

Large Beast, Unaligned

Armor Class	Hit Points	Speed	Challenge	PB	
16 (natural armor)	45 (6d10 + 12)	30 ft., climb 30 ft.	3 (700 XP)	+2	
STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	4 (-3)

Skills Stealth +7

Senses tremorsense 60 ft., passive Perception 11

Languages —

*Spider Climb.* The sword 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 sword spider knows the exact location of any other creature in contact with the same web.

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

ACTIONS

*Multiattack.* The sword spider makes two foreleg attacks and one bite attack.

*Bite. Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 9 (2d8) 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.

*Foreleg. Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.