

ARACHNID

Mostly terrestrial though in rare cases aquatic, arachnids include scorpions and spiders. Ambush predators, spiders prefer to weave webs and wait for prey to become entangled before closing for the kill. Scorpions may also lay traps for victims, such as by digging in dirt or sand to swiftly emerge at the opportune time, but they are more prone to aggressively seeking out food. Naturally, all arachnids prefer to attack unaware opponents, but are well-equipped for clashes if fighting in the open.

In combat, arachnids use their pincers and barbs to cut and rip opponents, reserving their poisonous tails and bites to deal with particularly irksome foes.

- Bold and lethal, scissor arachnids are gigantic scorpions that are willing to challenge anything they believe they can kill. After they have mated, their estimation of themselves (or overestimation) increases tenfold, as well as their lack of regard for their own safety. Their pincers are especially brutal, slicing like scissors.
- Cautious and merciless, clasp arachnids are gigantic spiders whose webs are strong enough to trap large prey. Unlike their tiny common cousins, they have learned to hunt victims as teams, gathering in substantial numbers to lay hidden traps in perilous places like gloomy woods. Their barbs clasp prey to hold victims in place.
- Hookspike arachnids are variants with exceedingly sharp, hooked endings on their pincers or barbs, additional hooked fangs on their mouths, and denser carapaces.

ARACHNID TRAITS
Class: insect
Origin: Midgard
Sapience: amoral-agent
Lifeweaves: <i>lashful-wicked, laxful-wicked, laxful-detached</i>
Vessel: corporeal (zoetic-organic)
Tier/Shape Range: Dawning 0×0×0 to Mastering 2×3×1 [scissor] or 2×2×2 [clasp]
Role: warrior
Creature Knowledge:
• <i>General:</i> <i>herd</i> or <i>nighlore</i> (sta) DR 6
• <i>Specific:</i> <i>herd</i> or <i>nighlore</i> (imp) DR 11
Roottrait Points: 1+[1×(tier-1)]
Attack Roottraits:
• <i>Physical Strikes/Harm:</i> Lth/Brw
• <i>Magical Strikes/Harm:</i> –
Augmentations: Nml +3, Ftl +1; hasten +2; physical strikes +3; <i>deepfare</i> +0 (train: sta); <i>dive</i> +0 (train: sta); <i>landfare</i> +1 (train: imp); <i>look</i> +2 (train: imp); <i>lurk</i> +4 (train: adv); <i>seafare</i> +0 (train: sta); <i>search</i> +1 (train: imp); <i>toil</i> +3 (train: adv; <i>avail:1</i>); <i>tumble</i> +4 (train: adv; <i>avail:1</i>)
Carcass Harvest:
• <i>Food:</i> [(1d2)×cubes] meals; <i>cook</i> (sta) DR 19
• <i>Water:</i> [(1d2)×cubes] meals; <i>mash</i> (imp) DR 31
• <i>Mandibles, Barbs, Pincers, Carapaces:</i> [(1d2)×cubes] coppers; <i>hew</i> (imp) DR 24
• <i>Poison:</i> [(1d4)×cubes] golds; <i>brew</i> (imp) DR 37
Lair Treasure:
• <i>Mundane:</i> incidental
• <i>Magical:</i> incidental

HOOKSPIKE ARACHNID TEMPLATE
Movement Alterations: walk +1; swim +1; burrow +1
Harm Yields Alterations: <i>resistant wreck</i> +2, <i>rasp</i> +1
Condition Adaptations Alterations: none
Lifeskills Alterations: <i>dive</i> +2 (train upgrade: imp)
Attacks and Powers Alterations: <i>pincer</i> and <i>barb</i> strikes – base variable harm +2 d-steps; <i>bite</i> and <i>tail</i> strikes – <i>agonize</i> option
Ascension-Point-Value Alterations: +3

SCISSOR ARACHNID
Tier: Surging
Lifeweave: <i>lashful-wicked</i>
Languages: Insect
Shape: ½×1×½
Size Modifier: +2
Mass Modifier: ±0
Speed: walk 4; swim 1; burrow 1
Roottraits: Brw 1; Lth 3; Smt 0; Wis 0; Glt 0
Hasten: 2
Defenses: Nml 25; Ftl 19; Mfl 10
Grit: 9+4d2 [15]
Pneuma: 8
Harm Yields: <i>susceptible flare, frost, gleam, gloom, rasp, rot, shake, shock, logos, charis, heinous; vulnerable overwhelm</i> 5; <i>resistant wreck</i> 5; <i>immune chaos, hubris, hallow</i>
Condition Adaptations: <i>renitent (avail:1) imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +0 (sta); <i>dive</i> +2 (sta); <i>landfare</i> +2 (imp); <i>look</i> +3 (imp); <i>lurk</i> +9 (adv); <i>seafare</i> +0 (sta); <i>search</i> +2 (imp); <i>toil</i> +6 (adv; <i>avail:1</i>); <i>tumble</i> +9 (adv; <i>avail:1</i>)
ATTACKS AND POWERS
Innate Weapons – 4 strikes; assail Nml [utilization; 0 pneuma]:
• 1 Bite: targeted melee 1; strike +6; <i>wreck (stab)</i> harm 1d2 Option [adjutant; 1 pneuma]: <i>gore</i> (1d4)
• 2 Pincers: targeted melee 1; strike +6; <i>wreck (rend)</i> harm 1d4 Option [adjutant; 1 pneuma]: <i>slash</i> (1d4)
• 1 Tail: targeted melee 1; strike +6; <i>wreck (beat-stab)</i> harm 1d4+1 Option [adjutant; 1 pneuma]: <i>squash</i> (1d4) or <i>gore</i> (1d4) Option [adjutant; 1 pneuma]: <i>poison</i> (medial)
Monster and Mortal Powers: <i>clingclimb, grappling – improved; inferior defense (Mfl); lashout</i>
Ascension-Point Value: 7

CLASP ARACHNID
Tier: Honing Lifeview: <i>lashful-wicked</i> Languages: Insect
Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: walk 6; swim 1
Roottraits: Brw 1; Lth 4; Smt 0; Wis 0; Glt 0 Hasten: 2 Defenses: Nml 26; Ftl 21; Mfl 10 Grit: 14+5d2 [22] Pneuma: 10
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, rasp, rot, shake, shock, logos, charis, heinous</i> ; <u>vulnerable</u> <i>whelm</i> 6; <u>resistant</u> <i>wreck</i> 3; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +0 (sta); <i>dive</i> +3 (sta); <i>landfare</i> +1 (imp); <i>look</i> +3 (imp); <i>lurk</i> +10 (adv); <i>search</i> +2 (imp); <i>seafare</i> +0 (sta); <i>toil</i> +6 (adv; <i>avail:1</i>); <i>tumble</i> +10 (adv; <i>avail:1</i>)
ATTACKS AND POWERS
Innate Weapons – 5 strikes; assail Nml [utilization; 0 pneuma]: <ul style="list-style-type: none"> • 1 Bite: targeted melee 1; strike +7; <i>wreck (stab)</i> harm 1d4+1 Option [adjuvant; 1 pneuma]: <i>gore</i> (1d4) Option [adjuvant; 1 pneuma]: <i>poison</i> (greater) • 4 Barbs: targeted melee 1; strike +7; <i>wreck (stab)</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>gore</i> (1d4)
Monster and Mortal Powers: <i>clingclimb</i> ; <i>grappling</i> – <i>advanced</i> ; <i>inferior defense</i> (Mfl); <i>webwalk</i> ; <i>webweave</i>
Ascension-Point Value: 9