

# SPIDERS

Huge spiders are about the size of a child, giant spiders are human-sized, and spider queens are larger than humans. Demon spiders are truly gigantic and much larger than humans. They are quite aggressive and always looking for food.

Monstrous spiders (other than the spider swarm) are intelligent and can speak sylvan (and chthonic for demon spiders). They are fully capable of planning, coordination, and clever tactics.

Monstrous spiders are usually found in swarms, often controlled and coordinated by a spider queen. Demon spider queens often lead veritable armies of monstrous and demonic spiders, along with monstrous and elemental insects.

Huge spiders and giant spiders cannot be tamed by normal means, but are occasionally found as "pets" and/or servants of powerful warlocks.

## HUGE SPIDER

STR	DEX	INT	PRE	FOR	REF
D2	D10	D3	D3	D2	D6
MOVE	ATT	DEF	AP	MP	HP
RUN	D6	D2-	3	0	1

### ATTACKS AND ABILITIES

**BITE:** D6, Poisoned

DARKSIGHT, AMBUSH, HUNTER, POISON RESISTANCE, SYLVAN

## GIANT SPIDER (1<sup>ST</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D6	D10	D4	D6	D6	D6
MOVE	ATT	DEF	AP	MP	HP
RUN	D8	D4	3	0	3

### ATTACKS AND ABILITIES

**BITE:** D8, Poisoned

DARKSIGHT, AMBUSH, HUNTER, POISON RESISTANCE, SYLVAN

## SPIDER SWARM (1<sup>ST</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D2	D8	D3	D6	D10*	D6
MOVE	ATT	DEF	AP	MP	HP
RUN	D10*	D6	3	0	5

### ATTACKS AND ABILITIES

**BITE:** D10\*, Poisoned

DARKSIGHT, POISON RESISTANCE, VULNERABLE TO FIRE (x2), SWARM

## SPIDER QUEEN (2<sup>ND</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D10	D8	D8	D8	D10	D8
MOVE	ATT	DEF	AP	MP	HP
RUN	D10	D8	3	2	7

### ATTACKS AND ABILITIES

**BITE:** D10, Poisoned

**WEBS:** D10

DARKSIGHT, AMBUSH, HUNTER, POISON RESISTANCE, SYLVAN

### SWARM

This creature is actually a swarm of smaller creatures. This allows it to squeeze through narrow passages and makes it resistant to normal weapons, unarmed strikes, and other physical attacks (giving it advantage). It is immune to grappling attacks. It can still be harmed normally by physical attacks that target FOR, though.

As the swarm takes damage, any stat with a \* is reduced by a die rank for each point of damage. In some cases, the swarm could even split up into smaller swarms, or join together into a larger swarm. In these cases, every additional HP increases the die rank of the marked stats (up to a maximum of a D12 for a single swarm).

### WEBS

A web attack is made against STR, although it can also be dodged (but not parried or blocked). Every success entangles the target for a turn, preventing movement and giving disadvantage on all physical actions (spell-casting is not possible at all). Multiple attacks are cumulative.

Attempting to escape is an exclusive action, and any turn in which the target does not attempt to escape extends the entanglement time by a turn. If an ally takes an exclusive action to help the target escape, they can reduce the entanglement time by one turn, but the target must always spend at least one turn entangled. Multiple people can help someone escape faster as well.

## DEMON SPIDER (3<sup>RD</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D6	D10	D10	D12	D8
MOVE	ATT	DEF	AP	MP	HP
RUN	D10	D10	2	5	12

### ATTACKS AND ABILITIES

**BITE:** D12, Poisoned (Paralytic)

**WEBS:** D12

DARKSIGHT, AMBUSH, HUNTER, POISON IMMUNITY, SYLVAN, CHTHONIC

## DEMON SPIDER QUEEN (4<sup>TH</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D16	D6	D12	D12	D16	D10
MOVE	ATT	DEF	AP	MP	HP
RUN	D16	D12	2	6	20

### ATTACKS AND ABILITIES

**BITE:** D16, Poisoned (Paralytic, Virulent)

**WEBS:** D16

DARKSIGHT, HUNTER, AMBUSH, POISON IMMUNITY, SYLVAN, CHTHONIC