

ACTION ORIENTED MONSTER

BLIGHT SPIDER

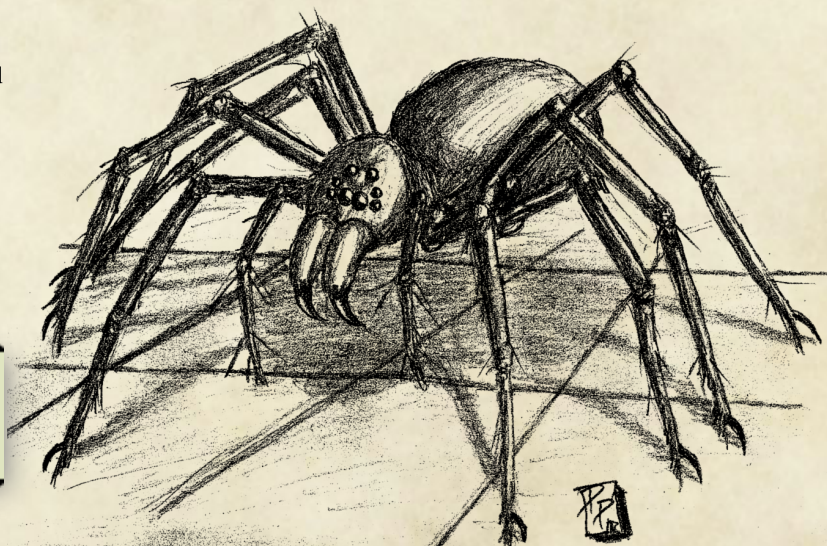
This vicious monster was once a **giant spider** but has feasted on the chaotic energy of the demonic realm. This corruption has provided the spider with new abilities but has fractured its mind into pieces.

Now they crave only chaos and destruction. No longer do they eat what they kill but instead tear it to pieces in their insanity.

Despite this, the blight spider's only instinct is to stay near to this newfound source of power.

CREDITS

Artwork: Patrick E Pullen



BLIGHT SPIDER

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)
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Skills Stealth +7

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

Languages —

Challenge 2 (450 XP)

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).

Villain Actions

The blight spider can use one Villain action, choosing from the options below. Only one Villain action option can be used at a time and only at the end of another creature's turn. Once used, these special actions are gone.

Disarming Web The spider whips out a length of webbing that snatches a weapon or item from a creature's grasp and throws it 30 feet away.

Sweeping Web! A large web shoots from the spider's mouth. Each creature in a 15-foot cone must make a DC 12 Dexterity saving throw. A creature becomes restrained on a failed save.

