

# Spidery Doom

A test run for a more spider-themed encounter

## ACROMANTULA HATCHLING

MoM Rating: III (Non-Sapient Monstrosity)



A newborn ACROMANTULA is tiny when compared to their full grown counterparts – though with a legspan of up to 40cm, they are still significantly larger than almost all non-magical spiders.

Their body is covered in a shiny, hairless and pale-grey carapace, which hardens and grows darker as they grow older – eventually they shed this skin as they enter the adult phase of their life.

Despite their limited intelligence and diluted poison, Acromantula Hatchlings are often encountered in nauseating flocks of thousands upon thousands, and in such large numbers, they pose a deadly threat to even the most powerful magic user.

<b>FITNESS</b>	<b>CHARM</b>	<b>INTELLIGENCE</b>
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
<b>PRECISION</b>	<b>DECEPTION</b>	<b>WILLPOWER</b>
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
<b>VITALITY</b>	<b>INSIGHT</b>	<b>PERCEPTION</b>
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆

### ABILITIES:

COVERT:	◆◆◆◆◆◆◆◆	CLIMB:	◆◆◆◆◆◆◆◆
SPEED:	◆◆◆◆◆◆◆◆	INHUMAN SENSES:	◆◆◆◆◆◆◆◆

**IMMUNE** to Poison, Falling Damage

**WALKING SPEED:** 5 metres per cycle

**CLIMBING SPEED:** 1.5 metres per cycle

**Webwalker:** A Acromantula Hatchling takes no movement penalty on webbed surfaces, and uses their INHUMAN SENSES to sense vibrations in their webs.

**Sticky Feet:** A Acromantula Hatchling may use their CLIMBING ability to walk on any vertical surface.

**Tiny:** Acromantula Hatchlings can occupy the same space as another being, climbing over them. Their small size also grants them a non-damaging terminal velocity.

**Languages:** UNDERSTANDS: Spider Tongue

## Armaments & Attacks

**Poison Fangs:** (melee attack, 3 dice, DV 7)

Effect: STABBING DAMAGE, with Power 1+Successes

If the attack deals any damage, the victim takes the **Poisoned** status (1 HARM, requires 5 successes)

For full Acromantula Hatchling entry, see GM Guide page 7

## Acromantula Hatchling Participants

### Acromantula Hatchling 1

#### HEALTH



#### FORTITUDE:



<b>BLOCK</b>	◆◆◆◆◆◆◆◆
<b>DODGE</b>	◆◆◆◆◆◆◆◆
<b>ENDURE</b>	◆◆◆◆◆◆◆◆

### Acromantula Hatchling 2

#### HEALTH



#### FORTITUDE:



<b>BLOCK</b>	◆◆◆◆◆◆◆◆
<b>DODGE</b>	◆◆◆◆◆◆◆◆
<b>ENDURE</b>	◆◆◆◆◆◆◆◆

### Acromantula Hatchling 3

#### HEALTH



#### FORTITUDE:



<b>BLOCK</b>	◆◆◆◆◆◆◆◆
<b>DODGE</b>	◆◆◆◆◆◆◆◆
<b>ENDURE</b>	◆◆◆◆◆◆◆◆

### Acromantula Hatchling 4

#### HEALTH



FORTITUDE:



BLOCK	◆◆◆◆◆◆◆◆
DODGE	◆◆◆◆◆◆◆◆
ENDURE	◆◆◆◆◆◆◆◆

Acromantula Hatchling 5

HEALTH



FORTITUDE:



BLOCK	◆◆◆◆◆◆◆◆
DODGE	◆◆◆◆◆◆◆◆
ENDURE	◆◆◆◆◆◆◆◆

# ACROMANTULA ADULT

MoM Rating: V (*Sapient Monstrosity*)



From a nest of several thousand HATCHLINGS, only one or two survive the brutal and vicious ascent to adulthood within an ACROMANTULA colony, shedding their final adolescent carapace to become a full-grown ACROMANTULA.

As a result of this violent and competitive environment, a fully grown ACROMANTULA is something to be greatly feared. No ACROMANTULA survives this long without a willingness and ability to brutally slay even their closest allies, so that only the most murderous, brutal and cunning spiders remain. Though they can run incredibly quickly and they utilise a ranged web attack to ensnare their prey, the most terrifying aspect of a full-grown ACROMANTULA is their above-human level of intelligence, not only can they liquify your innards, they can counter even the most elaborate plan to outwit them.

FITNESS	CHARM	INTELLIGENCE
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
PRECISION	DECEPTION	WILLPOWER
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
VITALITY	INSIGHT	PERCEPTION
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆

ABILITIES:

CLIMB:	◆◆◆◆◆◆◆◆	SPEED:	◆◆◆◆◆◆◆◆
INHUMAN	◆◆◆◆◆◆◆◆	COVERT:	◆◆◆◆◆◆◆◆
SENSES:			
STRENGTH:	◆◆◆◆◆◆◆◆		

**IMMUNE** to Poison and **RESISTANT** to Falling Damage

**WALKING SPEED:** 8 metres per cycle  
**CLIMBING SPEED:** 3 metres per cycle

**Webwalker:** A Acromantula Adult takes no movement penalty on webbed surfaces, and uses their INHUMAN SENSES to sense vibrations in their webs.

**Sticky Feet:** A Acromantula Adult may use their CLIMBING ability to walk on any vertical surface.

**Languages:** UNDERSTANDS: Human Languages  
SPEAKS: Spider Tongue

Armaments & Attacks

**Poison Fangs:** (melee attack, 6 dice, DV 7)  
Effect: STABBING DAMAGE, with Power 1+Successes  
*If the attack deals any damage, the victim takes the POISONED status (2 HARM, requires 8 successes)*

**Websac:** (ranged attack: 10m, 6 dice, DV 7)  
Effect: TRAPPED STATUS, with Power 1 + Successes

For full Acromantula Adult entry, see GM Guide page 7

Acromantula Adult Participants

Acromantula Adult 1

HEALTH

FineBruised (-1)Hurt (-2)Injured (-3)Harmed (-4)Mangled (-5)Critical

FORTITUDE:

BLOCK

DODGE

ENDURE

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Acromantula Adult 2

HEALTH

FineBruised (-1)Hurt (-2)Injured (-3)Harmed (-4)Mangled (-5)Critical

FORTITUDE:

BLOCK

DODGE

ENDURE

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Acromantula Adult 3

HEALTH

FineBruised (-1)Hurt (-2)Injured (-3)Harmed (-4)Mangled (-5)Critical

FORTITUDE:

BLOCK

DODGE

ENDURE

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Acromantula Adult 4

HEALTH

FineBruised (-1)Hurt (-2)Injured (-3)Harmed (-4)Mangled (-5)Critical

FORTITUDE:

BLOCK

DODGE

ENDURE

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Acromantula Adult 5

HEALTH

FineBruised (-1)Hurt (-2)Injured (-3)Harmed (-4)Mangled (-5)Critical

FORTITUDE:

BLOCK

DODGE

ENDURE

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◆◆◆◆◆◆

◆◆◆◆◆◆

# ACROMANTULA PATRIARCH

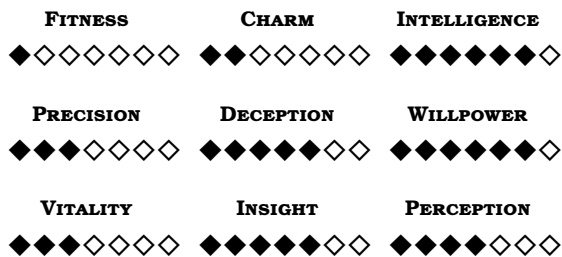
MoM Rating: VI (*Sapient Monstrosity*)



If it is rare for a HATCHLING to survive to adulthood, it is even rarer for an ACROMANTULA to grow old, and gain the mantle of the PATRIARCH.

As the ACROMANTULA never stop growing, by the time they reach 40 or 50 years old, they have reached truly gargantuan sizes, with legspans up to 10m, with an exoskeleton that is so thick that almost nothing can penetrate it.

Though they cut a truly terrifying figure, their bodies have become decrepit with age, and they do not retain the nimbleness of their younger forms, instead relying on their formidable intellect and their ability to command legions of their brood to protect them.



## ABILITIES:

INHUMAN	◆◆◆◆◆◆◆◆◆◆	COMMAND:	◆◆◆◆◆◆◆◆◆◆
SENSES:		CLIMB:	◆◆◆◆◆◆◆◆◆◆
STRENGTH:	◆◆◆◆◆◆◆◆◆◆		
SPEED:	◆◆◆◆◆◆◆◆◆◆		

**IMMUNE** to *Poison*

**WALKING SPEED:** 4 metres per cycle  
**CLIMBING SPEED:** 0.5 metres per cycle

**Webwalker:** A Acromantula Patriarch takes no movement penalty on webbed surfaces, and uses their INHUMAN SENSES to sense vibrations in their webs.

**Sticky Feet:** A Acromantula Patriarch may use their CLIMBING ability to walk on any vertical surface.

**Languages:** SPEAKS: Human Languages, Spider

Tongue

## Armaments & Attacks

**Poison Fangs:** (melee attack, 3 dice, DV 7)

Effect: STABBING DAMAGE, with Power 4+Successes  
If the attack deals any damage, the victim takes the *Poisoned* status (5 HARM, requires 10 successes)

**Websac:** (ranged attack: 30m, 10 dice, DV 7)

Effect: TRAPPED, with Power 1 + Successes

**Summon Legions:** Whilst within their lair, a Acromantula Patriarch may use a DV 7 COMMAND action to summon a number of ACROMANTULA ADULTS and ACROMANTULA HATCHLINGS to serve them.

For full Acromantula Patriarch entry, see GM Guide page 8

## Acromantula Patriarch Participants

### Aragog

#### HEALTH



#### FORTITUDE:



<b>BLOCK</b>	◆◆◆◆◆◆◆◆◆◆
<b>DODGE</b>	◆◆◆◆◆◆◆◆◆◆
<b>ENDURE</b>	◆◆◆◆◆◆◆◆◆◆