

Species, Breed: Spider, Black Widow, Giant

Type: Not applicable.

Class: Monster (Arachnid).

Align: Basic instinct creature.

Gender: Female.

Level: Roll 1-D30 +19

Number encountered: 1

Experience points: 100 x level.

Characteristics:

Awareness: 70 when something touches her webbing. 15 when something is not disturbing her webs.

Charisma: Not applicable.

Constitution: 50

Coordination: 50

Dexterity: 50

Intelligence: 5

Mental-strength: 55

Strength: 50

Wisdom: 5

Movement:

Flying: Can't

Grounded: 16

Swimming: Can't

Luck: None.

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 2-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: 5', Length: 10', Weight: 900 Lbs., Skin color: Black with a red hour glass upon the base of the abdomen, Skin texture: Smooth, Eye color: Black, Eye shape: Large and round.

Dislikes: Fire, Sunlight, Trafficy areas.

Disposition: The Giant Black Widow is very recluse and solitary; very shy.

Fears: Bright Light and Fire.

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

Immunities: Immune to all forms of poison except the "Giant Toxin Spider". If her web is disturbed in any way she will be 100% aware of it and where the disturbance is located.

Life-span: 30 years.

Likes: Living creatures of any size.

Needs: Unknown.

Note: The Giant Black Widow Spider is exactly the same as the common one - with the red hour glass on its under belly - but has somehow grown to immense size and strength. It is pure, shiny black and waits for its victims to trigger off vibrations in its webbing which it builds across places that are fairly traversed. It will not spin its strong webbing in populated places for it is a non-social, solitary, creature.

The Giant Black Widow looks lethargic and slow. Don't be deceived by this. This puts her victims at a great disadvantage when they think they have time to get out of the clutches of her sticky webbing. Then she springs into action and pounces on her victim.

Her webbing will hold creatures securely in it unless an Avoidance-roll vs. "Paralysis" is successful. Each time this roll is failed the ensnared creature will be unable to free itself for a time as follows:

Strength: Turns caught in web if Avoidance-roll vs. "Paralysis" is failed:

5-20: 1-D8

21-40: 1-D6

41-60: 1-D4

61-80: 1 to 3 (5 - 15 seconds). Roll 1-D6: 1-2 = 1, 4-5 = 2, 5-6 = 3

81-100: 1 to 2 (5 - 10 seconds). Roll 1-D6: 1-3 = 1, 4-6 = 2

101+: 1 turn (5 seconds)

The fangs of this creature are highly sought after by the Locus Magician, as they are a spell component.

When the Giant Black Widow mates, it will kill the male. When she lays her eggs, she will die shortly afterwards. The young that hatch will fight to the death, eating each other. Some will flee and find a different place to make a web, carrying on the life-cycle.

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

Special defenses: It has spike-like hairs on its back which can cause up to 3(x.) points of damage if she is grabbed or jumped on. These spikes are as poisonous as her bite. This is her defence from would-be attackers from above and behind.

Special offenses: Deadly venom: If bitten in the flesh a creature will die unless it has a constitution of 28+. If a creature's constitution is high enough, it will contract the equivalent of a level #2 disease for 2-D100 days, yet no less than 66

The poison will take effect 3 turns (15 seconds) after injected.

There is a chance that the fangs of a Giant Black Widow penetrating armor types without damaging the armor. The following are the chances vs. the type of armor. If the chance proves positive then direct flesh damage will be taken to the creature it has struck with the poison in effect:

Armor types: %Chance of penetration:

Leather: 20%

Skin: 10%

Ring: 60%

Scale: 30%

Chain: 35%

Banded: 20%

Splint: 20%

Plate: 20%

Susceptibilities: Cannot hear. Cannot see well.

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