

Huge Beast, Unaligned

Armor Class	Hit Points	Speed	Challenge	PB	
15 (natural armor)	95 (10d12 + 30)	30 ft., climb 30 ft.	7 (2,900 XP)	+3	
STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	6 (-2)	12 (+1)	4 (-3)

Skills Stealth +8

Senses tremorsense 60 ft., passive Perception 11

Languages —

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

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

ACTIONS

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

**Bite. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage, and the target must make a DC 14 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.

**Foreleg. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.