



MEDIUM (5'X5')

LEVELS 11 THRU 20

ACID ARACHNID

STR 15 +2	DEX 14 +2	CON 21 +5	INT 13 +1	WIS 14 +2	CHA 12 +1
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Additional information:

The Acid Arachnid can move up to a maximum 40' per turn.

Uneven Flooring causes any melee attacker who rolls a natural 1 or 2 on their attack roll to trip and fall prone.



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Bite: Melee weapon attack, 5' range

Poison: Instant damage after each successful Bite, successful ST results in 1/2 damage

Acid Stream: Ranged attack, 20' line (see details)

The Acid Arachnid is part of the RPG adventure Assault on the Spider Necromancer's Lair from GlendorsRPGAdventures.com

Level	11	12	13	14	15	16	17	18	19	20
Armor Class	17	17	17	17	17	18	18	18	18	18
Hit Points	196	133	145	136	134	200	200	379	400	220
XP Value	7000	8200	9900	11700	13600	15600	17750	20000	22400	25000
Proficiency Bonus	+4	+4	+5	+5	+5	+5	+6	+6	+6	+6
Bite	18 (6d4+3)	29 (6d6+8)	30 (6d6+9)	37 (4d10+16)	40 (8d6+12)	35 (5d8+13)	38 (3d10+17)	21 (3d8+8)	22 (2d12+9)	46 (5d10+19)
Poison	5 (1d6+2)	8 (1d10+2)	9 (1d10+4)	11 (1d12+5)	12 (4d4+2)	10 (2d6+3)	11 (1d12+5)	6 (1d8+1)	6 (1d8+1)	13 (2d8+4)
Acid Spit	10 (2d6+3)	17 (2d10+6)	17 (2d10+6)	21 (3d8+8)	23 (2d12+11)	20 (4d6+6)	22 (2d12+9)	12 (4d4+2)	13 (2d8+4)	26 (3d10+9)
Other	_____									
Other	_____									