

# Ettercap

March 8, 2023



Medium monstrosity, neutral evil

**Armor Class** 13 (natural armor)

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	7 (-2)	12 (+1)	8 (-1)

**Saving Throws**

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

**Damage Resistances**

**Damage Immunities**

**Condition Immunities**

**Senses** darkvision 60 ft., passive Perception 13

**Languages** --

**Challenge** 2 (450 XP)

**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 also ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.