

Species, Breed: Spider, Sand, Great

Type: Jahthein

Class: Monster.

Align: Good (apathetic).

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

Level: 31 + 2-D8

Number encountered: 1

Experience points: 200 x level.

Characteristics

Awareness: 60

Charisma: Not applicable.

Constitution: 80

Coordination: 55

Dexterity: 55

Intelligence: 5

Mental-strength: 90

Strength: 160

Wisdom: 40

Movement:

Flying: Can't

Grounded: 36 See: "Special abilities"

Swimming: Can't

Luck: 200

Oxygen-points: 270

Blood-points: 240

Attack descriptions

Bites: 2

Damage: 1-D12 x11 See: "Special Offenses".

Range: 6 spaces (30') + See: "Special Abilities".

Attack Type: Needle.

Defense: 85

Offense: 85

Damage-Points: Roll 1-D100 +28 x level.

Treasure: %Roll needed to have money and treasure:

10+

If this creature has treasure, it will be feeding upon recent victim. Roll up a random creature within this region setting and roll for its treasure. It will have at least one of the checks, so roll until you get at least one thing, whether it is copper, silver, and/or treasure items.

Example: This creature has taken down a Common Salamander: Roll to see if it has copper, then bronze, silver, electrum, white-gold, yellow-gold, black-gold and then treasure on it. If you roll for the all and did not roll high enough for the victim to have anything, roll again. Keep rolling until you get at least something. If you rolled, and you found copper on the victim, but you did not get any other roll-checks, you are done (it only had copper on it).

Description:

Annihilation Strike?: Yes.

Description: This gargantuan spider is a lengthy and thin, sandy-yellow, spider, appearing exactly as the Sand Spider. It's legs are very long, but never out to the sides; they set in the front and the back (as if it is stretching at all times).

Eye color: Red.

Eye shape: Giant-fist-sized and protruding.

Hair color: Yellow. The tips of the hair thickly covering its entire body and legs darkens to an auburn at the tips.

Height: 9'-0"

Length: 56'-0"

Skin color: Sandy-yellow.

Skin texture: Leathery, like borgus leather.

Posture: Arachnid.

Weight: 3,200 lbs.

Dislikes: None.

Disposition: The creature does not spin webs, but it a desert floor crawler, creeping ever so slowly about in search of its prey constantly. During the daylight hours, this creature lies still in the coolest parts of the crystal desert it can possibly find, unwilling to hunt (unless something walks within 24 spaces (120') of it.

The difference between this creature and the Sand Spider is quite different. This creature is sentient; it thinks.

Fears: None.

Habitat: Crystal Desert.

Immunities: Death abilities and magic, Fear, Pain and Shock.

Life-span: 8 ages (8,000 years).

Likes: Dragon blood. This creature has a special liking to the taste of dragon blood. If a live dragon is staked to the ground, there is a 05% chance per day of attracting this creature to it.

Needs: Basic needs of life (food, water, shelter, etc.)

Note: None.

Special Abilities: Leap: This creature can leap once per 2 turns (10 seconds) x5 its body length (224'), attacking at the same time (no initiative rolled).

Touch Telepathy: As the Psychic's spell. This creature can invoke this ability at will with up to eight creatures (it must touch each creature with one of its eight legs).

Special Defenses: Resistances: Magic: 25%, Mental-attack: 40%, Spiritual-attack: 20%

Safe Fall: This creature will jump from great heights, never taking damage from the impact flawlessly (it extends its legs out evenly as far as it can; the hair upon its body catch the wind, thus breaking its fall). If thrown from a dangerous height, it must successfully make an avoidance-roll vs. "Coordination", or take half damage from the fall.

Special Offenses: Sand Venom: The Sand Spider will inject venom into its victim if the damage of its bite causes 64+ damage.

Sand Venom effects:	Eyes will begin to burn and sting terribly (see: "Successful" and "Unsuccessful" for specifics):
Avoidance-roll:	Yes: vs. "Poison".
Successful:	50% chance to miss target, -30 defense, -30 offense.
Unsuccessful:	Blindness: Awareness drops to 5 (-60 defense, -60 offense).
Complications:	If one is blinded by this poison, it is permanent.
Duration:	3-D20 turns if the avoidance-roll vs. "Poison" was successful. Unsuccessful = Permanent blindness.
Effect time:	1 turn (5 seconds).
Poison quantity:	2-D20 +10 uses.
Poison value:	600 white-gold per use.

Susceptibilities: None.

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