

ARACNYS

Aracnys is a creature that travels the planes, spinning its webs across galaxies and devouring entire species. The ancient arachnid is said to be the source of many of the different species of giant spiders. Some worship Aracnys as a demi-god and others believe it to be the harbinger of death sent by more powerful gods as punishment.

Ancient Aberration. Aracnys is older than many races and is said to be the first arachnid birthed at the beginning of creation.

Destroyer of Cities. The gargantuan arachnid takes extreme pleasure in crushing entire cities beneath its powerful appendages. It wipes out entire villages just by casually walking through them.



ARACNYS

Gargantuan aberration, unaligned

Armor Class 29 (natural armor)

Hit Points 297 (18d20 + 108)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	25 (+7)	22 (+6)	20 (+5)	14 (+2)	10 (+0)

Saving Throws Str +10, Dex +13

Skills Acrobatics +19, Perception +8, Stealth +19

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, grappled, poisoned, prone, stunned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 18

Languages Deep Speech, telepathy 120 ft.

Challenge 20 (25,000 XP)

Legendary Resistance (3/day). If Aracnys fails a saving throw, it can choose to succeed instead.

Keen Sight. Aracnys has advantage on Wisdom (Perception) checks that rely on sight.

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

Web Sense. While in contact with a web, Aracnys knows the exact location of any other creature in contact with the same web.

Web Walker. Aracnys ignores movement restrictions caused by webbing.

Siege Monster. Aracnys deals double damage to objects and structures.

ACTIONS

Multiattack. Aracnys uses its Frightful Presence and then makes five attacks: one with its bite and four leg slams.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 20 (3d10 + 4) piercing damage plus 21 (6d6) poison damage. On a hit, the creature must make a DC 23 Constitution saving throw or become Poisoned for 1 hour. A poisoned creature must make a DC

23 Constitution saving throw at the start of its turn, taking 14 (4d6) poison damage on a failed save or half as much damage on a successful one.

Leg Slam. *Melee Weapon Attack:* +10 to hit, reach 25 ft., one creature. *Hit:* 26 (4d10 + 4) bludgeoning damage.

Frightful Presence. Each creature of Aracnys's choice that is within 120 feet of it and aware of it must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Aracnys's Frightful Presence for the next 24 hours.

Web Blast (Recharge 5-6). Aracnys blasts thick strings of webbing in a 60-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 49 (14d6) bludgeoning damage on a failed save, or half as much damage on a successful one. Each creature in the webbed area is restrained by the webbing and the area is now considered difficult terrain. Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is Restrained as long as it remains in the webs or until it breaks free.

A creature Restrained by the webs can use its action to make a DC 23 Strength check to free itself.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

REACTIONS

Scuttle. Aracnys adds 5 to its AC against one melee attack that would hit it. To do so, Aracnys must see the attacker.

LEGENDARY ACTIONS

Aracnys can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Aracnys regains spent legendary actions at the start of its turn.

Attack. Aracnys makes a leg slam attack.

Move. Aracnys moves up to half its speed.

Web Shot (Costs 2 Actions). *Ranged Weapon Attack:* +10 to hit, reach 30/60 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage. On a hit, the target is restrained. A webbed creature can use an action to make a DC 23 Strength check to free itself.