

Species, Breed: Animated

Type: Spider, Crystal

Class: Animated

Align: None.

Gender: Not applicable.

Level: 1-D30 +1

Number encountered: 1-D10

Experience points: 45 x level.

Characteristics

Awareness: 70

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

Constitution: 25

Coordination: 45

Dexterity: 45

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 30

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: 14

Swimming: Can't. Can crawl along the bottom of water sources at a rate of 10 spaces (50') per turn.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Bites: 2

Damage: 1-D12 x2 +2 + See: "Special offenses"

Range: 1 space (5')

Attack Type: Needle.

or:

Crystal Weave: 1 See: "Special abilities"

Defense: 45

Offense: 45

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

Treasure: %Roll needed to have money and treasure:

Copper: 75+ to have 1-D6

Bronze: 75+ to have 1-D6

Silver: 75+ to have 1-D6

Electrum: 75+ to have 1-D6

White-gold: 75+ to have 1-D6

Yellow-gold: 75+ to have 1-D6

Black-gold: 75+ to have 1-D6

Treasure item(s):

Common: None.

UnCommon: 75+ to have 1

Rare: 75+ to have 1

Legendary: 75+ to have 1

Description:

Annihilation Strike?: No.

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

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 of solid crystal at the hands of nature itself. It is prone to attacking anything it notices, but only if it detects gem-vein upon it. See: "Special abilities".

Fears: Not applicable.

Habitat: Crystal Desert.

Immunities: Only physically damaging attacks, whether they be magical or non-magical, can effect this creature unless it deals directly with the elements (i.e., elemental magician spells). See: "Immunities".

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 crystal-based ability and/or spell inflicts will heal this creature for the damage it would have normally caused.

Special Abilities: Crystal Weave: The Crystal Spider will throw its crystal webbing all over its victim, attempting to encase it. This is considered as a thrown attack (+20 to strike). If this spider successfully hit a victim with this ability, it will be slowed, and incur the following penalties:

Defense / Offense: -10 defense and offense per Crystal Weave that strikes target (victim will be covered with the equivalent of 1 webbing per attack. If movement reaches zero, defense and offense will not be possible, and the targeted will become encased in strands of crystal webbing.

Slowed movement: -2 spaces per turn per Crystal Weave that strike target. When movement reaches 0 or below, the targeted will become immobile.

Note: Each strand of crystal webbing will have 20 damage-points.

Damage-reduction: 4

Gem Detection: This creature can detect gem-vein up to 6 spaces (30') distant on a successful avoidance-roll vs. "Awareness".

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

Special Offenses: Crystal Venom: The Crystal Spider will inject venom into its victim if its bite causes 14+ damage.

Crystal Venom effects: It will feel as though tiny shards of glass are coursing through the veins, causing immense pain.

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

Successful: A successful avoidance-roll vs. "Pain" must be rolled for every turn (two chances to success), or lose next offensive turn.

Unsuccessful: A successful avoidance-roll vs. "Pain" must be rolled for every turn, or lose next offensive turn.

Complications: When the "Duration" of this poison ends, the bitten must make a successful avoidance-roll vs. "Constitution", or lose 1 point of constitution permanently.

Duration: 3-D8 turns.

Effect time: Instant.

Poison quantity: 2-D4 uses.

Poison value: 45 white-gold per use.

Susceptibilities: None.

Weapon susceptibility: Rank-12 (or better) magical weapon to harm.