

Void Spiders

Type: Small Carnivore

Numbers: 20-200 maybe more

Move: Fast 100m/turn + 6m leap

IM/RS: +7/70%

STAMINA: 10

ATTACK: 40%

DAMAGE: 1d2 +poison (STA check or paralyzed d100 turns)

SPECIAL ATTACKS: Poison on any successful hit dealing damage the target must make a STA check or paralyzed d100 turns but still aware of surroundings.

SPECIAL DEFENSES: Immune to sonic weapons and unaffected by vacuum.

NATIVE WORLD: Unknown, first found locked in a vault in an asteroid, the vault was very ancient.

DESCRIPTION: Void spiders have six legs and are 25cm across with an ovoid body. They resemble spiders minus the 8th pair of legs and have no apparent sensory organs. It is believed they can home in on living beings by psychic energy. They are very fast and can jump six meters. They do not have a mouth but in its place is a pincer and in place of a tongue is a 5 cm stinger. A successful bite means the stinger punches out and injects poison. The poison will cause paralysis but the victim gets a STA check to resist.

The poison is not especially harmful to a healthy individual. However, their normal tactic is to rush a victim and bite multiple times till it succumbs to the poison. Once a victim succumbs they cease biting and move on. A paralyzed victim is aware of their surrounding but might not wish to be as next a Queen Void Spider will come and lay eggs in them.

A swarm of Void Spiders is called a brood and groups as large as 200 have only been seen with one queen. It is believed that queens control the brood by some form of telepathy.

All void spiders are immune to vacuum and it's feared that with their swarm and jumping ability that if they got loose in an asteroid belt the infestation would have catastrophic consequences on commerce let alone the associated loss of life.

Queen Void Spiders

Type: Small Carnivore

Numbers: 1/ 200 normal void spiders

Move: Medium 60m/turn

IM/RS: +5/50%

STAMINA: 25

ATTACK: 55%

DAMAGE: 1d5 +poison (STA check at -10 or paralyzed d100 turns)

SPECIAL ATTACKS: Poison on any successful hit dealing damage the target must make a STA check or paralyzed d100 turns but still aware of surroundings. Paralyzed victims will have eggs laid in them (10 for human or yazirian, 6 for a dralasite, and 13 for a vrusks) and psychic suggestion 50% - LOG of the victim

SPECIAL DEFENSES: Immune to sonic weapons and unaffected by vacuum.

NATIVE WORLD: Unknown, first found locked in a vault in an asteroid, the vault was very ancient.

DESCRIPTION: Queen Void Spiders are a larger version of the common void spider, 50 cm in diameter. They're slower but make up for that with a more dangerous attack and more potent poison (-10 to STA check to resist). Like the common void spider the queen has no mouth but her pincers and stinger are larger. She also lacks obvious sensory organs and is believed to home in on living beings by psychic energy.

Once a brood has swarmed and paralyzed victims the queen moves in and takes 3 undisturbed turns to lay an egg sack in the victim. A victim with an egg sack will exhibit the symptoms of both a poison and a disease. Every hour the victim will suffer -5 STA till unconsciousness then no more STA will be lost. Also they will be at -10 for all actions for 40 hours when death occurs. One dose each of antitox, antibody plus, and stim dose/ 20 hrs will restore 10 STA. The victim will remain sick till major surgery is performed to remove the egg sack. If the sack is not removed before 40 hours is up the victim dies and the young spiders will erupt out of the corpse.

Some survivor testimony suggests that the Queen Void Spider possesses a psychic suggestion ability. A queen can command a victim, on a successful roll of 50% minus the victims LOG, with a simple compelling suggestion that can't be obviously dangerous or will cause harm. It usually takes the form of a command to open a door or similar. Player characters can make a LOG check to resist a successful attack but the referee may deny this to NPCs.

All void spiders are immune to vacuum and it's feared that with their swarm and jumping ability that if they got loose in an asteroid belt the infestation would have catastrophic consequences on commerce let alone the associated loss of life.