

THE SPIDER PEOPLE



FREQUENCY: Very Rare

NO.APPEARING: 30-80

ARMOR CLASS: 5

MOVE: 12"

HIT DICE: 2+2

% IN LAIR: 100%

TREASURE TYPE: ?

NO. OF ATTACKS: 4

DAMAGE/ATTACKS: 2-5/2-5/2-5/2-5
or by weapon

SPECIAL ATTACKS: Energy baton

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

INTELLIGENCE: Exceptional

ALIGNMENT: Chaotic neutral
(evil tendencies)

SIZE: M

PSIONIC ABILITY: Nil

LEVEL/XP.VALUE: 85 + 3/hp

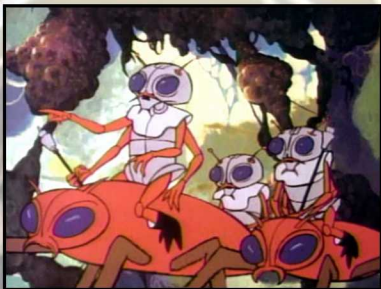
Spider People lurk deep within the earth, dwelling in huge many chambered caverns. In these dismal surroundings they plot the ruin of surface dwellers and the dominance of Spider People over all others. To further these cunning designs Spider People have developed a knowledge of poisons and their usages far beyond that of any surface race or sage. This knowledge extends to antidotes for many obscure toxins and envenomations, including the dreaded venom spiders of Amzot, so often the Spider People are sought out by surface races to provide cures for those poisoned. Such missions must take especial care, for the Spider People are ever treacherous.

In addition to their formidable natural weapons (4 claw rakes) all Spider People will be equipped with energy batons. These batons shoot forth a thin glowing beam of energy to a range of 20" and do 2-12 points of damage to any creature struck.

Write-Up by Abacus Ape, PDF by Turgenev

THE SPIDER PEOPLE

TV
Y7
FV



Roughly 25% of Spider People encountered will be riding giant cave mites. These giant cave mites can scuttle with blinding speed even on ceilings and walls (24").

Description: Spider People have 6 limbs -- 4 arms and 2 legs. Their scabrous hide is crimson and they wear gray armor. Their bulbous heads are encased in helmets equipped with large crystal cusps that protect their sensitive eyes from light.

