

Ant, Giant

Alignment: Neutral

Nature: Will aggressively protect the colony

Type: Unnatural Insect, Giant Insect

The giant ant is a very tough critter. It measures a good two and a half feet at the shoulder. Its exoskeleton makes it very hard to damage. By the same token, its mandibles deliver a very powerful bite. This, coupled with its great strength makes its bite very vicious, especially in view of its overall size.

Ant colonies can contain several thousand ants. Although a giant ant mound can reach sixty or seventy feet into the air (and a couple dozen feet across) its main bulk is underground. The entrance and exit passages are normally no more than three or four feet wide. However, once you get into the main colony area (below ground), the passages often widen out to five or six feet and can lead into some pretty big chambers.

Unlike normal insects, Giant Ants are slow to spread. Although no one knows why, everyone is pretty much grateful for this fact.

Encountering A Giant Ant

You can encounter almost any number of giant ants. Miles from the colony you can find lone ants scouting the area for food. Closer in, by the colony itself, you can come across groups of several dozen.

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Ant, Giant

Threat: 0
 WR: 2d6+3
 TKA: 2d6+3
 Wounds: 15+2d12

Soul Points: 0
 Power: 20
 React: 16
 Resolve: 18+0

Luck: 0
 Spell Resis: 6
 Relative Size: 0.75

Walking: 4
 Charging: -
 Running: 15
 Broad Jump: -
 Flying: -
 Free Weight: -

	Bite	Total
Skill	12 + 0	
Defense Adj.	n/a	
Attack Rank	24 / 2d12	
Damage	2d6	4d6+3

(Giant Ant)

No Image Currently Available

Armor: None
APV: 0
WR: 2d6+3
TPV: 2d6+3

Encounter Numbers

Small Group: 1d4
 Mid Sized Group: 3d8
 Large Group: 6d12

A small group would be encountered very far from the colony, at least a couple of miles. A large group would be encountered if within 500 feet of the colony. You would expect to find a mid sized group somewhere between those two distances.

Charging the Characters

The giant ant does not charge it the normal sense. Once it knows you are there, it will run over to you at full tilt. It is not able to attack you on the round it reaches you, although you do get to attack it that round.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	12	9	12	13	23	9	20	15
2	7	14	10	4	7	15	6	16
3	13	13	13	16	3	13	19	8
4	10	7	12	5	19	4	5	10
5	17	13	15	3	17	8	16	12
6	6	18	8	12	4	11	7	8

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	26	32	29	31	36	25	28	20
2	31	22	32	33	24	29	39	24
3	20	25	36	27	26	28	24	30
4	31	27	29	21	26	22	30	31
5	25	26	32	36	31	28	26	33
6	29	27	28	32	26	20	27	30

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Beetle, Giant

Alignment: Neutral

Nature: Always looking for food

Type: Unnatural Insect, Giant Insect

The giant beetle is a huge beast that grows to a shoulder height of about 5 feet and a length of 10 to 11 feet. Its main weapon is a huge set of mandibles. Due to its huge strength it is a fairly formidable opponent should you stumble onto one.

The giant beetle has a hard outer shell protecting its insides. Its WR is actually double is TKA. This coupled with the creatures high wound total makes the creature very hard to kill.

You will seldom have to fight one or two of these creatures at once. In fact, it is hard to find two in the same area unless you are unlucky enough to find a pair that is looking to mate.

Invisible to Bush Sight

The outer shell of the beetle is multicolor green and is very hard to see while in a bush. In actual fact, the beetle is invisible to Bush Sight as well, making it a pain across the board (even elves cant see these things lying in wait).

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Beetle, Giant

Threat: 2
WR: 4d8
TKA: 2d8
Wounds: 75+2d20

Soul Points: 0
Power: 60
React: 12
Resolve: 18+25

Luck: 0
Spell Resis: 7
Relative Size: 15

Walking: 6
Charging: 30
Running: -
Broad Jump: -
Flying: -
Free Weight: -

	Bite	Total
Skill	13 + 0	
Defense Adj.	n/a	
Attack Rank	24 / 2d12	
Damage	2d8	4d8

(Giant Beetle)

No Image Currently Available

Armor: None

APV: 0

WR: 4d8

TPV: 4d8

Awareness: 18+25

Bush Craft: 18+0

Concealment: 18+30

Charging and First Attack

The giant beetle will sit in wait for something to come by. When something does come within 30 feet it will charge out and attack. A creature that is charged by the beetle must make a react roll or be surprised. If the beetle's first attack hits a surprised creature, its mandibles latch onto the target and will not let go. Thereafter damage is automatic until either it dies or the target dies. Characters only need to worry about the beetle latching on in the first round of combat and only if they are surprised. Without the element of surprise, the beetle's attack is normal in every way.

Sixth Sense Skill Check

A character that makes his or her sixth sense skill check will realize they are about to be attacked. Although the character must make a detection dice roll to see the beetle (as it sits waiting), he or she will not be surprised when they step forward and the beetle charges the group.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	18	21	17	9	11	6	10	18
2	14	15	12	18	7	11	12	16
3	15	16	10	14	10	20	22	17
4	16	7	8	23	4	19	7	9
5	23	6	15	9	23	11	6	7
6	14	22	5	18	17	15	5	21

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	100	98	93	86	90	104	85	88
2	109	103	81	96	104	108	105	104
3	99	86	111	82	101	97	96	87
4	93	98	96	86	94	78	87	100
5	99	98	80	84	106	98	78	105
6	100	89	99	98	91	84	91	108

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Beetle, Hugh

Alignment: Neutral

Nature: Always looking for food

Type: Unnatural Insect, Giant Insect

This is a smaller version of the giant beetle. No one really knows if this is a separate species or just a younger version of the giant beetle. Regardless, this beetle grows to a shoulder height of about 3 feet and a length of 6 and 7 feet. Like the Giant beetle, its main weapon is a huge set of mandibles.

The giant beetle has a hard outer shell protecting its insides. Its WR is actually double is TKA. This coupled with the creatures high wound total makes the creature hard to kill.

You will seldom have to fight one or two of these creatures at once.

Invisible to Bush Sight

The outer shell of the beetle is multicolor green and is very hard to see while in a bush. In actual fact, the beetle is invisible to Bush Sight as well, making it a pain across the board (even elves cant see these things lying in wait).

<h2 style="margin: 0;">Beetle, Hugh</h2> <p>Threat: 1</p> <p>WR: 2d8</p> <p>TKA: 1d8</p> <p>Wounds: 35+2d12</p> <p>Soul Points: 0</p> <p>Power: 30</p> <p>React: 10</p> <p>Resolve: 18+10</p> <p>Luck: 0</p> <p>Spell Resis: 5</p> <p>Relative Size: 8</p> <p>Walking: 8</p> <p>Charging: 40</p> <p>Running: -</p> <p>Broad Jump: -</p> <p>Flying: -</p> <p>Free Weight: -</p>	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr> <td></td> <td style="text-align: center;">Bite</td> <td style="text-align: center;">Total</td> </tr> <tr> <td>Skill</td> <td style="text-align: center;">11 + 0</td> <td></td> </tr> <tr> <td>Defense Adj.</td> <td style="text-align: center;">n/a</td> <td></td> </tr> <tr> <td>Attack Rank</td> <td style="text-align: center;">24 / 2d12</td> <td></td> </tr> <tr> <td>Damage</td> <td style="text-align: center;">1d8</td> <td style="text-align: center;">2d8</td> </tr> </table> <p style="margin-top: 10px;">(Hugh Beetle)</p> <p>No Image Currently Available</p>		Bite	Total	Skill	11 + 0		Defense Adj.	n/a		Attack Rank	24 / 2d12		Damage	1d8	2d8	<p>Armor: None</p> <p>APV: 0</p> <p>WR: 2d8</p> <p>TPV: 2d8</p> <p>Charging and First Attack The giant beetle will sit in wait for something to come by. When something does come within 40 feet it will charge out and attack. A creature that is charged by the beetle must make a react roll or be surprised. If the beetle's first attack hits a surprised creature, its mandibles latch onto the target and will not let go. Thereafter damage is automatic until either it dies or the target dies. Characters only need to worry about the beetle latching on in the first round of combat and only if they are surprised. Without the element of surprise, the beetle's attack is normal in every way.</p> <p>Sixth Sense Skill Check A character that makes his or her sixth sense skill check will realize they are about to be attacked. Although the character must make a detection dice roll to see the beetle (as it sits waiting), he or she will not be surprised when they step forward and the beetle charges the group.</p>	<p>Awareness: 18+15</p> <p>Bush Craft: 18+0</p> <p>Concealment: 18+40</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="10" style="text-align: left;">Pre - Rolled Attack Rank</th> <th colspan="10" style="text-align: left;">Pre - Rolled Wounds</th> </tr> <tr> <th></th> <th>1</th><th>2</th><th>3</th><th>4</th><th>5</th><th>6</th><th>7</th><th>8</th> <th></th> <th>1</th><th>2</th><th>3</th><th>4</th><th>5</th><th>6</th><th>7</th><th>8</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>14</td><td>14</td><td>13</td><td>17</td><td>13</td><td>12</td><td>13</td><td>12</td> <td>1</td> <td>43</td><td>48</td><td>46</td><td>38</td><td>41</td><td>48</td><td>47</td><td>46</td> </tr> <tr> <td>2</td> <td>11</td><td>7</td><td>16</td><td>23</td><td>12</td><td>24</td><td>4</td><td>22</td> <td>2</td> <td>52</td><td>43</td><td>57</td><td>41</td><td>56</td><td>50</td><td>44</td><td>41</td> </tr> <tr> <td>3</td> <td>9</td><td>18</td><td>23</td><td>11</td><td>11</td><td>13</td><td>7</td><td>12</td> <td>3</td> <td>47</td><td>56</td><td>51</td><td>52</td><td>50</td><td>46</td><td>48</td><td>49</td> </tr> <tr> <td>4</td> <td>20</td><td>5</td><td>16</td><td>14</td><td>14</td><td>15</td><td>17</td><td>8</td> <td>4</td> <td>58</td><td>44</td><td>52</td><td>41</td><td>45</td><td>44</td><td>46</td><td>45</td> </tr> <tr> <td>5</td> <td>21</td><td>15</td><td>8</td><td>12</td><td>13</td><td>3</td><td>7</td><td>11</td> <td>5</td> <td>49</td><td>51</td><td>50</td><td>50</td><td>49</td><td>40</td><td>51</td><td>52</td> </tr> <tr> <td>6</td> <td>15</td><td>10</td><td>9</td><td>19</td><td>18</td><td>10</td><td>12</td><td>14</td> <td>6</td> <td>46</td><td>45</td><td>55</td><td>54</td><td>48</td><td>45</td><td>46</td><td>51</td> </tr> </tbody> </table>	Pre - Rolled Attack Rank										Pre - Rolled Wounds											1	2	3	4	5	6	7	8		1	2	3	4	5	6	7	8	1	14	14	13	17	13	12	13	12	1	43	48	46	38	41	48	47	46	2	11	7	16	23	12	24	4	22	2	52	43	57	41	56	50	44	41	3	9	18	23	11	11	13	7	12	3	47	56	51	52	50	46	48	49	4	20	5	16	14	14	15	17	8	4	58	44	52	41	45	44	46	45	5	21	15	8	12	13	3	7	11	5	49	51	50	50	49	40	51	52	6	15	10	9	19	18	10	12	14	6	46	45	55	54	48	45	46	51
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Grasshopper, Giant

Alignment: Neutral

Nature: Fast as the wind and just as hard to stay on

Type: Unnatural Insect, Giant Insect

The Calts call the giant grasshopper Windhoppers. For centuries they have bred these beasts and have used them as mounts. Windhoppers are the fastest ground mount that you can ride and are capable of keeping up with more than its fair share of flying creatures. They grow about 4 feet to the shoulder with an overall length of between 10 and 12 feet. They are plant eaters and are actually fairly smart (as bugs go).

The Windhopper is normally seen and used in badlands and deserts, where its great speed is a benefit rather than a death sentence. The Windhopper goes very quickly in a straight line. The rider can turn the beast but each such turn requires a Riding and Balance skill check at +40 on the dice roll. As you can imagine, you do not want to have to turn the beast very often. If you fall off the Windhopper while it is going full tilt, you will take damage as if falling 50 feet.

Just to hold on when the creature starts moving you have to make a riding skill check at +20 on the dice roll.

Windhoppers are normally trained to carry a Calt sized rider although their size would allow them to carry any character or monster that had a RS rating of 2 or less.

Role in the Calt Society

The windhoppers fill a fairly wide roll in Calt society. Besides allowing the Calt to cross great distances quickly, an organization of Calts act as a messenger service for Calt Leaders. The windhoppers used by the messenger services generally belong to

the nobility and (I hate to say) tend to be lower quality insects. A messenger can travel a thousand miles a day on a Windhopper (to cover that much distance does require a fairly exceptional rider and mount).

Cost to buy a Windhopper

Ownership of a Windhopper shows great wealth in the Calt society. In actual cash, a Windhopper would go for five to fifty thousand talons.

Training a Windhopper

The Windhopper is capable of obtaining great height in a jump. The normal training of the Windhopper teaches the beast to jump near the ground and not to obtain any real height while it races along. When need be the beast can be instructed to jump into the air. Such a jump can take the beast up to 45 feet into the air. However, when this is done, the rider must make an immediate Riding Craft skill check at +40 on the dice roll or suffer the affects of a 90 foot fall (you have speed and height to deal with).

It takes great skill and time to train a Windhopper (just as it takes great skill to ride one). It takes four to five years of training to produce a useable mount. The mount has a riding life of about 10 years.

Bonding with the mount

If the character owns and rides a Windhopper long enough, he or she will eventually learn how the beasts moves and thinks. When this happens, the character need not make skill checks to stay on the beast, he will know what the beast is about do and will know what needs to be done to stay on. This is not a fast process and will normally take one to three years. As an alternative way of dealing with this type of situation, the character's skill in riding craft must be double what he needs when making a check, before he or she does not need to make the check (i.e., once the character is at 18+80, he need not make any check that requires +40 or less to the dice roll.

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Grasshopper, Giant (Windhopper)

Threat: 0
WR: 2d6
TKA: 2d6
Wounds: 40+2d10

Soul Points: 0
Power: 45
React: 18
Resolve: 18+25

Luck: 0
Spell Resis: 4
Relative Size: 10

Walking: 2
Charging: -
Running: -
Broad Jump: 90
Flying: -
Free Weight: -

	Kick	Total
Skill	12	
Defense Adj.	n/a	
Attack Rank	24 / 2d12	
Damage	4d6	6d6

(Giant Grasshopper)
No Image Currently Available

Armor: None
APV: 0
WR: 2d6
TPV: 2d6

Riding and Balance Skill Checks

Starting out: Riding skill check at +20
Each Turn: Riding and Balance skill check at +40
Kick Attack: Balance skill check at +30

Kick Attack

The Windhopper can deliver a kick to the side or the rear. The power of the hind legs gives it a brutal damage potential if it can hit. The skill bonus listed is for a kick to the side. If kicking to the rear, add +4 to the dice roll.

Trained for Combat

A very few Windhoppers are trained for combat. They (plus their riders) would jump into the enemies' ranks and start kicking away. If the Windhopper is trained for combat, its base skill level in kick goes to 16. The cost to buy such a beast is double normal.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	16	2	19	11	13	14	6	9
2	17	16	16	20	7	12	3	15
3	22	17	8	10	16	17	9	19
4	18	20	3	4	11	8	10	13
5	21	10	22	7	10	20	5	6
6	17	5	16	16	22	5	12	12

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	53	46	58	48	53	53	51	49
2	54	56	52	45	58	52	59	47
3	49	43	56	50	53	48	46	56
4	51	60	58	46	54	52	52	49
5	52	52	50	51	55	49	43	50
6	48	44	54	52	52	53	52	47

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Lightning Fly

Alignment: Neutral
 Nature: Mostly Harmless
 Type: Unnatural Insect, Giant Insect

The Lightning fly is a very odd little creature. It is a fly that grows to the size of a grape fruit. It flies around in a slow leisurely pattern all the time generating and storing huge amounts of electrical energy. If you listen to them, you will hear the pop and static of electrical discharges. In addition to this, you can see the release of numerous small sparks into the air around the creature as it bobs and weaves through the air.

One of the bad things about the Lightning Fly is that it acts like a regular fly in a lot of ways. For example, as they are flying around, they will tend to land on things to check them out. This includes landing on and checking out the characters. You can shoo them away but like normal flies they can be quite annoying. Unlike normal flies, when a lightning fly puts its suction mouth down to sniff / taste / feel you (or whatever flies do with it) you will feel an electrical shock. The shock is not enough to actually do damage but always gets your attention; it hurts like heck.

So long as you ignore a lightning fly they will not actually do any damage to you. It is just looking for a place to lay its eggs. A lightning fly will only lay its eggs if you are dead, so as long as you are breathing and kicking, just put up with the shocks and ignore it.

Attacking the Lightning Flies

A lightning fly comes with a whole one wound and no WR. However, it is able to generate and store a lot of electrical energy. If you hit one of the flies with a metal weapon that will conduct an electrical discharge, then you will suffer from the affects of that discharge. The damage roll from this electrical discharge is 3d8 (normal WR and APV dice rolls apply to this electrical damage).

The normal cycle of life for these flies is to piss something off, have it kill one, take damage, get mad or panic, kill a whole bunch more killing itself in the process. The surviving flies then lay their eggs on the newly delivered egg bed and promptly die off themselves (the symmetry of it all nearly brings a tear to the eye).

Lightning Fly

Threat: 0
 WR: 0
 TKA: 0
 Wounds: 1
 Soul Points: 0
 Power: 1
 React: 1
 Resolve: 1
 Luck: 0
 Spell Resis: 1
 Relative Size: 0.05

No attacks

Armor: None
APV: 0
WR: 0
TPV: 0

A very basic creature. Will not attack but will land on and shock a character (no damage but hurts a lot). If struck by a weapon that will conduct electricity, the character that hits the fly will take 3d8 electrical damage back when he kills one of these flies.

See the back of this stat sheet for more information.

(Lightning Fly)
 No Image Currently Available

Walking: -
 Charging: -
 Running: -
 Broad Jump: -
 Flying: 4
 Free Weight: -

Pre - Rolled Attack Rank	
	1 2 3 4 5 6 7 8
1	Does not attack.
2	
3	
4	
5	
6	

Pre - Rolled Wounds	
	1 2 3 4 5 6 7 8
1	Always has one wound.
2	
3	
4	
5	
6	

Spider, Crag

Alignment: Neutral

Nature: Big, tough and nasty... all in one package.

Type: Unnatural Insect, Giant Insect

Crag spiders are fairly large beasts, growing to a length of a dozen or so feet. They tend to live in areas where forest turns to mountains. Their huge webs can easily trap and hold the largest of bear, elk or moose. Crag spiders are very smart and will actually try to scare prey into their webs (the webs being pretty easy to see unless you're running through the bush like an idiot).

While in the bush the Crag spider may attempt to hide while in wait for its prey. It's size tends to give the spider away although there is always a tale circulating of some fool stumbling through a wooded area and only realizing that he is in the jaws of a crag spider when he finally clues in to the fact that he is not standing in a puddle but a pool of drool.

<h2 style="margin: 0;">Spider, Crag</h2> <p>Threat: 6 WR: 1d12 TKA: 2d12 Wounds: 50+2d20</p> <p>Soul Points: 0 Power: 40 React: 15 Resolve: 18+12</p> <p>Luck: 0 Spell Resis: 13 Relative Size: 8</p> <p>Walking 4 Charging 12 Running 20 Broad Jump 2d4 Flying: - Free Weight: -</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 30%;"></td> <td style="width: 30%;">Bite</td> <td style="width: 40%;">Total</td> </tr> <tr> <td>Skill</td> <td>18+4</td> <td></td> </tr> <tr> <td>Defense Adj.</td> <td>n/a</td> <td></td> </tr> <tr> <td>Attack Rank</td> <td>24/2d12</td> <td></td> </tr> <tr> <td>Damage</td> <td>1d12</td> <td>3d12 + poison</td> </tr> </table>		Bite	Total	Skill	18+4		Defense Adj.	n/a		Attack Rank	24/2d12		Damage	1d12	3d12 + poison	<p>Armor: None APV: 0 WR: 1d12 TPV: 1d12</p> <p>Awareness: 18+5 Bush Craft: 18+25 Climbing: 18+45 Concealment: 12 Mountain Craft: 18+25 Move Un-Noticed: 5 Sixth Sense: 18+15</p>																																																																																																																															
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<p>(Crag Spider) No Image Currently Available</p>																																																																																																																																																
<p>Crag spiders will normally be found singly or in a pair.</p> <p>* Poison</p> <p>When the spider bites its victim you must note the actual damage delivered by the bite. Roll percentile. If the figure is equal to or less than the damage done, the bite has delivered poison into the victims system. The poisons characteristics are as follows:</p> <p style="margin-left: 40px;">Onset Time: 2d4 Run Time: 2d20 Damage Time: 1d8 Damage Dice: 2d20</p>																																																																																																																																																
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Spider, Giant

Alignment: Neutral

Nature: loves fresh food

Type: Unnatural Insect, Giant Insect

Spiders have a fairly powerful bite for their size. They can be fairly aggressive depending on the food supply (which is normally scarce if there are a lot of them around).

The web of the Giant Spider is getting fairly thick and easy to see. It is also capable of holding most creatures. If a character is trapped by the web, then he or she must fight (at least one) spider before being able to free himself or herself. Combat takes place with a +5 modifier to all the character's skill rolls (i.e., remember that weapon and spell skills are still skills). Once the character is out of immediate danger, he or she can break or cut him or herself free in 3d4 combat rounds.

Spider, Giant

Threat: 1
 WR: 1d6
 TKA: 2d6
 Wounds: 20+1d10

Soul Points: 0
 Power: 20
 React: 7
 Resolve: 12

Luck: 0
 Spell Resis: 5
 Relative Size: 1

Walking: 4
 Charging: 12
 Running: 20
 Broad Jump: 0
 Fly: -
 Free Weight: -

	Bite	Total
Skill	14	
Defense Adj.	n/a	
Attack Rank	24/2d12	
Damage	1d6	3d6

Armor: None
APV: 0
WR: 1d6
TPV: 1d6

Awareness: 18+5
Bush Craft: 18+35
Climbing: 18+75
Concealment: 18+10
Mountain Craft: 18+25
Move Un-Noticed: 15
Sixth Sense: 15

(Giant Spider)
 No Image Currently Available

Giant spiders will tend to bunch up together. Not as number as the large spider, they do tend to surprise their victims when they start dropping onto them from above. They can be found in nearly any environment.

Small Pack 2d3 animals
 Normal Pack 3d6 animals
 Large Pack: 4d8 animals

The animals attack in a totally random pattern. When a spider attacks, randomly determine the character it goes after.

Pre - Rolled Attack Rank	
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2	20 12 13 16 19 6 11 14
3	15 18 11 18 12 23 10 21
4	17 13 9 13 10 11 6 17
5	9 16 15 17 22 11 10 5
6	14 7 9 16 18 23 12 10

Pre - Rolled Wounds	
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2	28 22 29 28 27 27 26 23
3	27 30 22 29 30 21 28 28
4	27 26 24 26 21 26 24 26
5	26 25 30 25 28 27 23 29
6	25 24 27 21 25 26 23 26

Spider, Giant Forest

Alignment: Neutral

Nature: Hmmmm, nothing like a midnight snack... oh what the heck, maybe I'll just eat it now.

Type: Unnatural Insect, Giant Insect

Spiders have a fairly powerful bite for their size. They can be fairly aggressive depending on the food supply (which is normally scarce if there are a lot of them around). Despite its large size, it can move with equal ease through the trees or on the ground.

The Spiders Web

The Giant Forest Spiders web is capable of holding any of the character races (even the Trock). Luckily it is fairly thick and easy to see and avoid (about the only real way to be caught by it is to be running through the woods). If a character is running through the spider's area and is caught by the web, the spider will leap upon the character and promptly wrap him up for a future snack (have the character roll his luck to see if his friends can find him and free him from the web). Or, you, you could let the character have a last desperate fight for his life at +10 on on his weapon, spell and skill checks (a high synergy bonus will not negate this penalty... there is only so much you can do when stuck to a web fighting a creature that isn't). Cutting free of the web is only possible with a bladed weapon and takes 4d6 combat rounds.

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Fold along the dotted line.

Spider, Giant Forest		<table border="1"> <tr> <td>Bite</td> <td>Total</td> </tr> <tr> <td>Skill</td> <td>16</td> </tr> <tr> <td>Defense Adj.</td> <td>n/a</td> </tr> <tr> <td>Attack Rank</td> <td>24/2d12</td> </tr> <tr> <td>Damage</td> <td>1d8 3d8</td> </tr> </table>		Bite	Total	Skill	16	Defense Adj.	n/a	Attack Rank	24/2d12	Damage	1d8 3d8	Armor: None APV: 0 WR: 1d8 TPV: 1d8	Awareness: 18+5 Bush Craft: 18+50 Climbing: 18+75 Concealment: 18+10 Move Un-Noticed: 15 Sixth Sense: 15				
Bite	Total																		
Skill	16																		
Defense Adj.	n/a																		
Attack Rank	24/2d12																		
Damage	1d8 3d8																		
Threat:	2			2d4 giant forest spiders will normally be encountered (although larger colonies of these spiders have been found).															
WR:	1d8																		
TKA:	2d8																		
Wounds:	30+1d20																		
Soul Points:	0																		
Power:	25																		
React:	9																		
Resolve:	15																		
Luck:	0																		
Spell Resis:	7																		
Relative Size:	2.0																		
Walking:	4																		
Charging:	12																		
Running:	20																		
Broad Jump:	0																		
Flying:	-																		
Free Weight:	-																		
		(Giant Forest Spider)																	
		No Image Currently Available																	
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6		12	5	20	12	14	10	7	17		6	44	33	50	44	37	43	31	32

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Spider, Giant Mountain

Alignment: Neutral

Nature: Big nasty and will pretty much attack anything that wonders by

Type: Unnatural Insect, Giant Insect

Spiders have a fairly powerful bite for their size. They can be fairly aggressive depending on the food supply (which is normally hurting if there are a lot of them around).

The Giant Mountain spider lays a web quite different from a normal spider. It lays strands out along the ground (i.e., up the side of a mountain). The strands are thick and easy to see but nearly impossible to break free from unless you have a weapon that can cut them. The spider will generally be at the end of one of its strands, in a place where it can feel all the strands it has laid out. Pretty much anything that touches a strand will be caught by it long enough for the spider to arrive.

<p>Spider, Giant Mountain</p> <p>Threat: 5</p> <p>WR: 1d10</p> <p>TKA: 2d10</p> <p>Wounds: 40+1d20</p> <p>Soul Points: 0</p> <p>Power: 38</p> <p>React: 11</p> <p>Resolve: 18+0</p> <p>Luck: 0</p> <p>Spell Resis: 9</p> <p>Relative Size: 4</p> <p>Walking: 4</p> <p>Charging: 12</p> <p>Running: 20</p> <p>Broad Jump: -</p> <p>Fly: -</p> <p>Free Weight: -</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 30%;"></td> <td style="text-align: center;">Bite</td> <td style="text-align: center;">Total</td> </tr> <tr> <td>Skill</td> <td style="text-align: center;">18+0</td> <td></td> </tr> <tr> <td>Defense Adj.</td> <td style="text-align: center;">n/a</td> <td></td> </tr> <tr> <td>Attack Rank</td> <td style="text-align: center;">24/2d12</td> <td></td> </tr> <tr> <td>Damage</td> <td style="text-align: center;">1d10</td> <td style="text-align: center;">3d10+Poison*</td> </tr> </table>		Bite	Total	Skill	18+0		Defense Adj.	n/a		Attack Rank	24/2d12		Damage	1d10	3d10+Poison*	<p>Armor: None</p> <p>APV: 0</p> <p>WR: 1d10</p> <p>TPV: 1d10</p> <p>Awareness: 18+25</p> <p>Climbing: 18+75</p> <p>Concealment: 18+40</p> <p>Mountain Craft: 18+60</p> <p>Move Un-Noticed: 8</p> <p>Sixth Sense: 18+10</p>																																																																																																																																
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Spider, Large

Alignment: Neutral

Nature: To big to squish, but gross enough to make me want to try

Type: Unnatural Insect, Giant Insect

Spiders have a fairly powerful bite for their size. They can be fairly aggressive depending on the food supply (which is normally hurting if there are a lot of them around).

The web of the large spider is very tough but is small enough to break free of if a character should run into it. Under normal lighting conditions, the web is easy to see. Basically, the only way a character would walk into the web is for the character to be distracted. If you think a character might walk into a web, decide on a percentile chance and roll to see if it happens.

If a character is trapped by the web, then he or she must fight (at least one) spider before being able to free himself or herself. Combat takes place with a +5 modifier to all the character's skill rolls (i.e., remember that weapon and spell skills are still skills). Once the character is out of immediate danger, he or she can break or cut him or herself free in 2d4 combat rounds.

Spider, Large

Threat: 0
 WR: 1d4
 TKA: 2d4
 Wounds: 10+1d10

Soul Points: 0
 Power: 30
 React: 5
 Resolve: 10

Luck: 0
 Spell Resis: 3
 Relative Size: 0.5

Walking: 3
 Charging: 9
 Running: 15
 Broad Jump: 1d4
 Flying: -
 Free Weight: -

	Bite	Total
Skill	12	
Defense Adj.	n/a	
Attack Rank	24/2d12	
Damage	1d4	3d4

(Large Spider)
 No Image Currently Available

Armor: None
APV: 0
WR: 1d4
TPV: 1d4
Awareness: 15
Climbing: 18+50
Concealment: 15
Move Un-Noticed: 12
Sixth Sense: 14

Large spiders will tend to bunch up together. They tend to surprise their victims when they start dropping onto them from above. They can be found in nearly any environment.

Small Pack 2d4 animals
 Normal Pack 3d8 animals
 Large Pack: 4d12 animals

The animals attack in a totally random pattern. When a spider attacks, randomly determine the character it goes after.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	15	11	16	19	16	7	8	13
2	9	10	15	16	12	20	10	12
3	13	12	7	20	14	14	11	14
4	20	13	14	18	23	11	15	11
5	13	14	23	11	15	5	10	23
6	15	11	13	8	12	13	20	15

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	20	12	12	15	20	14	14	18
2	12	16	15	17	12	11	15	13
3	17	18	20	15	12	15	12	14
4	19	18	20	19	17	17	17	18
5	13	15	12	12	19	20	11	13
6	14	15	16	20	16	19	14	12