



GIANT ARCTIC SPIDER

Horrors of the great northern tundras, giant arctic spiders are massive ten-legged beasts that lurk in the crevices of glaciers, frosty tunnels, and even on the cold-blasted plains themselves. These creatures are much more aggressive than the smaller, warm climate counterparts. Although they use many of the same catch-and-kill tactics seen throughout the rest of the arachnid kingdom, they will also chase their prey to exhaustion for miles.

A single arctic spider's clutch contains up to 300 eggs. The eggs hatch within 2-3 weeks. Most young arctic spiders fail to live past their first year. Those that do, however, grow quickly, eventually turning into these huge, multi-eyed predators.

Arctic spider caverns are littered with the bodies of explorers and adventurers. Since most native arctic-dwellers know better than to enter one of these creature's infested dens, the goods and treasures carried by the dead leave a path of "fool's treasure" for the ill-prepared. Clever arctic spiders have learned that careful arrangement of such treasure trails leads to bigger and better meals.

GIANT ARCTIC SPIDER

Huge monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	18 (+4)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +6, Stealth +5
Damage Immunities cold
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16
Languages —
Challenge 6 (2,300 XP)

Snow Camouflage. The spider has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

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

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 15 (2d8 + 6) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one. If the cold damage reduces the target to 0 hit points, the target must make another DC 15 Constitution saving throw. On a failed saving throw, the target becomes petrified as a frozen statue. As a frozen statue, the target has vulnerability to fire damage and immunity to cold damage. Otherwise, its petrified condition is the same. A *greater restoration* spell returns the creature to its original state.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Ice Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 60/120 ft., one creature. *Hit:* The target is restrained by the webbing. While restrained this way, the target takes 9 (2d8) cold damage at the start of each of the spider's turns. As an action, the restrained target can make a DC 17 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 13; hp 20; vulnerability to fire damage; immunity to cold, poison, and psychic damage).