

Species, Breed: Spider, Brown Recluse, Giant

Type: Not applicable.

Class: Monster (Arachnid).

Align: Basic instinct creature.

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: Roll 1-D30 +19

Number encountered: 1

Experience points: 130 x level.

Characteristics:

Awareness: 50

Charisma: Not applicable.

Constitution: 50

Coordination: 50

Dexterity: 50

Intelligence: 5

Mental-strength: 55

Strength: 50

Wisdom: 5

Movement:

Flying: Can't

Grounded: 24

Swimming: Can't

Luck: None.

Oxygen-points: 115

Blood-points: 150

Attack descriptions:

1 Bite: 2-D12 / 2 spaces (10') / Needle attack (also, See: "Special Offences"). Can leap 8 spaces (40') and attack at the same time with no initiative roll when making contact. The first initiative roll will be the only one to check for.

Defense: 50

Offense: 50

Damage-Points: Roll 1-D20 + 1-D10 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 36+ to have 2-D100

Bronze: 36+ to have 1-D100

Silver: 36+ to have 4-D20

Electrum: 36+ to have 3-D20

White-gold: 36+ to have 1-D20

Yellow-gold: 36+ to have 1-D12

Black-gold: 36+ to have 1-D10

Treasure item(s):

Common: 36+ to have 1-D8

UnCommon: 46+ to have 1-D6

Rare: 80+ to have 1

Legendary: 91+ to have 1

Note:

Any Treasure found will be found within the spiders nest on fallen creatures.

Description:

Annihilation Strike?: Yes.

Description: Height: 3', Length: 14', Weight: 600 Lbs., Skin color: Brown with a noticeable darker mark on the back, resembling a violin, Skin texture: Smooth, Eye color: Brown, Eye shape: Large and round.

Dislikes: Crowded areas. This creature is very reclusive and distant, shying away from all creatures by those they hunt.

Disposition: Recluse and solitary.

Fears: High traffic areas. Fire.

Habitat: Desert (Highland), Forest (dark), Mountains (Forested).

Immunities: None.

Life-span: 40 years.

Likes: Common and Larger animals.

Needs: Unknown.

Note: The Giant Brown Recluse is exactly the same as the common of the species, with the violin marking upon its back. This spider has grown to immense size.

Special Abilities: Can climb as easily on a vertical surface as a horizontal surface.

Special defenses: It has spike-like hairs on its back which can cause up to 3(x.) points of damage if she is grabbed or jumped on. These spikes are as poisonous as her bite. This is her defense from would-be attackers from above and behind.

Special offenses: Black Venom: If bitten in the flesh a creature will die unless it has a constitution of 35+. If a creature's constitution is high enough, it will contract Rot, in that its flesh will slowly turn black and die, causing 1-D10 permanent damage per 24 hours for 3-D20 days, yet no less than 20

The poison will take effect 3 turns (15 seconds) after injected.

There is a chance that the fangs of a this creature will penetrate armor types without damaging the armor. The following are the chances vs. the type of armor. If the chance proves positive then direct flesh damage will be taken to the creature it has struck with the poison in effect:

Armor types: %Chance of penetration:

Leather: 20%

Skin: 10%

Ring: 60%

Scale: 30%

Chain: 35%

Banded: 20%

Splint: 20%

Plate: 20%

Susceptibilities: Cannot hear.

Weapon susceptibility: Rank-0 (or better) weapon to harm.