

Species, Breed: Spider, Jumping, Giant

Type: Not applicable.

Class: Monster (Arachnid).

Align: Basic instinct creature.

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

Level: Roll 1-D30 + 1

Number encountered: 1

Experience points: 100 x level.

Characteristics:

Awareness: 70

Charisma: Not applicable.

Constitution: 50

Coordination: 50

Dexterity: 50

Intelligence: 5

Mental-strength: 55

Strength: 30

Wisdom: 5

Movement:

Flying: Can't

Grounded: 16

Swimming: Can't

Luck: 50

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 1-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: 8', Weight: 700 Lbs., Skin color: Brown, Skin texture: Smooth, Eye color: Black, Eye shape: Large and round.

Dislikes: Fire.

Disposition:

Fears: Fire.

Habitat: Cliff, Desert (Highland and Savanna types, Forest (dark), Mountains (Forested), Plateau, Rocky.

Immunities: Immune to all forms of poison except the "Giant Toxin Spider".

Life-span: 30 years.

Likes: Living creatures of any size.

Needs: Unknown.

Note: This Spider is exactly like the common jumping spider but huge. They range in a variety of different colored patterns. They are quite beautiful spiders and are graceful movers.

The Giant Jumping Spider can move along walls and ceilings as well as it can on a flat surfaced floor.

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

Special defenses: None.

Special offenses: This spider will gain a surprise attack if a creature doesn't make a successful avoidance-roll vs. "Awareness" when it enters a room or chamber that the Jumping Spider is in. If bitten in the flesh the venom of the Jumping Spider will cause a penalty of 15% to strike another creature and a penalty of 8 movement. The poison from this spider is paralyzing. No avoidance-roll possible. The poison will take effect 4 turns after a creature has been bitten. There is a chance that the fangs of the Jumping 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	12%
Spiked Leather	09%
Skin	0% (Elven skin resists spider bites)
Ring	57%

Scale	17%
Chain	37%
Banded	07%
Splint	04%
Plate	03%

Susceptibilities: None.

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