

Threat

Hard
Difficult

Bounty

1500 Crowns

Armor

20

INT	1
REF	9
DEX	6
BODY	13
SPD	5
EMP	1
CRA	1
WILL	5
LUCK	0

STUN	9
RUN	15
LEAP	3
STA	45
ENC	130
REC	9
HP	90
VIGOR	0



Height	Around 3 meters
Weight	Around 800kg
Environment	Swamplands & floodplains
Intelligence	About as intelligent as a dog
Organization	Solitary

Illustration by Marek Madej

Armored Arachasae

Commoner Superstition (Education DC:15)

That's the kinda john we call an 'armored arachas.' Hard and prickly on the outside, but get 'im undressed and everything's soft and squishy.

-Foxy Lisa, Maribor prostitute

Witcher Knowledge (Witcher Training DC:16)

An arachas' only weakness is its soft, sensitive abdomen. Some arachasae hide this under hollow tree stumps, while other, "armored" varieties exist which have grown a thick carapace that covers all the more delicate parts of their bodies.

An armored arachas is a true behemoth. It uses its enormous mass to knock over and trample its victims then devours their crushed remains. Like all arachasae, it is highly venomous, and this Golden Oriole should always be consumed before fighting it.

It is also worthwhile to stock up on healing potions and crossbow bolts before setting out, for this arachas' thick plating can withstand a great deal of damage, making battles with it a long and exhausting affair.

Once provoked, arachasae of both varieties quickly attempt to close the gap between them and their prey, either by skittering across the ground, leaping at their victim, or by spitting a sticky secretion and dragging the unlucky soul to them. In close combat an arachas is brutal and fast, its sharp foreclaws lashing out at incredible speeds. Skilled witchers can actually parry these strikes and temporarily stun them.

Weapons			
Name	DMG	Effect	ROF
Claws	5d6	Poison (25%)	2

Skills
Athletics +5
Awareness +6
Brawling +5
Courage +10
Dodge/Escape +8
Endurance +5
Melee +5
Resist Magic +9
Stealth +6
Wilderness Survival +4

Loot
Arachas Chitin (1d6)
Arachas Eyes (1d6/2)
Arachas Venom (1d6)
Venom Extract (1d6)

Vulnerabilities

Insectoid Oil

Soft Spot

An armored arachas' back has no armor and does not have its damage resistances.

Abilities

Pounce

An armored arachas doesn't need to take a running start when leaping.

Resistances

Armored arachasae only take half damage from **bleeding**, **slashing**, and **piercing**.

Poison Immunity

Armored arachasae take no damage from **poison**.

Camouflage

Armored arachasae have a +10 to Stealth in their home terrain when they aren't moving.

Webbing

If an enemy gets more than 8m from the arachas, it will shoot webbing at a range of 10m with Athletics. If it hits, the target is grappled until they can make a DC:16 Physique check or do 10 points of damage to the webbing.

Feral

For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 6.

Organic Armor

An armored arachas has an organic armor covering its soft parts. While this armor is on, you can't attack the arachas soft parts directly. This works as a normal armor with a SP of 30 and the arachasae damage resistances and a EV of 3. When it breaks, the soft spots are exposed.