

Medium Monstrosity, Neutral Evil

Armor Class	Hit Points	Speed	Challenge	PB	
13 (natural armor)	44 (8d8 + 8)	30 ft., climb 30 ft.	2 (450 XP)	+2	
STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages —

- Spider Climb.** The ettercap 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 ettercap knows the exact location of any other creature in contact with the same web.
- Web Walker.** The ettercap ignores movement restrictions caused by webbing.

ACTIONS

- Multiattack.** The ettercap makes two attacks: one with its bite and one with its claws.
- Bite. Melee Weapon Attack:** +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- Claws. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.
- Web (Recharge 5–6). Ranged Weapon Attack:** +4 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, is vulnerable to fire damage and immune to bludgeoning, poison and psychic damage.

VARIANT: WEB GARROTE

Melee Weapon Attack: +4 to hit, reach 5 ft., one Medium or Small creature against which the ettercap has advantage on the attack roll. *Hit:* 4 (1d4 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the target can't breathe, and the ettercap has advantage on attack rolls against it.