Araknos

BEAST, PLAGUETOUCHED

[RL 1-4]

Red Widow

HP | **9**

Move	Attack	DMG	Attack	DMG	Range	TN/Shield	DR
	Melee		*Missile*				
8	3D6-1	L*				10	-1

#1 ○ ○ ○│○ ○ ○ ○ ○ ○
#2 ○ ○ ○│○ ○ ○ ○ ○ ○
#3 ○ ○ ○│○ ○ ○ ○ ○ ○
#4 ○ ○ ○│○ ○ ○ ○ ○ ○
#5 ○ ○ ○│○ ○ ○ ○ ○

-2 Atk

Smaller than the Yellow Stripe spiders, the Red Widows are faster and with provided with a poisonous bite

* Special damage: Poison(8,1D)
See box

Yellow Stripe Spider

HP | **11**

Move	Attack	DMG	Attack	DMG	Range	TN/Shield	DR
	Melee		*Special: Web*				
6	2D+2	L+2	2D+2	*	6	11	-2

#1 ○ ○│○ ○ ○ ○ ○│○ ○ ○ ○
#2 ○ ○│○ ○ ○ ○ ○│○ ○ ○ ○
#3 ○ ○│○ ○ ○ ○ ○│○ ○ ○ ○
#4 ○ ○│○ ○ ○ ○ ○│○ ○ ○ ○

-2 Atk | **-1 Atk / -1 TN**

Huge Spiders with a large yellow stripe running on their body.

* Special ranged attack: Web
See box

Yellow Stripe Queen

HP | **28**

Move	Attack	DMG	Attack	DMG	Range	TN/Shield	DR
	Melee		*Special: Web*				
6	2D+3	H	3D	*	8	12	-3

#1 ○ ○│○ ○ ○ ○│○ ○ ○
   ○ ○│○ ○ ○ ○│○ ○ ○
   ○ ○│○ ○ ○ ○│○ ○ ○
   ○ ○│○ ○ ○│○ ○ ○

-1 Atk / -1 TN | **-1 Atk**

* Special ranged attack: Web
See box

Double melee attack
The Yellow Stripe Queen can attack two engaged PC with a single attack action: resolve each attack independently.

Special ranged attack: Web
If the Web attack is successful, the target is <u>Entangled</u> by the Web: mark the Unit as a reminder.
A Unit entangled by a Web suffers the following effects:
• The Unit's TN is reduced by 2
• The Unit's Move is reduced to 1
• Any Attack of this Unit suffers a -3 dice roll modifier.
An Entangled Unit can use a Special Action to attempt to break the Web: to succeed the Unit must pass a STR(8) or DEX(9) skill check. Add +1 if the Unit is equipped with a Dagger or Knife.

Break Web (Special Action)

Special damage: Poison (TN, DMG)
Any Unit damaged by a Poison attack, in addition to the standard damage must immediately execute a CON(TN) check. If this check is Failed then the Unit suffers the damage specified.

Special terrain feature: Hatching Area.
Place the Hatching Area at least at 6MP from the Event Marker, as far as possible from the PCs.

At the end of each turn roll 1d6 for each Hatching Area: on result of 4-6 place an additional Spider near the Hatching Area.

To destroy an Hatching Area, a character need to be adjacent to it, use one Flask of oil (a piece of equipment always available to your characters) and ignite it: both tasks are Special Actions so a single character will need two turns to complete them; two characters collaborating (both spending a Special Action) can complete this task on a single turn.

Spill Oil Flask (Special Action)
Ignite Oil (Special Action)

Enemy Group

Roll 1d6, adding the RL to the roll
(2-4)   Red Widows
(5-7)   Yellow Stripe Spiders
(8+)   Yellow Stripe Queen

Class A Encounter

Roll 1d6 and apply Warband modifier. Add a +1 for RL=3

Red Widows
Roll 1d6, adding the RL :
(2-3)   Red Widow
(4-5)   Red Widow (x2) and one Hatching Area
(6-7)   Red Widow (x3) and one Hatching Area
(8+)   Red Widow (x4) and one Hatching Area

Yellow Stripe Spiders
Roll 1d6, adding the RL :
(2-3)   Yellow Stripe Spider
(4-5)   Yellow Stripe Spiders (x2)
(6-7)   Yellow Stripe Spiders (x2) and one Hatching Area
(8+)   Yellow Stripe Spiders (x3) and one Hatching Area

Yellow Stripe Queen
Roll 1d6, adding the RL:
(3-4)   Yellow Stripe Queen and one Hatching Area
(5-7)   Yellow Stripe Queen with Yellow Stripe Spider
(8+)   Yellow Stripe Queen with Yellow Stripe Spider and one Hatching Area