

ARACHNEA

Large • Fiend (Devil) • Lawful Evil

Armor Class 15

Initiative +3 (13)

Hit Points 120 (16d10 + 32)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	14 (+2)	16 (+3)	14 (+2)

Skills Deception +5, Persuasion +5, Stealth +9

Damage Immunities poison

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 13

Languages Infernal, telepathy 120 ft.

CR 6 (XP 2,300; PB +3)



Speak with Spiders. The arachnea can communicate with spiders as if they shared a language.

Spider Climb. The arachnea can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Web Walker. The arachnea ignores movement restrictions caused by webs, and it knows the location of any other creature in contact with the same web.

ACTIONS

Multiattack. The arachnea makes two Claw attacks. She can replace one of these attacks with a use of Puppet Strings or Web.

Claw. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) slashing damage plus 10 (3d6) poison damage.

Birth Children (1/Day). The arachnea births 1d4 + 2 swarms of spiders in unoccupied spaces in her space. The spiders follow her verbal commands and can immediately use their reaction to move up to their speed.

ARACHNEA — WEAKER

Armor Class 14

Initiative +3 (13)

Hit Points 60 (8d10 + 16)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	12 (+1)

Skills Deception +3, Persuasion +3, Stealth +7

Damage Immunities poison

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

CR 3 (XP 700; PB +2)



Puppet Strings. *Ranged Weapon Attack:* +6, range 30/60 ft.

Hit: The target is grappled. While grappled, the target has disadvantage on attack rolls against the arachnea. Until the grapple ends, the arachnea can't use this ability on another target. As an action, the affected target can make a DC 14 Strength check, ripping the strings of it on a success. The strings can also be attacked and destroyed (AC 15; hp 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Web (Recharge 6). *Dexterity Saving Throw:* DC 13, each creature in a 30-foot cone. *Failure:* The target becomes restrained until the web is destroyed (AC 10; HP 15; vulnerability to fire damage; immunity to poison and psychic damage).

BONUS ACTIONS

Puppeteer. The arachnea forces a creature grappled by its Puppet Strings to use its reaction, move up to 30 feet and make a melee weapon attack against a target of the arachnea's choice. The target can't move farther away than 60 feet away from the arachnea this way.

Speak with Spiders. The arachnea can communicate with spiders as if they shared a language.

Spider Climb. The arachnea can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Web Walker. The arachnea ignores movement restrictions caused by webs, and it knows the location of any other creature in contact with the same web.

ACTIONS

Multiattack. The arachnea makes two Claw attacks. She can replace one of these attacks with a use of Puppet Strings or Web.

Claw. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) slashing damage plus 5 (2d4) poison damage.

Birth Children (1/Day). The arachnea births 1d4 + 2 swarms of spiders in unoccupied spaces in her space. The spiders follow her verbal commands and can immediately use their reaction to move up to their speed.

ARACHNEA — STRONGER

Armor Class 17

Hit Points 105 (14d10 + 28)

Speed 30 ft., climb 30 ft.

Initiative +4 (14)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	15 (+2)	17 (+3)	15 (+2)

Skills Deception +6, Persuasion +6, Stealth +12

Damage Immunities poison

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13

Languages Infernal, telepathy 120 ft.

CR 9 (XP 5,000; PB +4)

Speak with Spiders. The arachnea can communicate with spiders as if they shared a language.

Spider Climb. The arachnea can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Web Walker. The arachnea ignores movement restrictions caused by webs, and it knows the location of any other creature in contact with the same web.

ACTIONS

Multiattack. The arachnea makes two Claw attacks. She can replace one of these attacks with a use of Puppet Strings, Birth Children, or Web.

Claw. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 13 (2d8 + 4) slashing damage plus 13 (3d8) poison damage.

Birth Children (1/Day). The arachnea births 1d4 + 2 swarms of spiders in unoccupied spaces in her space. The spiders follow her verbal commands and can immediately use their reaction to move up to their speed.

Puppet Strings. *Ranged Weapon Attack:* +5, range 20/40 ft. *Hit:* The target is grappled. While grappled, the target has disadvantage on attack rolls against the arachnea. Until the grapple ends, the arachnea can't use this ability on another target. As an action, the affected target can make a DC 12 Strength check, ripping the strings of it on a success. The strings can also be attacked and destroyed (AC 15; hp 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Web (Recharge 6). *Dexterity Saving Throw:* DC 13, each creature in a 30-foot cone. *Failure:* The target becomes restrained until the web is destroyed (AC 10; HP 15; vulnerability to fire damage; immunity to poison and psychic damage).

BONUS ACTIONS

Puppeteer. The arachnea forces a creature grappled by its Puppet Strings to use its reaction, move up to 30 feet and make a melee weapon attack against a target of the arachnea's choice. The target can't move farther away than 40 feet away from the arachnea this way.



Puppet Strings. *Ranged Weapon Attack:* +8, range 30/60 ft. *Hit:* The target is grappled. While grappled, the target has disadvantage on attack rolls against the arachnea. Until the grapple ends, the arachnea can't use this ability on another target. As an action, the affected target can make a DC 14 Strength check, ripping the strings of it on a success. The strings can also be attacked and destroyed (AC 15; hp 20; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Web (Recharge 6). *Dexterity Saving Throw:* DC 13, each creature in a 30-foot cone. *Failure:* The target becomes restrained until the web is destroyed (AC 10; HP 15; vulnerability to fire damage; immunity to poison and psychic damage).

BONUS ACTIONS

Puppeteer. The arachnea forces a creature grappled by its Puppet Strings to use its reaction, move up to 30 feet and make a melee weapon attack against a target of the arachnea's choice. The target can't move farther away than 60 feet away from the arachnea this way.