

Aranea

written by A J | January 23, 2020



Very Rare | Medium | Chaotic evil | Magical Beast

An aranea is an intelligent, shapechanging spider with sorcerous powers. In its natural form, an aranea resembles a big spider, with a humpbacked body a little bigger than a human torso. It has fanged mandibles like a normal spider. Two small arms, each about 2 feet long, lie below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb.

Armor Class	Hit Points	Move
13	12 (3 Hit Dice)	walk 60 ft
Appearing	1d6	
Habitat	Forest, Swamp, Underground	
Negotiation	yes	
Morale DC	6	
Challenge	1.2 (360 XP per monster)	

Ability Scores

STR DEX CON INT WIS CHA

0 1 -2 2 0 -1

Combat

Has 1 attack. Hit Bonus +1. Damage: Bite. 1d6

Special Attacks

Spell Casting. Can cast any of these once per day detect magic, sleep, levitate

Poison. If the spider makes a successful attack, the target must make a Constitution DC 12 save or become poisoned. Poisoned targets die in 1d4 turns unless treated to remove the poison.

Special Defense

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make a dexterity check.

Treasure

Individual: None

Lair: 2d4×100 gp, 1d10 gems (30%), 1d6 jewelry (25%), 3 magic items (15%)