



ARACHNAHD

The arachnahdi are remotely distant cousins of the arachnid, or spider family and were also known as the Pavúk-národ (spider people) to ancient orcs and Doeilian Kindaas (children of death) to ancient elves. Far more developed mentally, the arachnahdi are actually small humanoids, but have several inborn traits reminiscent of their relatives. The Arachnahdi homeland is a relatively small area bordering the Underdark areas predominately underneath East Wood not far from the Ahg-Mahad great goblin civilization. They have traditionally been on politically good terms with both the orcish nations and the goblins since the time of the great wars. Arachnahdi appear as slightly build humanoids, who by their size could often pass as a child among other races. Their skin ranges from a light, pallid gray to a dark ashen or charcoal color with hair that is almost exclusively black. An Arachnahd will generally have very little if any body hair and their eyes are usually black or very dark brown without any visible sclera (whites.) During the Age of Wars, the Arachnahdi developed a reputation as assassins using their unique abilities to aid the Morgul Empire

Average Height	5' 2" Male	4' 11" Female
Average Weight	95 lbs Male	75lbs Female
Average Physical Maturity	10 years Male	9 years Female
Average Life Expectancy	80 years Male	85 years Female

Racial Modifiers – Perception +2, Charisma -2

Natural Stat Maximums – includes +/- 2 for sub-ability adjustment and racial purchase options

Strength	(Stamina 22, Muscle 21)	Intelligence	(Reason 20, Knowledge 20)
Dexterity	(Balance 20, Aim 20)	Wisdom	(Intuition 20, Willpower 20)
Constitution	(Health 23, Fitness 22)	Charisma	(Leadership 18, Appearance 18)
Perception	(20)	Luck	(18)

RACIAL ABILITIES/SKILLS

(70cp to spend on the below abilities, the stock Arachnahd will have the * abilities at 60cp with 10cp free)

15cp	+2 to Stamina subability	5cp	Lesser Nightvision (50 yards)
10cp	+1 to Muscle subability	*10cp	Nightvision (100 yards)
*10cp	+1 to Health subability	15cp	Greater Nightvision (full vision range)
*5cp	Minor Silk (rope strength, slow feed; DM)	*10cp	Infrared Vision (50 yards)
10cp	Major Silk (HQ rope str, fast feed; DM)	10cp	Arachnid Telepathy/Empathy
*10cp	Spider Climb (any surface; DM)	5cp	Awareness (Surprised only 1 in 8)
*5cp	Mild Venom (mild poison; x2 bite damage)	5cp	Minor Poison Resistance (+1 sv vs Toxin)
10cp	Potent Venom (x2 bite +2hp/rnd for d8 rnd)	15cp	Poison Immunity (full immunity; DM)
5 cp	Enlarged Incisors (fangs do d3 base dmg)	5cp	Keen Touch Sense (+1/+5%; DM; may x3)
5cp	Knife Bonus (+1 to hit w/knives)	5cp	Crossbow Bonus (+1 to hit w/crossbows)
2cp	Ancient Language: Torog	*2cp	Rope Use/Nets: Arachnahd Silk
2cp	Modern Language: Medius Common	4cp	Move Silently Proficiency
2cp	Modern Language: Uruk	4cp	Hide in Shadows Proficiency
*2cp	Modern Language: Black Tongue	2cp	Distance Determination Proficiency
2cp	Literacy: Torog	2cp	Lore: Animal/Insect: Arachnid
2cp	Literacy: Medius Common	2cp	Survival: Underdark
*2cp	Literacy: Uruk	2cp	Poisons: General
2cp	Literacy: Black Tongue	2cp	Ambush Proficiency
2cp	Navigation: Underdark	*2cp	Climbing Proficiency
*2cp	AK: East Wood Underdark	4cp	Escape Artist Proficiency
2cp	AK: East Wood	2cp	Jumping Proficiency