

SPIDER

Source: 1e *Monster Manual* (general), Red Box Basic D&D (tarantella).

There are hundreds of species of monstrous spider, many of which are detailed elsewhere. Monstrous spiders appear in all climates, from the hottest desert to tropical jungles. Even arctic areas provide for fur-covered varieties of monstrous spider.

Grey Spider

Level 1 Lurker

Small natural beast (spider)

XP 100

Grey spiders leave strings of webs everywhere around their lairs, allowing them to detect motion. Though these webs are not typically strong enough to impede movement, but they do give it a perfect medium through which to use their innate tremorsense.

HP 26; **Bloodied** 13

Initiative +8

AC 15; **Fortitude** 13; **Reflex** 15; **Will** 13

Perception +2

Speed 6, climb 6 (spider climb)

Tremorsense 5

TRAITS

Surprise Attacker

Whenever the grey spider attacks a creature from which it is hidden, it rolls twice and takes the better result as its attack roll.

STANDARD ACTIONS

(mbasic) Bite (poison) * At Will

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 1d4+1 damage (1d4+5 on a critical hit), plus ongoing 5 poison damage (save ends).

MOVE ACTIONS

Scuttle * Recharge 4 5 6

Effect: The grey spider shifts up to its speed. It can then make a Stealth check against each creature against whom it has concealment or cover.

Skills Stealth +9

Str 10 **Dex** 19 **Wis** 14

Con 14 **Int** 3 **Cha** 7

Alignment unaligned

Languages -

Diving Spider

Level 3 Lurker

Medium natural beast (spider)

XP 150

Diving spiders live underwater in cleverly-constructed nests filled with air. These creatures are found only in large lakes, and are able to run along the bottom or up and down vegetable or mineral surfaces underwater. They snatch passing prey, deliver a poisonous bite and bring the victim to their lair to be drained at leisure. The clever airlock constructed by the spider allows it to pass in and out of its lair without losing air. On some occasions, water dwellers such as nixies are on friendly terms with diving spiders. Abandoned diving spider lairs are excellent places of refuge for air-breathers.

HP 36; **Bloodied** 18

Initiative +8

AC 17; **Fortitude** 14; **Reflex** 15; **Will** 16

Perception +3

Speed 6, climb 5 (spider climb)

TRAITS

Water Adapted

Aquatic creatures do not get a bonus against diving spiders. A diving spider weaves a bubble of air in its webbing so that it can breathe for up to an hour while underwater or otherwise deprived of air.

STANDARD ACTIONS

(mbasic) Bite (poison) * At Will

Attack: Melee 1 (one creature); +8 vs. AC.

Hit: 1d8+6 damage, and the target is dazed (save ends).

(melee) Heavy Dose (poison) * At Will

Requirement: There must be no enemies other than the target adjacent to the diving spider.

Attack: Melee 1 (one dazed creature); +8 vs. Fortitude.

Hit: Ongoing 15 poison damage (save ends).

MOVE ACTIONS

(melee) Isolate * At Will

Attack: Melee 1 (one dazed creature); +6 vs. Reflex.

Hit: The spider shifts its speed and slides the target to a space adjacent to it.

Str 13 Dex 17 Wis 14

Con 12 Int 5 Cha 12

Alignment unaligned

Languages - (rarely, Aquan, Common or Elven)

Tarantella

Level 6 Controller

Medium natural beast (spider)

XP 250

A tarantella is a horrible spider the size of a dwarf whose venom causes the victim's body to spasm uncontrollable, a movement known as "dancing the tarantella".

HP 72; Bloodied 36

Initiative +8

AC 20; Fortitude 18; Reflex 20; Will 18

Perception +11

Speed 8, climb 6 (spider climb)

Tremorsense 6

STANDARD ACTIONS

(mbasic) Bite (poison) * At Will

Attack: Melee 1 (one creature); +11 vs. AC.

Hit: 2d6+7 damage plus make a secondary attack.

Secondary Attack: Melee 1 (the primary attack's target); +10 vs. Fortitude.

Hit: The begins dancing the tarantella (save ends). While dancing the tarantella, the target is immobilized, grants combat advantage and takes ongoing 5 poison damage (save ends all.)

Aftereffect: The target is immobilized and grants combat advantage (save ends both).

(close) Spray of Venom (poison) * Encounter

Attack: Close blast 4 (each creature in blast); +8 vs. Fortitude.

Hit: 2d6+4 poison damage, plus ongoing 5 poison damage and the target is slowed (save ends both).

Skills Stealth +13

Str 16 Dex 20 Wis 16

Con 16 Int 1 Cha 6

Alignment unaligned

Languages -

Acid Spider

Level 16 Elite Brute

Huge elemental magical beast (spider)

XP 2,800

Acid spiders are rare beasts that run with demon blood. Most commonly found on Strogass, they are often employed by agents of Bleak. An acid spider is a tremendous beast the size of a horse and cart. Malignant and vicious, an acid spider typically tries to devour any living things it encounters, but it is intelligent enough to bargain with if offered a sufficiently juicy incentive.

HP 384; Bloodied 192

Initiative +13

AC 28; Fortitude 31; Reflex 27; Will 27

Perception +11

Speed 5, climb 5 (spider climb)

Darkvision

TRAITS

Acidic Bristles * Aura 1

Any creature in the aura that makes a melee attack on the spider takes 10 acid damage.

STANDARD ACTIONS

(mbasic) Acidic Bite (acid) * At Will

Attack: Melee 2 (one creature); +21 vs. AC.

Hit: 3d8+7 damage, plus ongoing 10 acid damage (save ends).

Frenzied Bites * At Will

Effect: The acid spider uses *acidic bite* against two different targets.

(close) Acid Spray (acid) * Recharges when first bloodied

Attack: Close blast 4 (each creature in blast); +17 vs. Reflex.

Hit: 4d10+8 acid damage plus ongoing 10 acid damage (save ends).

Miss: Half damage.

(area) Acid Web (acid) * Encounter

Attack: Area burst 1 within 10 (each creature in burst); +17 vs. Reflex.

Hit: The target is restrained and takes ongoing 10 acid damage (save ends both).

Miss: The target is slowed and takes ongoing 5 acid damage (save ends both).

TRIGGERED ACTIONS

(close) Bristling Heave (acid) * Encounter

Requirement: The acid spider must be bloodied.

Trigger: An enemy enters a square adjacent to the acid spider, and at least one other enemy is adjacent to it.

Attack (Immediate Reaction): Close burst 1 (each creature in burst); +19 vs. AC.

Hit: 2d10+2 damage plus 10 acid damage, and the acid spider pushes the target up to 3 squares.

Str 27 **Dex** 21 **Wis** 16

Con 22 **Int** 6 **Cha** 12

Alignment chaotic evil

Languages - (rarely, Common or Abyssal)