

## Arachnians: First of the False Elves

Arachnians are an odd race, known for their secrecy and mastery of Illusion. They are broadly the same height as Humans, but with slender limbs and what is thought of as Elven proportions to their bodies. Their skin tones vary from Arachnian to Arachnian, with grey, green, blue and other colours known (it is not clear if these colours are natural or a form of tattoo). Their faces have large bulbous eyes, small horn-like protrusions from the forehead, and something resembling hair growing from the scalp, but are otherwise smooth and featureless. Even the mouth-parts are not visible unless the Arachnian is feeding.

Arachnians are considered adults at 16, and may live more than 100 years. They live underground, in what Avmarians call Sunswallow, the great system of caves and tunnels that exists below the surface of Avmar. Most Arachnians are to be found under Region near Avens Gil, or under Draconsmere and Garda near Hrothgar Gap. Arachnians despise Drowh, and have been at war with them since their creation. It should be noted that the Arachnians are neither members of the Alliance nor enemies, and the one member of their race which is commonly seen is their Ambassador, the Shankar. Although tolerant, Arachnians are very defensive of their territories; woe befalls many an Adventurer who cannot talk his way out of an unplanned encounter with these subterranean dwellers.

The Arachnian language is not widely spoken outside the Arachnians themselves, and resembles a hissing sound to Human ears. While the Shankar usually speaks the common Trade Tongue very well, other Arachnians may not. Little is known about Arachnian culture. It is clear they are divided into clans or castes (other translators prefer the word "legions"), and it is known that they have armies with which to wage war on the Drowh, but other than that it is a mystery. No-one has ever reported visiting an Arachnian city. The known castes are Blue Mantis (soldier caste), Green Ant (crafter caste), Red Beetle (explorer caste), Pale Acari (worker caste) and Grey Arani (planner caste). Arachnians adventurers often follow illusionary or scouting professions, using their natural skills to great advantage, although warriors are not unknown.

So few Arachnians have been met that it is not known what names are common and rare. It is thought that the names they use among others are descriptions of their profession or task. Aside from Shankar, Arachnians called Chandra, Ashokar, Harshad, Jayendra, Lashkar and Madukar have all been encountered. Arachnians never have family names: instead they give the name of their clan.

Arachnians tend to wear plain, practical, unadorned clothing (although simple designs and tooling are sometimes seen), with perhaps a subtle web or spider motif reflecting their origins. Their clothes tend to match the colour of their caste (as do their skin tones) but this is not always the case.

Arachnians revere their creator, the Great Spider, the Hunger, but do not worship Her, claiming She is dead. Instead, they follow a collection of deities taken from many different pantheons, each one worshipped in the form of a spider and seen as a secret child of the Great Spider. They often revere Shavla-Shapla-Shanla in his aspect as Lord of Trickery, or Enul Father of Magic. They never worship or pact with Lolth, seeing her as an abomination. They have innate ability with Illusion, but can become proficient with any of the six elements of Magic.

## History of the Arachnians

In the beginning was the Hunger, and the Hunger had a name, and She was before the Light. And when the Light came, She saw it, and hungered for it. Then came the Mighty One, who offered Her the Light to devour, to feed Her hunger. And She ate the Light, and grew strong, and even the Mighty One feared Her.

And She came to live in the place called No Land, and still She hungered. All She was, was hunger, and so she brought forth us, Her children, to feed her. She knew of the children of Eru, and so she made us part in their form and part in Hers. And so she made the Pale Acari, those-who-work.

One day, Her hunger was so great no food would sate Her, so She ate Herself. And the Pale Acari, who only knew how to work, would have died, but some among them changed and became Grey Arani, those-who-plan. And between Arani-that-plan and Acari-that-work, we grew strong in the dark, deep places.

Then into the dark, deep places came others, Elves-but-not-Elves, made and abandoned, like us. We took them in, named them Black Mites, and taught them how to live in the dark, deep places; what to eat, what to drink, what to hunt, what to avoid. We taught them of magic, of illusion, of our dead creator and the other gods. In return they promised to make something for us.

But time passed and the Black Mites made nothing. They took and took but gave nothing in return, and so we called them Black Lice, for the parasites they were. They learned of poison, of disease, of necromancy, and we grew uneasy.

Then one day they revealed what they had made. They had twisted what we taught them. They had made a demon god as vile as they were, to worship and adore, and named it Lolth in twisted mockery of the name of our creator. And this we could not forgive. And so there was war.

To fight the war, the Grey Arani made the Blue Mantis, they-who-fight. And there was war with the Black Lice, and we drove them away and swore we would kill them wherever we found them.

But now we knew of others, and others would know of us, and we learned of trade. And so the Grey Arani made the Green Ant, those-who-make, and the Red Beetle, those-who-seek.

When we need to speak to others, we send a Shankar. Sometimes Grey Arani, sometimes Blue Mantis, sometimes even Green Ant. Sometimes we need other things, so we send a Chandra, or a Madukar, or a Lashkar. Sometimes the Grey Arani need a Scorpion, a Hornet, an Ettercap. But these are only whispers.

## Arachnian racial rules

- Arachnians are on standard Elven TB and Power.
- Arachnian Locational split is Elven Locational split.
- Arachnians can be almost any Unrestricted class.
- Although some classes fit better with certain castes, an Arachnian's caste has no statistical effect.
- Arachnians do not get to roll for Previous Occupations.
- Arachnians do not gain natural healing.
- Arachnians take double damage from blood metals (Iron, Steel etc.) after armour.
- Arachnians are never Psionic.
- Arachnians may only use Magic, Spirit, Necromantic, Gymieric, Demonic, Runic or Siedar items.
- Arachnians are Immune to Potion induced or spell induced Sleep. This, however, does not include such spells as Catalepsy.
- As False Elves (unlike True Elves), Arachnians are not Immune to Disrupt/Restore Sanity.
- As False Elves (unlike True Elves), Arachnians are not Immune to corrupting influences while asleep, and do not take reduced Permanent damage from Nightmare.
- Unlike Drowh, Arachnians do not gain Elven Class Abilities.
- Arachnians take no damage from Dispel Magic.
- There are no "Half-Arachnians".
- Costume: Arachnians tend to wear variations on a single colour, often a colour that blends in under shadowy conditions, sometimes their caste colour such as grey, blue or green. They never wear black. Arachnian faces are phys-repped by masks: ask a staff member to show you one.
- Alignment: Arachnians may be of any alignment.

RANK	Arachnian Racial Ability	RIPS
1	Darksee, Climb, Elven Immunities, ½ Effect Priestly Cures/Causes +1 Dex	0
2		3
3	Web, Enhanced Elven Immunities	2
4	Spider climb	3
5	Complete Elven Immunities	2
6	Web	2
7		8
8		1
9	Web	2
10		3
11		2
12	Web	3

RIP Cost	Ability
1	Colour Spray
2	Blur
3	Light Darkness
4	Reveal
5	Blindness IV Levels
6	Vanish
7	Mind Blank Self
8	Disrupt Sanity Walk Through Illusion Self
9	Walk Through Illusion Other
10	Mass Invisibility

Arachnian Illusionists receive their (Level + 1)<sup>2</sup> in mana, instead of their Level<sup>2</sup>, and an additional -1 to their Illusory FAC, which is in addition to any other modifiers.

### **Ability Descriptions**

**Darksee** - Arachnian can see through natural Darkness.

**Climb** - Arachnian can climb objects with relative ease.

**Elven Immunities.** At 1<sup>st</sup> rank, Elemental Elves gain Elven Immunities, which grants Immunity to the following spells:

*Curse/Bless<sup>†</sup>, Disease/Cure Disease<sup>†</sup>, Possession /Exorcism<sup>†</sup>, Ghoul or Herbal Paralysis, Herbal Sleep, Single Level Drain, Halt<sup>†</sup>, Fear/Remove Fear<sup>†</sup>, Spiritual Blindness/Dumbness/Deafness<sup>†</sup>, Remove Paralysis<sup>†</sup>, Regeneration<sup>†</sup>, Raise dead<sup>†</sup>, Resurrection<sup>†</sup>, Touch of Death<sup>†</sup>.*

<sup>†</sup>The above spells will effect Elves if cast by a caster of their race.

Note that where appropriate, these Immunities are against Spiritual spells, although the Immunity will work against spells with that name provided it is not higher than Mantic 1.

**½ Effect Priestly Cures/Causes.** All Arachnians take only half effect from priestly healing or wounding unless it is cast by a member of their own race. Other forms of healing are *not* affected similarly.

**+1 Dex** - Grants the Arachnian an additional 1 point of Dexterity Armour.

**Web** - Once per day per time listed the Arachnian can web a target within 30ft, holding them still for 30 seconds.

**Enhanced Elven Immunities** - At 3<sup>rd</sup> rank, Arachnians gain further Immunity to:  
*Repel good/evil<sup>†</sup>, Stasis<sup>†</sup>, Repulsion<sup>†</sup>, Sanctify/Desecrate<sup>†</sup>, Poison<sup>†</sup>, Prot. Good/Evil<sup>†</sup>, Wither limb, Priestly Runes<sup>†</sup>, Dispel Good/ Evil 1<sup>†</sup>.*

**Spider climb** - Arachnian can climb on any surface, regardless of its orientation

**Complete Elven Immunities** - At 5<sup>th</sup> Rank, Arachnians gain the further immunity to:  
*Dispel Good/Evil 2<sup>†</sup>, Remove Poison<sup>†</sup>.*

## ***RIP Descriptions***

### **Colour Spray**

Vocal: "Let colours come and hold thee to bewilderment."

Description: Mesmerises the target with dazzling colours for 10 seconds, or until struck (minimum 1 life point damage). This is magical in effect. The spell will not work on blind, spirit seeing, mono-colour seeing elementals, etc. It will though affect mindless creatures that can see colours.

### **Blur**

Vocal: "Shadows come to hinder sight and shield thy master in his / her plight."

Description: Blurs the Arachnian's image, making them a harder target and granting +1 Dexterity AC for the duration (5 minutes). Stackable.

### **Light**

Vocal: "Let there be light."

Description: Causes a 15ft radius globe of magical light brighter than daylight to spring up around the Arachnian or an item touched by the elf for 5 minutes.

### **Darkness**

Vocal: "Here and now I reveal the heart of darkness."

Description: Causes a 15ft globe of magical darkness deeper than the darkest night to materialise around the Arachnian or an object touched by the elf for 5 minutes. The elf can always see in their own darkness.

### **Reveal**

Vocal: "Hidden things, show yourselves and be revealed"

Description: This spell reveals any person or thing which is mystically hidden by Mantic 1 powers (except Spirit) and on the same plane as the elf up to 30' away in a 15' radius of the target area. It does not reveal anything physically concealed. It does not prevent the person or thing concealing themselves again, if they have the power to do so.

### **Blindness IV Levels**

Vocal: "I consign thee to the realms of darkest night."

Description: When cast, this spell physically and magically blinds the target. The initial casting will affect up to 4 levels of character (16 Hits of monster). The spell can be stacked by repeated castings (before releasing the spell - the Arachnian has 30 seconds in which to do this) to affect more levels.

e.g. to affect an 8th level character (32 Hits of monster), an Arachnian needs to cast *Blindness* twice (4 + 4 levels) before throwing the spell at the target

### **Vanish**

Vocal: "Vanish."

Description: This spell causes the target to vanish for 5 minutes. The target is actually suspended mid-shift on the planar boundary; ready to be recalled to the point at which they left when the duration of the spell expires. The spell affects any willing subject (including the Arachnian) or an unwilling subject up to 1/2 the level of the elf (5 hits per level of the Arachnian). An Arachnian may only have a maximum of their level in objects vanished at any one time.

### **Mind Blank Self**

Vocal: "I shield my mind from unwanted influence."

Description: This spell renders the elf immune to all lesser mind influence save damage for the duration, 5 minutes (e.g. Empathic Projection, Halt, Beguilement, Sleep, etc.).

### **Disrupt Sanity**

Vocal: "I come to rend, I come to reave, insanity is all I shall leave."

Description: All of those caught within 30' and the 180 degree arc (indicated by the Arachnian) who can see the Arachnian will lose 10 points of sanity from seeing the ghastly vision that appears around the elf.

### **Walk Through Illusion Self**

Vocal: "Phantoms cannot harm me as I walk through illusion."

Description: The effects of casting this spell are to make the elf completely immune to the effects of Illusion which target the elf for 5 minutes. For example, a Voice of Power will do nothing, Phantasmal Bolts will do no damage and Colour Spray will have no effect. Similarly, however, the elf will not be able to cast certain spells on themselves, such as Multi Image, Mind Blank Self or Strength. As with all other Walk Through spells, this spell does not make the elf able to see through Illusion.

### **Walk Through Illusion Other**

Vocal: "Phantoms do not harm them, let them walk through illusion."

Description: The effects of casting this spell are to make the recipient completely immune to the effects of Illusion which target the elf for 5 minutes. For example, a Voice of Power will do nothing, Phantasmal Bolts will do no damage and Colour Spray will have no effect. Similarly, however, the recipient will not be able to benefit from certain spells which could be cast on them, such as Mind Blank Other or Strength. As with all other Walk Through spells, this spell does not make the recipient able to see through Illusion.

### **Mass Invisibility**

Vocal: "Powers of shadow put forth thy might and shield all here from unwanted sight."

Description: When cast, this spell affects the elf and all within a 10' radius of the elf (if willing and targeted by the Arachnian) becomes invisible to both Physical and Magical sight for the duration (5 minutes). They can move and act normally and remain invisible for the duration or until such time as they cast a spell or attack a target (whether effective or not). This spell does not cover smell, sound or touch. It does also not allow the Arachnian or any of the recipients to see each other!