

Species, Breed: Spider, Toxin

Type: Not applicable.

Class: Enchanted, Monster (Arachnid).

Align: Basic instinct creature.

Gender: Gender: 01-50 = Female, 51-00 = Male.

Level: Roll 1-D30 + 1

Number encountered: 1

Experience points: 150 x level.

Characteristics:

Awareness: 70

Charisma: Not applicable.

Constitution: 100

Coordination: 60

Dexterity: 60

Intelligence: 10

Mental-strength: 55

Strength: 30

Wisdom: 10

Movement:

Flying: Can't

Grounded: 20

Swimming: Can't

Luck: 50

Oxygen-points: 115

Blood-points: 300

Attack descriptions:

2 Bite: 4-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: 60

Offense: 60

Damage-Points: Roll 4-D20 + 1-D10 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 36+ to have 1-D100 x 10

Bronze: 36+ to have 1-D100 x 8

Silver: 36+ to have 1-D100 x 6

Electrum: 36+ to have 1-D14000 x 4

White-gold: 36+ to have 1-D100 x 2

Yellow-gold: 36+ to have 1-D100

Black-gold: 36+ to have 3-D20

Treasure item(s):

Common: 36+ to have 2-D8

Uncommon: 46+ to have 2-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: 4' 6", Length: 12', Weight: 500 Lbs., Skin color: White, Skin texture: Smooth, Eye color: Red, Eye shape: Large and round.

Dislikes: Fire.

Disposition:

Fears: Fire.

Habitat: Swamp.

Immunities: Immune to all forms of poison and toxins.

Life-span: 500 years.

Likes: Living creatures of any size.

Needs: Unknown.

Note: The Giant Toxin spider is the most vicious and deadly of all spiders. Its long legs help it to leap and run along walls, ceilings and floors with amazing speed and agility. The color of this spider is pure white and its many hundreds of eyes are bright, shining red.

Special Abilities: None

Special defenses: Immune to all forms of poison and toxins.

Special offenses: If a creature is bitten in the flesh by a Toxin Spider it will die on the next turn without fail.

Even undeads fall to the bite of a Toxin Spider. Its needle-like teeth will even penetrate Elven skin armor. There is a chance that the fangs of the Toxin Spider penetrating armor types without damaging the armor - with the exception of skin armor. The following are the chances. If the chance proves positive then direct flesh damage will be taken to the creature it has struck with the poison in effect:

Type of armor wearing / chance of penetration

Leather	25%
Spiked Leather	20%
Skin	05%
Ring	91%
Scale	65%
Chain	81%

Banded	20%
Splint	15%
Plate	10%

Susceptibilities: None.

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