

SPIDER SHARK

MAG p32

Large monstrosity, neutral

Armor Class	Hit Points	Speed	Challenge Rating		
18 (natural armor)	162 (13d12 + 78)	30 ft., climb 30 ft.	9 (5,000 XP)		
STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	4 (-3)	14 (+2)	8 (-1)

Senses blindsight 60 ft., passive Perception 15

Languages –

Spider Climb. The spider shark 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 shark knows the exact location of any other creature in contact with the same web.

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

ACTIONS

Multiattack. The spider shark can make a hooked claw attack, a burrowing tooth attack, and a barbed web attack.

Burrowing Tooth. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. **Hit:** 16 (3d8 + 3) damage, and the target must make a DC 18 Constitution saving throw, or take an additional 4 (1d8) damage at the beginning of its turn each round. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Hooked Claw. Melee Weapon Attack: +7 to hit, range 10 ft., one creature. **Hit:** 12 (2d8 + 3) damage, and the target must make a DC 18 Strength saving throw, or be grappled and pulled towards the spider shark. While the target is grappled, attacks against it have advantage.

Barbed Web Attack. Ranged Weapon Attack: +7 to hit, range 90/90 ft., one creature. **Hit:** 18 (3d10 + 2) damage, and the target is restrained. As an action, the restrained creature can make a DC 18 Strength check, destroying from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 15; 25 hit points; is vulnerable to fire damage; and is immune to bludgeoning, poison, and psychic damage.

Web Net (Recharge 5–6). The spider shark launches webs at a 30-foot radius area within 90 feet. Each creature in that area must succeed on a DC 16 Dexterity save. On a failed save, the creature takes 18 (3d10 + 2) damage and is restrained by webbing. As an action, the restrained creature can make a DC 18 Strength check, destroying from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 15; 25 hit points; is vulnerable to fire damage; and is immune to bludgeoning, poison, and psychic damage.