

MOLTEN SPIDER

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Medium monstrosity, unaligned

Armor Class 12 (Natural Armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	6 (-2)

Skills Athletics +4, Perception +5

Damage Immunities Fire

Senses Darkvision 60 ft., Passive Perception 15

Challenge 2 (450 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

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

Molten Body. If the spider takes any cold damage, it must succeed on a DC 10 Constitution saving throw or be petrified. Any nonmagical weapon made of metal that hits the spider melts and warps. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls.

Actions

Multiattack. The spider makes one attack with its legs and one with its bite.

Legs. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hits: 5 (1d6 + 2) bludgeoning damage and the target is grappled. If this attack was made at advantage, the target must succeed on a DC 12 Strength saving throw or be knocked prone.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 11 (2d8 + 2) piercing damage and the target catches fire. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the end of each of its turns.

Molten Web (Recharge 5–6). The spider launches webbing in a 10 foot radius within 60 feet. Each creature in the area must succeed on a DC 12 Dexterity saving throw or be restrained by webbing (Escape DC 12) until the end of its next turn. A creature wearing metal armor that ends its turn restrained by the webbing takes 11 (2d10) fire damage and takes a permanent and cumulative -1 penalty to the AC its armor offers. The webbing can also be attacked and destroyed (AC 10; HP 10; vulnerability to cold damage).