

**Threat**

Hard  
Difficult

**Bounty**

2000 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



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

Illustration by Bartłomiej Gawel

# Arachasae Queens

## Commoner Superstition (Education DC:15)

*N'aracche aen woed endicen [Let sleeping arachasae lie].*

–Elven proverb

## Witcher Knowledge (Witcher Training DC:16)

Powerful pincers, a maw filled with razor-sharp teeth and venom glands packed with deadly toxins – these creatures constitute the arachas' deadly arsenal. Since people and farm animals make up an important part of these creatures' diet, contracts on arachasae in turn constitute an important source of witcher coin.

Fighting a queen is very much like to fighting a regular arachasae, but they usually have some hatchlings with 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 arachas queen's back has only 10 points of armor and does not have its damage resistances.

### Abilities

#### Pounce

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

#### Resistances

Arachasae queen only take half damage from **bleeding, slashing, and piercing.**

#### Poison Immunity

Arachasae queen take no damage from **poison.**

#### Camouflage

Arachasae queen 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.

#### Hatchling

Queens are usually hidden in burrows and live to lay eggs. They usually take care of a few hatchling at a time before sending them away to hunt on their own. You might encounter up to 9 of them in the nest. They are very similar to a worker endrega and you can use their stats to the hatchlings.