

Large Beast, Unaligned

Armor Class	Hit Points	Speed	Challenge	PB	
14 (natural armor)	26 (4d10 + 4)	30 ft., climb 30 ft.	1 (200 XP)	+2	
STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —

- 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.

ACTIONS

- Bite. Melee Weapon Attack:** +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 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.
- Web (Recharge 5–6). Ranged Weapon Attack:** +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).