

Large Monstrosity, Unaligned

Armor Class	Hit Points	Speed	Challenge	PB	
13 (natural armor)	32 (5d10 + 5)	30 ft., climb 30 ft.	3 (700 XP)	+2	
STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages —

- Ethereal Jaunt.** As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.
- Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- Web Walker.** The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) 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.