

Monster

Monster Name: Arachne Spellweaver

Monster Level: 27

XP Reward: 945

GP Reward: 405

Base_stats

Strength: 8

Magic: 35

Vitality: 17

Spirit: 65

Agility: 35

Derived_stats

HP: 640

MP: 46

AP: 16

MAP: 70

SPD: 14

CRIT: 96

ACC: 12

MACC: 12

EVA: 32

RES: 32

STR Dice: 1

MAG Dice: 1

Max Tech Levels: 8

Powers

Elemental Affinities:

No Elemental Affinities

Monster Powers:

Magical Counterattack 10% - Bio

Blood Heal - Wish Command

Tech Powers:

Bio (3M2 magical damage with Lesser Poison -33, Limited Uses)

MP 12

Sleep (Level 3 Sleep -13 with Area Effect, Single Use) MP 6

Information

Description:

Arachne are creatures that are half-woman and half spider, the upper half being woman. They vary in color and species, as well as class.

Arachne Spellweavers are the mages of the Arachnes that live deep in the dense forest. They are capable of offensive and status magic, but some also use blood magic to heal.

Combat Tactics:

Arachne Spellweavers start by trying to put everyone to SLEEP, then will rain BIO after BIO on the enemy until none are left. When they need to heal an ally, they will use BLOODHEAL, and sacrifice at most 85 HP to heal their comrade by 255 HP.

Scan Information:

Arachne Spellweaver (Level 27 Abnormal)

640/640 HP, 46/46 HP

No Elemental Affinities

Immune to Charm, Confuse, Frog, Poison, Sleep, Slow, Stun, and
Venom

Not Immune to Armor Break, and Demi

Carries Spider Web

Conceals Crystalline Cobweb

Rarely Conceals Dark Magicite