

Species, Breed: Spider, Glass

Type: Not applicable.

Class: Monster.

Align: Basic instinct creature.

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

Level: 1-D30 +1

Number encountered: 1-D4

Experience points: 20 x level.

Characteristics

Awareness: 30

Charisma: Not applicable.

Constitution: 30

Coordination: 40

Dexterity: 40

Intelligence: 1

Mental-strength: 25

Strength: 30

Wisdom: 1

Movement:

Flying: Can't

Grounded: 16

Swimming: Can't

Luck: None.

Oxygen-points: 75

Blood-points: 90

Attack descriptions

Bites: 2

Damage: 1-D12 x3 +2 See: "Special offenses"

Range: 1 space (5')

Attack Type: Needle.

Defense: 40

Offense: 40

Damage-Points: Roll 1-D12 +2 x level.

Treasure: %Roll needed to have money and treasure:

70+

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 spider appears as a common garden spider, though huge in size. It's skin and organs are cloudy and glass-like in nature, giving the spider the appearance of being see-through.

Eye color: Milky-White.

Eye shape: Small and bulbous.

Height: 1'-0"

Length: 4'-0"

Skin color: Clearish-white.

Skin texture: Rubbery.

Posture: Arachnid. Eight-legged.

Weight: 30 lbs.

Dislikes: Cold and Fire.

Disposition: The creature will spin webs among giant clusters of crystal, leaving a wide opening so as not to alarm potential prey of danger. When their prey travels far enough into the nest, they will close off the opening by quickly spinning their strong webbing across the opening, thus blocking retreat.

Fears: Fire.

Habitat: Crystal Desert.

Immunities: Blinding light, and such attacks, do not effect this creature.

Life-span: 100 years.

Likes: Unknown.

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

Note: None.

Special Abilities: Web Trap: When a creature makes contact with this very sticky webbing, it must successfully make a avoidance-roll vs. "Paralysis", or be caught in this spiders webbing. Each strand of web will have 30 damage-points. When caught in this trap, one will be snared by 3-D10 strands of web and must cut them all in order to freely move about.

Special Defenses: None.

Special Offenses: Glass Spider Venom: The Glass Spider will inject venom into its victim if the damage of its bite causes 20+ damage.

Glass Venom effects: Sleep.

Avoidance-roll: Yes: vs. "Poison".

Successful: Cumulative 10% chance to miss target (per bite), Cumulative -10 defense and offense (per bite).

Unsuccessful: Comatose slumber. With each bite, the victim must make a successful avoidance-roll vs. "Poison", or fall into a deep, deep slumber. Each bite, after the initial injection, will inflict a -10 penalty to avoid the poison.

Complications: For every 24 hours a creature lies in comatose slumber, as the spiders feed upon it, its constitution will lower by 1 if a successful constitution check is failed (constitution = the % chance). Once constitution lowers to zero, the creature will die. At 1 to 4 constitution, a creature will be helpless.

Duration: 1-D4 days. During the time of unconsciousness, the spiders will slowly feed upon a creature without killing it, for instinctively they know to keep their victims alive as a future food source.

Effect time: 3 turns (15 seconds)

Poison quantity: 2-D4 uses.

Poison value: 40 white-gold per use.

Susceptibilities: None.

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