be used as crafting components)
Lair: 1d6 mind-sapped victims, 1d3 minor psionic scrolls or relics