

Flying Giant Spider

Huge Beast, Unaligned



FLYING GIANT SPIDER

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Flying giant spider uses its seenis Stoer sorsundlings as its person toner Imile thus depend's olerly behind trydirilying. It hoss tnan wher' blazing along while ffying.. Tis simly serson client.

Armor Class 15 (natural armor)

Hit Points 143 (13012 + 69)

Speed 50 ft.

STR	DEX	INT	INT	WIS	CHA
20 (+3)	16 (+3)	2 (-4)	2 (-4)	14 (+2)	6 (-2)

Saving Throws Dex +7

Skills Perception +12

Stealth +5

Charisma 6

Spider Climb. The spider can still stirly forgan the anable able to irivel difficult curracer ssuch on moring upside down or zeelings, without making a check.

Web Sense. The spider aware of the vibrations fleelvibrations of other creatures in the webie web contact or.

Web Walker: Web walkerintends to restrict movement in difficult len ain or ring.

ACTIONS

bite (Melee Weapon, Attacks +10 to hit, Is. d5 fl., 100/8 (5d8+19) pietting damage plus 18 (508 poison damage. The spider on flying ninlet intringhe. a in organ+ to up to next. begin DC 18 Camfr. intee saving nector a paralysis, it is experied dly riffen paralyzed.

Web (Recharge 2/6) Melee, sider tin a 20 foot square within a 26 foot aradic within 50 ft. with 3pp, of a Jargar, of centei a creutule Do cerled DC 16 Dernorlyhanong through uninc. each. Tirue restrained by this web Immediate!

A flying giant spider is a nightmarish fusion of wolf spider and wasp, a stealthy aerial predator that haunts forests and jungles. Its wings shimmer like translucent glass, beating almost silently as it glides through the air. Masters of camouflage, these creatures blend seamlessly with their surroundings, appearing as shifting leaves or shadows until the moment they strike. Hunters speak of hearing nothing but the faintest hum before being ensnared in glistening silk from above. Those unfortunate enough to face one often find themselves immobilized in sticky webs before being bitten—its venomous fangs delivering a potent paralytic toxin that renders prey helpless while it wraps them for later feeding.

Armor Class	16 (natural armor)				
Hit Points	178 (17d12 + 68)				
Speed	40 ft., fly 50 ft., climb 40 ft.				

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	4 (-3)	14 (+2)	6 (-2)

Traits

Camouflaged Hunter. While stationary, the spider blends seamlessly into its surroundings. A creature must succeed on a **DC 20 Wisdom (Perception)** check to notice it before it attacks.

Silent Wings. The spider's flight produces almost no sound. Creatures relying on hearing suffer disadvantage on Wisdom (Perception) checks to detect it while flying.

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 touching the same web.

Web Walker. The spider ignores movement restrictions caused by webs.

Actions

Multiattack. The spider makes two attacks: one with its bite and one with its web drop.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 18 (2d10 + 7) piercing damage plus 14 (4d6) poison damage. The target must succeed on a **DC 18 Constitution saving throw** or be **paralyzed for 1 minute**. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Web Drop (Recharge 5–6). The spider releases a mass of sticky silk covering a 20-foot square directly below it. Each creature in the area must succeed on a **DC 18 Dexterity saving throw** or be **restrained**. A restrained creature can use its action to make a Strength check (DC 18) to break free. The webbing can hold up to three Medium or smaller creatures or one Large creature and remains until destroyed (AC 10, HP 15, vulnerability to fire).