

Species, Breed: Animated

Type: Spider, Stone (lesser)

Class: Animated

Align: None.

Gender: Not applicable.

Level: 15 + 1-D12

Number encountered: 1-D10

Experience points: 40 x level.

Characteristics

Awareness: 60

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

Constitution: 30

Coordination: 35

Dexterity: 60

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 25

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: 12

Swimming: Can't. Can crawl along the bottom of water sources at a rate of 8 spaces (40') 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 x2 +1 + See: "Special offenses"

Range: 1 space (5')

Attack Type: Needle.

Defense: 35

Offense: 60

Damage-Points: Roll 2-D10 +4 x level

Treasure: %Roll needed to have money and treasure:

Copper: 80+ to have 1-D6

Bronze: 80+ to have 1-D6

Silver: 80+ to have 1-D6

Electrum: 80+ to have 1-D6

White-gold: 80+ to have 1-D6

Yellow-gold: 80+ to have 1-D6

Black-gold: 80+ to have 1-D6

Treasure item(s):

Common: None.

UnCommon: 80+ to have 1

Rare: 80+ to have 1

Legendary: 80+ to have 1

Description:

Annihilation Strike?: No.

Description: This creature looks a very large spider. It is constructed of solid stone.

Eye color: Gray.

Eye shape: A cluster of 24 small bulbous eyes.

Body color: Gray.

Height: 2'-0"

Length: 3'-0"

Skin color: Gray.

Skin texture: Stone.

Posture: Arachnid.

Weight: 200 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: Cliffs, Mountains (Rocky) and Rocky regions.

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

If the caster of an Animated Stone Spider dies, this creature will become "Stilled", thus attacking any creature that comes within 8spaces (40') of it.

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

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

Needs: None.

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: Damage-reduction: 3

Special Defenses: Only physically damaging attacks, whether they be magical or non-magical, can effect this creature. See: "Susceptibilities"

Special Offenses: Stone Venom: If the bite of this creature causes maximum damage, the victim must make a successful avoidance-roll vs. "Paralysis" or 1/3 of its body will turn to stone. Movement will decrease by 1/3 as well as attacks, casting spells, etc. The part of the victim's body that is turned to stone will be stone-hard, yet pliable, still allowing movement.

If injected with Stone Venom again, the victim's body will turn more fully to stone (2/3), decreasing movement, as already mentioned, by 66%.

At 1/3 effected, the victim will develop a damage-reduction of 1, and at 2/3 effected, this damage-reduction will increase to 2.

Once fully turned to stone, the victim will become completely immobile and hardened, forever turned to stone (as if he or she had been effected by a Medusa's gaze).

Susceptibilities: None.

Weapon susceptibility: Rank-9 (or better) magical weapon to harm.