



LPJ9695

MONSTERS OF NEOEXODUS: ANEISHI



DESCRIPTION

Between the slave races of Sobeka and humanoids and the ruling castes of Exodites and Khaynites, another race of First Ones holds sway. The Aneishi are neither slaves nor citizens of the dark empire that once ruled Exodus. These sinister spider-folk exist on the fringes of First One society, prowling places too dark for even their colleagues.

The Aneishi resemble anthropomorphic spiders. They have only two arms and two legs, but their bodies are covered with a sturdy brownish carapace and short, bristly hairs, and their faces are more arachnid than humanoid. Eight compound eyes glimmer above wicked mandibles.

The Aneishi have always dwelt outside the First One social order. They are tied to the Brotherhood of Khayne by mutual hatreds, not by religious or political

WRITTEN BY JOSHUA COLE

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allegiance. Although they respect the greater strength of Khaynites and Exodites and usually agree to do their bidding, the Aneishi consider themselves free to disobey orders or simply walk away from a battle that goes against them. Only their utility has kept the other First Ones from wiping them out.

Aneishi speak their own language. Most also know enough Exodite to get by in dealings with other First Ones.

ANEISHI - CR HALF

Male Aneishi Warrior 1

NE Medium Monstrous Humanoid (First One)

Init: +3 Senses Darkvision 60 ft.; Listen +0, Spot +0

Languages: Aneishi and Exodite.

AC: 16, touch 13, flat-footed 13 (+3 Dex, +3 armor)

hp: 4 (1 HD)

Resistance: +4 vs. Fear effects

Save: Fort +1, Ref +3, Will +0

Speed: 30 ft. (6 squares), Climb 30 ft.

Melee: Short sword +2 (1d6+1/19-20)

Melee: Reach Longspear +2 (1d8+1/x3)

Ranged: Longbow +5 (1d8/x3)

Space: 5 ft; Reach 5 ft. (10 ft. with longspear)

Base Atk: +1; Grp +2

Special Actions: Webcasting.

Abilities: Str 12, Dex 17, Con 9, Int 10, Wis 11, Cha 8

Feats: Stealthy.

Skills: Climb +10*, Hide +5, Jump +2, Move Silently +5.

Possessions: Long sword, longbow, 50 arrows, studded leather armor and 25 gp.

Webcasting (Ex): An Aneishi can throw a web three times per day. This is similar to an attack with a net but has a maximum range of 30 feet, with a range increment of 10 feet, and is effective against targets of up to Medium size. The web anchors the target in place, allowing no movement. An entangled creature can escape with an Escape Artist check (DC 10) or burst the web with a Strength check (DC 14). The DCs are Con-based, and the Strength check DC is always 4 higher. The web has 6 hit points plus 1 per class level of the Aneishi and takes double damage from fire. Aneishi can also create sheets of sticky webbing from 5 to 60 feet square. They usually position these to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must

succeed on a DC 20 Spot check to notice a web, or they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section has 6 hit points, hardness 0, and takes double damage from fire. An Aneishi can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

***Skills:** Aneishi have a +8 bonus on Climb checks. They can always choose to take 10 on a Climb check, even if distracted or threatened.

The creature drops from above you on a strand of nigh-invisible silk, its vaguely humanoid form belying the arthropod shell encasing its body. It looks at you through eight compound eyes, every facet glowing with malevolence.

COMBAT

Aneishi are wilderness-dwellers, with all the savagery of nature at their command. They hunt and stalk their enemies relentlessly, laying webs, ambushes and traps to pick off the weakest opponents and finishing off the strongest only when they have overwhelming power.

Most Aneishi operate alone or in a small hunting band. Rarely do more than a half-dozen congregate in one place, and on those rare occasions easily half the assembled Aneishi will keep themselves carefully hidden.

Aneishi prefer to flee if forced into a stand-up fight, snaring their pursuers with webs or evading them by taking to vertical surfaces.

ANEISHI CHARACTERS

Aneishi society is too loosely organized, and too loosely tied to the other First Ones, to provide formal training. Nonetheless, most advanced Aneishi make their own way into a character class.

An Aneishi's favored class is ranger. Most senior Aneishi hunters are rangers, ranger/rogues or ranger/barbarians, and most Aneishi spellcasters are druids.

The Aneishi warrior presented above had the following ability scores before racial adjustments: Str 12, Dex 13, Con 9, Int 10, Wis 11, Cha 8.

ANEISHI PARAGON - CR3

Male Aneishi Paragon 3

NE Medium Monstrous Humanoid (First One)

Init: +6 Senses Darkvision 60 ft.; Listen +1, Spot +1.

Languages: Aneishi and Exodite.

AC: 19, touch 16, flat-footed 15 (+4 *Dex*, +2 *Insight*, +3 *armor*)

hp: 20 (3 *HD*)

Resistance: Evasion, Uncanny Dodge, +4 vs. Fear.

Save: Fort +4, Ref +6, Will +4

Speed: 20 ft. (4 squares) (30 ft. *unarmored*), Climb 20 ft.

Melee: Long sword +4 (1d8+1/19-20)

Melee: Reach Longspear +4 (1d8+1/x3)

Ranged: Composite longbow +7 (1d8+1/x3)

Space: 5 ft; Reach 5 ft.

Base Atk: +2; Grp +3

Attack Options: Point Blank Shot (+1 to hit with longbow within 30 ft.)

Special Actions: Webcasting

Combat Gear: Potion of cure light wounds (CL 1st) x3.

Abilities: Str 12, Dex 18, Con 15, Int 8, Wis 13, Cha 10

Feats: Iron Will, Point Blank Shot.

Skills: Climb +13*, Hide +8, Jump +5, Move Silently +8, Survival +7.

Possessions: Combat gear plus masterwork long-spear, masterwork long sword, masterwork might +1 composite longbow, 100 arrows and masterwork hide armor.

Improved Precognition (Su): An Aneishi Paragon's precognitive abilities provide a +2 *Insight* bonus to Initiative, attack rolls, AC and Reflex saves. As long as he is able to use Supernatural (Su) abilities and is wearing light or no armor, the Aneishi Paragon is treated as having Uncanny Dodge and Evasion.

Webcasting (Ex): An Aneishi can throw a web three times per day. This is similar to an attack with a net but has a maximum range of 30 feet, with a range increment of 10 feet, and is effective against targets of up to Medium size. The web anchors the target in place, allowing no movement. An entangled creature can escape with an *Escape Artist* check (DC 14) or burst the web with a *Strength* check (DC 18). The web has 9 hit points and takes double damage from fire. Aneishi can also create sheets of sticky webbing from 5 to 60 feet square. They usually position these

to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 *Spot* check to notice a web, or they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section has 6 hit points, hardness 0, and takes double damage from fire. An Aneishi can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

***Skills:** An Aneishi Paragon has a +8 bonus on *Climb* checks. They can always choose to take 10 on a *Climb* check, even if distracted or threatened.

You sense more than see the creature lurking in the darkness - an Aneishi, but better armed and armored than most, creeping toward you with an awful certainty of victory in its eight eyes.

Aneishi Paragons embody the isolated hunter-trapper ethic of their race. Some dabble in spellcasting, but all are dangerous warriors. When Aneishi deign to do the bidding of the greater First Ones, it is often Aneishi Paragons who take up arms.

COMBAT

An Aneishi Paragon's almost preternatural awareness of its surroundings allows it to take more risks than other Aneishi, but it remains cautious and careful. Aneishi Paragons prefer to keep opponents separated with traps and webs so they can pick targets of opportunity with their bows or spears. An injured Aneishi Paragon retreats using its climb speed, recovers, then rejoins the fight.

Written by Joshua Cole

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