

Spiderwalker

(from the "Maztica Campaign Set")

The spiderwalker is an enchanted being created from the body of a dried tarantula. When imbued with the powers of hishna, the spiderwalker becomes a deadly terror.

It can only be activated at night, and lasts for the duration of that night only. It ceases to function when the first rays of the sun rise, even if that sunrise is concealed by clouds, or the spiderwalker is indoors or underground. It has the following statistics:

Spiderwalker: AC -4; MV 6; HD 13; THACO 7; #AT 1; Dmg 1+ poison.

The creature can spring up to 10 feet in order to attack. It can drop from any height, falling with amazing accuracy (+2 on attack) onto a victim below.

A spiderwalker can be given very specific instructions by one who knows the command word. It can be directed to strike at a single individual, or to attack as many or a certain group as it encounters.

XP Value: 5,000

GP Value: 2,500