

# Necronea

*Aranea Necros*



Image Credit: [http://www.freedigitalphotos.net/image/s\\_spider.jpg](http://www.freedigitalphotos.net/image/s_spider.jpg)

## Also Known As

Chaos Spider, Mummy Spider, Zombie Spider, Demon Spider

## Description

These giant spiders weigh as much as a horse, but their long sprawling legs make them appear much larger. Their bloated abdomens, massive fangs and inhuman black shiny eyes enhance their menacing appearance. Necronea are prolific web spinners and despite their great size, their brown and black colouration allows them to easily hide in the shadows of their webs.

Though intelligent, Necronea cannot speak or understand humanoid languages but can be communicated with via direct mental means.

## Ecology

Necronea are a race of Chaos tainted spiders that have developed an unusual hunting technique. They inhabit forests, caves and ruins, generally on or near well travelled areas such as paths or near water sources.

Like most other spiders, Necroneas are web spinners and are adept at using this ability to capture prey. However, while their venom kills animals, it transforms sentient beings into Web Mummies, undead horrors held in thrall by the Necronea which created them.

Web Mummies protect their master, help subdue prey and will even scour the surrounding areas for suitable food.

Necronea are not social creatures, and will not work together. Generally only one will be encountered, along with its Web Mummy slaves. Some places are infested with many of these spiders and individuals will skirmish with their neighbours to protect their territory.

## Statistics

Characteristics	Average	Attributes
STR 5D6+15	32-33	Move: 2/4 in web
CON 3D6+9	19-20	HP: 26
SIZ 5D6+15	32-33	Fat: 52
INT 2D6+6	13	MP: 16-17
POW 3D6+6	16-17	Dex SR: 3
DEX 2D6+6	13	Dodge: 0

Location	Melee	Missile	Points
r 4 <sup>th</sup> leg	01	01	5/5 (.16)
l 4 <sup>th</sup> leg	02	02	5/5 (.16)
r 3 <sup>rd</sup> leg	03	03	5/5 (.16)
l 3 <sup>rd</sup> leg	04	04	5/5 (.16)
Abdomen	05-08	05-11	5/11 (.40)
r 2 <sup>nd</sup> leg	09-10	12	5/5 (.16)
l 2 <sup>nd</sup> leg	11-12	13	5/5 (.16)
r 1 <sup>st</sup> leg	13-14	14	5/5 (.16)
l 1 <sup>st</sup> leg	15-16	15	5/5 (.16)
head	17-20	16-20	5/11 (.40)

*Notes:* The head, or more correctly cephalothorax is a combination head and thorax.

Weapon	SR	A%	Damage
Bite	6	50+16	1D6 + (3D6)/2 + Venom

*Notes:*

These spiders have a weak bite for their size and strength. Their Damage Modifier is half of what it should be.

Like many venomous creatures, Necronea can chose to “dry strike”. This is when the victim is bitten, but no venom is injected. Necronea venom has a POT equal to the spider’s CON. If an attack which penetrates armour also overcomes the target’s CON on the resistance table then the target is affected by the venom.

The venom does not take effect immediately, but instead is delayed a number of Strike Ranks after the bite equal to the

CON of the victim. At that point, non-sentient creatures die, while sentient ones fall into a coma.

A sentient victim remains in a coma for one hour per point of POW they possess. Each hour one point of POW is consumed by the process of turning into an undead Web Mummy. If this process is halted part way through (i.e. Divine Intervention or obscure magic), then any points of POW consumed are permanently lost.

Each time in the same 24 hour period that a Necronea uses its venom, the POT is reduced by 3.

Necroneas do not use their webbing ability as an attack during combat, instead using it to set traps and bind prey already affected by its venom.

Necroneas often block off a trail or tunnel with web. As prey gets close to the web another web wall is quickly constructed behind the prey to lock it in. The Spider and its mummies then attack the trapped prey. As the web walls are very thick they cannot be pushed through by creatures of normal strength. Instead the web wall must be attacked.

Each section of such a web wall has hit points equal to the spider's POW. Any weapon hitting the web tears at it, doing normal damage. However, the web sticks to the weapon (except for flaming weapons) and the wielder needs to overcome the strength of the web (spider's POW) with his STR. Once the web's hit points have been reduced to 0 then a hole large enough for a normal person has been created in it.

Spider webs shrivel when exposed to fire, but do not burn. A flaming weapon or burning torch can be used to easily cut through a web, creating a suitable hole in just one round.

## Skills

Climb 100-10, Devise (trap) 65+16, Hide 75-26, Scan 50+19, Sneak 75-26

## Armour

5 point chitin

## Magic

Though quite capable of learning magic, few people are willing to teach spells to a giant spider capable of turning them into an undead slave.

Some Necronea obtain spells from other creatures of Chaos. Spirit Magic is most common, but some join Chaos cults and obtain Divine Magic.

Extinguish is a popular spell as webs are very vulnerable to fire. Befuddle is also very popular as are spells making the Web Mummies more effective such as Bludgeon and Protection.

## Chaos Features

Necronea have a (POW X 2)% chance of possessing a Chaos Feature.

## Usage Notes

The player Characters should not normally be able to march in and fight it out toe-to-toe with these creatures. Necronea are devious, scheming monsters with the ruthlessness and patience expected of a spider.

They excel at traps and their lairs are frequently protected by pit traps and trip wires triggering falling or swinging logs. Necronea like to hoist their webbed prey high into their webs, and sometimes these apparently webbed carcasses are actually mummies ready to drop onto unwary adventurers. While willing to engage in combat, Necronea are quick to retreat if in real danger. Their Web Mummies are considered expendable, but will not be needlessly thrown away.