

Species, Breed: Animated

Type: Spider, Ice (lesser)

Class: Animated

Align: None.

Gender: Not applicable.

Level: 10 + 1-D10

Number encountered: 3-D10 +10

Experience points: 20 x level.

Characteristics

Awareness: 30

Charisma: Not applicable. Looks like a Vahkrin Imp, though it is not (it is only patterned to look like such).

Constitution: 20

Coordination: 30

Dexterity: 60

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 10

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: 12

Swimming: Can't. Can crawl along the bottom of water sources at a rate of 6 spaces (30') per turn.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Bite: 1

Damage: 1-D20 + See: "Special offenses"

Range: 1 space (5')

Attack Type: Sharp

Defense: 30

Offense: 60

Damage-Points: Roll 1-D10 +1 x level

Treasure: %Roll needed to have money and treasure:

Copper: 90+ to have 1-D6

Bronze: 90+ to have 1-D6

Silver: 90+ to have 1-D6

Electrum: 90+ to have 1-D6

White-gold: 90+ to have 1-D6

Yellow-gold: 90+ to have 1-D6

Black-gold: 90+ to have 1-D6

Treasure item(s):

Common: None.

UnCommon: 90+ to have 1

Rare: 90+ to have 1

Legendary: None.

Description:

Annihilation Strike?: No.

Description: This creature looks a very large spider. It is constructed of solid ice; see through.

Eye color: Ice

Eye shape: A cluster of 24 small bulbous eyes.

Body color: Clear ice.

Height: 2'-0"

Length: 3'-0"

Skin color: Clear ice.

Skin texture: Smooth ice.

Posture: Arachnid.

Weight: 100 lbs.

Dislikes: Not applicable. Mindless creatures do not like or dislike anything.

Disposition: This creature is constructed by an Animationist. What commands the Animationist has given this creature, it will carry out. There will be a 75% chance of this animation having no master.

Fears: Not applicable.

Habitat: Arctics.

Immunities: Cold. All non-damaging spells have no effect upon this creature unless it deals directly with the elements (i.e., elemental magician spells).

Life-span: Undying. This is a creation which has no life span.

Likes: Not applicable. Mindless creatures do not like or dislike anything.

Needs: Arctic conditions to exist. If taken out of its environment, it will melt at a rate of 1-D20 +10 damage-points per 24 hours until destroyed. See: "Note"

Note: The damage a stone-based ability and/or spell inflicts will heal this creature for the damage it would have normally caused.

Special Abilities: None.

Special Defenses: Only physically damaging attacks, whether they be magical or non-magical, can effect this creature. Damage-reduction: 2

Special Offenses: Chill Venom: If bitten for more than half the damage it can cause, a chill will set in on the beginning of the next turn. Effects: -1 attack per turn. If you only have one attack per turn, your attack rate will be 1 attack every other turn until the Chill Venom wears off. Duration of Chill Venom: 1-D4 turns. The duration effects of this venom stack.

Susceptibilities: Fire will cause x2 damage on this creature.
See: "Needs:".

Weapon susceptibility: Rank-1 (or better) magical weapon to harm.