

# ARANEA

**Source:** 3e *Monster Manual*.

An aranea is a medium-sized spider with a pair of small humanoid arms that is able to change its shape into that of a female humanoid, usually a human or elf. Though they are rare, aranea have a distinct culture. They tend to dwell either in remote areas underground or in the forest, or secretly, hiding amongst their humanoid prey while disguised as one of them.

**Creepy Reproduction:** All aranea are female. To reproduce, an aranea must assume humanoid form and trick a male humanoid to mate with it. Later, it lays a clutch of already-fertilized eggs. When the eggs hatch, the aranea young devour each other until only a handful survive, growing more intelligent with each sister that they devour.

**Spidery Viewpoint:** An aranea's perspective is far more spider-like than humanoid in nature. They view humanoids primarily as prey and eat their mates. An aranea enjoys capturing a victim and storing it for later, so sometimes an aranea lair will have still-living creatures within it. An aranea has no problem staying hidden and still for hours while waiting for an opportunity to spring. Nonetheless, other creatures can sometimes strike temporary bargains with aranea with promises of live food or treasure.

**Loose Alliances:** Aranea do not prey on each other; instead, they coexist peacefully and sometimes even form loose alliances, but are not too prone to close association. However, an aranea does not form bonds of affection, nor does it feel any sense of love for its offspring. Instead, cold arachnid logic informs the relationships that an aranea forms. It is as likely to work with an evil human that promises it frequent live villagers to eat as it is another aranea.

## Aranea Spy

Medium fey magical beast (spider)

## Level 7 Lurker

XP 300

**HP** 64; **Bloodied** 32

**AC** 20; **Fortitude** 18; **Reflex** 20; **Will** 19

**Speed** 6, climb 5 (spider climb)

**Initiative** +12

**Perception** +9

Low-light vision

## STANDARD ACTIONS

**(mbasic or rbasic) Dagger** (poison, weapon) \* **At Will**

*Attack:* Melee 1 or ranged 5/10 (one creature); +12 vs. AC.

*Hit:* 2d4+5 damage, plus ongoing 5 poison damage (save ends).

**(mbasic) Bite** (poison) \* **At Will**

*Requirement:* The aranea must be in its spiderlike form.

*Attack:* Melee 1 (one creature); +12 vs. AC.

*Hit:* 1d6+7 damage, plus ongoing 5 poison damage (save ends).

**(melee) Blinding Strike** (weapon) \* **At Will**

*Attack:* Melee 1 (one creature that is bloodied or taking ongoing poison damage); +12 vs. AC.

*Hit:* 3d4+12 damage, and the target is blinded (save ends).

*Aftereffect:* Until the end of the encounter, the target takes a -2 penalty to saving throws against poison effects.

## MOVE ACTIONS

**Shift into Shadow** \* **At Will**

*Effect:* The aranea spy shifts up to 3 squares and gains concealment until the end of its next turn.

## MINOR ACTIONS

**Change Shape** (polymorph) \* **At Will**

*Effect:* The aranea changes shape to become either a humanoid female of the aranea's choice or a spiderlike creature with a pair of small humanoid arms below its mandibles. This change lasts until the aranea uses this ability again (or until another power or effect changes its shape). The aranea's humanoid forms all share the same basic face, and the aranea cannot impersonate specific individuals. While in humanoid form, the aranea loses the magical beast type and gains the humanoid type.

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**Skills** Bluff +11, Insight +9, Stealth +13

**Str** 11    **Dex** 20    **Wis** 12

**Con** 16   **Int** 15   **Cha** 16  
**Alignment** chaotic evil  
**Equipment** leather armor, 2 daggers

**Languages** Aranea, Common, Elven

## Aranea Webspinner

## Level 7 Controller

Medium fey magical beast (spider)

XP 300

**HP** 77; **Bloodied** 38

**Initiative** +6

**AC** 21; **Fortitude** 17; **Reflex** 19; **Will** 21

**Perception** +5

**Speed** 6, climb 5 (spider climb)

Low-light vision

## STANDARD ACTIONS

**(mbasic or rbasic) Dagger** (weapon) \* **At Will**

*Attack:* Melee 1 or ranged 5/10 (one creature); +12 vs. AC.

*Hit:* 1d4+5 damage.

**(area) Web** \* **Recharge** 4 5 6

*Attack:* Area burst 1 within 10 squares (each creature in burst); +10 vs. Reflex.

*Hit:* The target is restrained (escape DC 16).

*Effect:* The area of the burst becomes a zone of sticky webbing that persists for 1 hour. 10 points of fire damage to any creature or object in a square of the zone removes that square of the zone. The zone counts as difficult terrain, and any creature that ends its turn in the zone is immobilized (escape DC 11). Spiders are immune to the effects of the zone.

## MINOR ACTIONS

**(ranged) Spit Poison** (poison) \* **At Will** 1/round

*Attack:* Ranged 10 (one creature); +10 vs. Reflex.

*Hit:* 1d6+5 poison damage, plus ongoing 5 poison damage (save ends).

**Change Shape** (polymorph) \* **At Will**

*Effect:* The aranea changes shape to become either a humanoid female of the aranea's choice or a spiderlike creature with a pair of small humanoid arms below its mandibles. This change lasts until the aranea uses this ability again (or until another power or effect changes its shape). The aranea's humanoid forms all share the same basic face, and the aranea cannot impersonate specific individuals. While in humanoid form, the aranea loses the magical beast type and gains the humanoid type.

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**Skills** Arcana +10, Bluff +13

**Str** 11   **Dex** 17   **Wis** 14

**Con** 13   **Int** 15   **Cha** 20

**Alignment** chaotic evil

**Languages** Aranea, Common, Elven

**Equipment** 2 daggers, totem

## Aranea Youth

## Level 9 Minion Skirmisher

Medium fey magical beast (spider)

XP 100

**HP** 1; a missed attack never damages a minion

**Initiative** +10

**AC** 23; **Fortitude** 19; **Reflex** 23; **Will** 21

**Perception** +4

**Speed** 6, climb 5 (spider climb)

Low-light vision

## STANDARD ACTIONS

**(mbasic or rbasic) Dagger** (weapon) \* **At Will**

*Attack:* Melee 1 or ranged 5/10 (one creature); +14 vs. AC.

*Hit:* 8 damage.

**(melee) Bite** (poison) \* **At Will**

*Requirement:* The aranea must be in its spiderlike form.

*Attack:* Melee 1; +12 vs. Fortitude.

*Hit:* 5 damage, plus ongoing 5 poison damage (save ends). If the target is already taking ongoing poison damage, that poison damage increases by 2 instead.

## MOVE ACTIONS

**Scuttle** \* **At Will**

*Effect:* The aranea shifts up to 2 squares.

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**Str** 11    **Dex** 18    **Wis** 10

**Con** 13    **Int** 15    **Cha** 15

**Alignment** chaotic evil

**Languages** Aranea, Common, Elven

**Equipment** leather armor, 2 daggers

## Aranea Witch

## Level 10 Elite Controller

Medium fey magical beast (spider)

XP 1,000

**HP** 50; **Bloodied** 101

**Initiative** +7

**AC** 24; **Fortitude** 20; **Reflex** 21; **Will** 25

**Perception** +7

**Speed** 6, climb 5 (spider climb)

Low-light vision

**Saving Throws** +2; **Action Points** 1

### STANDARD ACTIONS

**(mbasic or rbasic) Dagger** (poison, weapon) \* **At Will**

*Attack:* Melee 1 or ranged 5 (one creature); +15 vs. AC.

*Hit:* 2d4+3 damage, plus ongoing 10 poison damage (save ends).

**(close) Witchy Words** (charm, psychic) \* **At Will**

*Attack:* Close burst 10 (one creature in burst); +13 vs. Will. Deafened creatures are immune to this attack.

*Hit:* 3d6+8 psychic damage.

*Effect:* The aranea witch slides the target up to 3 squares, and the target makes a basic attack as a free action at a target of the aranea's choice.

**(close) Frightening Cackle** (fear, psychic) \* **Encounter**

*Attack:* Close burst 3 (each enemy in the burst); +12 vs. Will.

*Hit:* 4d10+5 psychic damage, and the aranea pushes the target up to 4 squares and the target suffers a -2 penalty to saving throws (save ends).

### MINOR ACTIONS

**Change Shape** (polymorph) \* **At Will**

*Effect:* The aranea changes shape to become either a humanoid female of the aranea's choice or a spiderlike creature with a pair of small humanoid arms below its mandibles. This change lasts until the aranea uses this ability again (or until another power or effect changes its shape). The aranea's humanoid forms all share the same basic face, and the aranea cannot impersonate specific individuals. While in humanoid form, the aranea loses the magical beast type and gains the humanoid type.

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**Skills** Arcana +13, Bluff +15

**Str** 11    **Dex** 15    **Wis** 14

**Con** 13    **Int** 17    **Cha** 21

**Alignment** chaotic evil

**Languages** Aranea, Common, Elven

**Equipment** 2 daggers, totem