

## Aranea

Monster

**Defense** 13, **AR** 0

**Health** 30, **Mana** 20, **Speed** 14, Wall Crawler

**Senses** Dark Vision ∞ (-1 in light)

+3 Communication (Deception)

+3 Constitution

+1 Cunning (Arcane Lore)

+2 Dexterity (Bite)

+3 Magic (Entropy)

+2 Perception (Seeing)

+1 Strength (Jumping)

+2 Willpower

**Melee** Bite +4 (1d6+1)

**Ranged** Arcane Lance +3 (1d6+-3, 16 yards)

**Favored Stunts:** Poison Bite and Skillful Casting.

**Weapon Groups:** Brawling and Light Blades

**Talents:** Entropy Magic (J)

Powers

**Poison Bite:** 2 SP, Aranea can inject poison as a combat stunt. *Aranea Poison* -2 Dexterity, ends after encounter.

**Shape Change [Illusion]:** Aranea can assume a unique small or normal sized humanoid form. To change forms requires an Activate action. It is possible to dispel or see through the illusion, but it is otherwise flawless.

**Spells (3):** Arcane, Spellpower 13, 4 spells + 1 Entropy.

**Web:** Aranea can spin a web thread for movement and to bind incapacitated targets. **Strength (Might)** test: TN 13 to break free.

Aranea are intelligent, giant spiders that often live in webs suspended in the trees of shaded, thick forests. They look like typical giant spiders with a few exceptions, the top of their heads appear to have a large lump on them, and their foremost legs end in tiny chitinous arms instead of spider legs. The typical aranea has a hunger for knowledge and power but tend towards a mercenary outlook.

People will often stumble into the nesting places of an Aranea colony, and usually will be tricked into leaving. Only if they believe themselves to have the advantage will they attack on sight, dropping down unexpectedly and beginning combat with a disorienting or immobilizing spell. Aranea will only

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fight to the death to protect their homes, and often try to prevent outsiders from reaching them in the first place.

Aranea can speak common human languages as well as any nearby sylvan tongues, such as elven, so their disguises are often impeccable. Aranea are carnivores, but often find it too much trouble to catch sentient prey. They claim that they do not eat thinking creatures as part of their conceit of civilization, but in actuality aranea crave the blood of thinking beings, especially phanatons which they consider to be a delicacy..

As they consider themselves consummate mages, Aranea will have a separate web in which they weave their magic references directly into the webs. Aranea often learn the Haste, Illusion, Paralysis, Phantasm, and Sleep spells, and if a caster is patient enough and the webs are still intact they can be studied.

