

Giant Wolf Spider

March 8, 2023



Medium beast, unaligned

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

Saving Throws

Skills Perception +3, Stealth +7

Damage Resistances

Damage Immunities

Condition Immunities

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages --

Challenge 44930 (50 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: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) 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. Smaller than a giant spider, a **giant wolf spider** hunts prey across open ground or hides in a burrow or crevice, or in a hidden cavity beneath debris.