

## Solifugid, Giant

(from the Monster Manual 2)

FREQUENCY: Very rare

NO. APPEARING: 1-4

ARMOR CLASS: 4

MOVE: 12"

HIT DICE: 6+6

% IN LAIR: 25%

TREASURE TYPE: N (x4), Q2 or 1

NO OF ATTACKS: 2 or 1

DAMAGE/ATTACK: 4-16

SPECIAL ATTACKS: Grip

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

INTELLIGENCE: Non-

ALIGNMENT: Neutral

SIZE: L

PSIONIC ABILITY: Nil

Attack Defense Modes: Nil/nil

LEVEL/X.P. VALUE: V/350+8/hp



Variously known as false spiders, camel spiders, or sun spiders, the solifugids are arachnids in nature. They have powerful, hooked beaks and 10 legs, the first pair ending in sucker-like clamps. When in combat, a solifugid will attempt to attack with each of its 2 front legs. Should either score a hit, no damage will be done but the character struck will be caught in the grip of the solifugid. On each melee round thereafter, the beak attack will gain +3 on its to-hit roll; note that only the beak can do actual damage (the amount indicated). This bonus will continue for as long as a character is held, the only way to break the grip is to sever a limb by rolling a 3 or more above the normal number needed to hit.

Whenever solifugids are encountered outdoors, there is a 60% chance that they will be of the nocturnal variety, normally venturing out only at night. These creatures will flee from lights brighter than a torch or lantern and attack at -2 when in daylight.

Solifugids live in warm desert climates. They are indiscriminate eaters, and if hungry will attack anything that moves.