

LYSANDROS, ETTERCAP ASSASSIN

Medium monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft., climb 30 ft. (note)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	10 (+0)	12 (+1)	8 (#-1)

Skills Perception +5, Stealth +8, Survival +3

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 3 (700 XP)

Assassinate. During its first turn, the ettercap has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the ettercap scores against a surprised creature is a critical hit.

Cunning Action. The ettercap can use its bonus action to Dash, Disengage, or Hide

Sneak Attack. Once per turn, the ettercap deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the ettercap that isn't incapacitated and the ettercap doesn't have disadvantage on the attack roll.

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

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

ACTIONS

Multiattack. The ettercap makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8+2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) slashing damage.

Web Garrote. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Medium or Small creature against which the Ettercap has advantage on the attack roll. *Hit:* 4 (1d4+2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the target can't breathe, and the Ettercap has advantage on attack rolls against it.

Web (Recharge 5-6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft, one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect also

ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.



Original artist unknown. All rights reserved.