

Hunting Spiders

The Fallen Lands hold many indigenous beings, creatures of cruel intent and savage cunning. The Hunting Spiders trained by the Children of the Gord are some of the worst tempered in the Fallen Lands.

To the Blackbloods they are the Sadihb al eida, or translated into the First tongue, "devourer of the soul". They have earned this name for the revolting way it attacks; for in its melee it tears parts of its opponents from him and chews it as it fights. Often its foes have fallen helpless to its baleful glare, unable to find strength enough to fight back. In this "death gaze", Blackbloods have come to believe the Spiders are drawing out their victims soul before feasting on their flesh. Survivors have corroborated the feeling of being outside of themselves and unable to act.

Unlike other spiders, it does not cocoon its prey for it grinds its meat between powerful mandibles and rows of vicious teeth. It has also been reported to be a scavenger, though whether this is by choice or necessity is unknown to most.

Always traveling in pairs, Hunting Spiders are fast and capable of surprising infiltration. These cunning fiends are calculating hunters, often sent deep behind enemy lines where they will cause great havoc and bring death to the enemies of the Fallen Lands. Hunting Spiders are attended to by a Webmaster Leader or Novice Shaman.

The Hunting Spiders have the following stats.

Hunting Spiders

Warband: 2-4 (must be handled by a Novice Shaman or Webmaster Leader)

CC: 11
RC: 8
PW: 0
LD: 10
AC: 2
WD: 2
ST: 5
MV: 5
AR: 17
DEF: -2
SZ: 2
CT: 45

Special Rules:

- * Scale (As Climb with normal movement)
- * Swamp Warrior
- * Hunter
- * Leap
- * Steadfast

Equipment- Natural Weapon: 2x Razor Forlegs (8), Crushing Mandibles (10)

* A model of SZ 2 or smaller that is successfully bitten (even if it is not wounded) is considered to be caught in its terrible mandibles. Models caught must make a successful break away test. A failed test means the model is still caught. Models caught are considered to be automatically bitten when the HS next activates. These trapped models make their AR tests at -2 and no negative DEF applies. If other models attack a caught model, they too may do so without the models negative DEF adjustment.

* Should two HS attack a SZ 3 model successfully, that model is considered caught as above.

* Should a HS choose not to attack a trapped victim with the automatic hit, it may attempt to drag the model. Compare the ST of the HS and the victim. The difference is the distance a HS may move a trapped model. In the event that two HS are attached to the same victim, their combined ST is used. They cannot however move further than their normal MV value allows.

* HS may coordinate their attacks up to a SZ 3 model. Beyond that, they do not cooperate to entrap models. Normal rules apply for attacking a model with multiple models.

Classification
Beast

For you Swamp Goblin Players, have fun.

And for those of you who would even ask, no they are not ridden. They start with the Novice Shaman or Webmaster Leader much like the SOK Hunter does with his dogs.

Announcement by Thom Talamini at 09-10-2004 on the Excelsior Entertainment Board.
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