

Hex Spider

By Ray Nolan and Phil Morris, Anti Paladin Games

	<u>Drone</u>	<u>Striped Back</u>	<u>Star Back</u>	<u>Elder</u>	<u>Nest Zombie</u>
No. Enc.:	1d6 (5d6)	1d6 (2d6)	1d4 (2d4)	1 (1)	1d4 (2d4)
Alignment:	Chaotic	Chaotic	Chaotic	Chaotic	Neutral
Movement:	60' (20')	120' (40')	150' (50')	90' (30')	60' (20')
Web:	120' (40')	120' (40')	150' (50')	120' (40')	
Armor Class:	6	4	1	-2	7
Hit Dice:	1	4+1	7	9	2
Attacks:	1 (bite)	1 (bite)	1 (bite)	1 (bite)	1
Damage:	1d4, poison	1d8, poison	2d6, poison	4d6, poison	1d6
Save:	F1	F4	F7	F9	F1
Morale:	7 (9)	8	9	10	11
Hoard Class:	None	XII	XIX	XV	II (each)
XP Value:	16	290	1840	7300	20

Hex Spiders originally lived deep underground, but after their discovery by dwarves they have begun to spread to the surface. They need live hosts to hatch their young, using the victim as an incubator. Several times during their life they enter a chrysalis stage evolving into ever greater forms. Within their nests they form a natural hierarchy with a single Elder at the top of each colony. When unable to hunt humanoid prey, hex spiders will cannibalize the weaker of their own species.

Drone

This newly hatched hex spider has a body the size of a housecat with legs extending several feet. During this stage it is only semi-intelligent and has no ability to speak but seems to understand the instructions given to it by more developed spiders.

By nature the drone is aggressive but easily frightened unless accompanied by a greater spider. The bite of a drone is venomous, but weak. Anyone bitten gets a +2 bonus to resist the effects and those who fail suffer a -2 penalty to attacks, saves, and armor class for one hour.

Striped Back

A drone that has survived by cannibalizing enough of its kin enters a chrysalis stage. When it emerges it will have grown several times in size with a leg span over six feet across. It is as clever as the average human, and gains the ability to speak goblin.

The venom of the striped back is deadly; any who fail their saving throw will die in 1d4 turns. The striped back can also use *web* as a spell-like ability three times per day.

Star Back

The third stage of development, the star back has grown to formidable size and ability. It stands eight feet high with legs spread out over 12' and a glowing green 6 pointed star has formed across its back. Its intelligence has increased again and it now speaks common, dwarf, and goblin.

A star back's venom will cause death in one turn unless the character makes a save at a -2 penalty. It has also developed additional spell-like abilities, each usable three times per day: *charm person or monster*, *knock*, and *web*.

Elder

The final form a hex spider may aspire to, the elder has a leg span of 30', it stands 15' high, and can swallow a man whole. On its back is a mystical symbol unique to each elder. The elder is a genius, but paranoid of the lesser spiders beneath it; especially the star backs. It will not tolerate the presence of another elder within its colony.

Elder venom will cause death in only 1d6 rounds unless the character makes a save at a -4 penalty. The elder can speak with any intelligent creature, can see invisible creatures within 60', and has an innate protection from normal missiles as the spell of the same name. It may use the following spell-like abilities, each three times per day: *charm person or monster*, *confusion*, *ESP*, *knock*, *move earth*, and *web*.

Nest Zombie

When a hex spider implants its eggs in a humanoid host, it becomes a near mindless shambler often mistaken for a mummy because of the thick webbing covering its body. It will attack all living creatures other than spiders on sight.

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