

TERTOLEONE'S BOOKLET OF

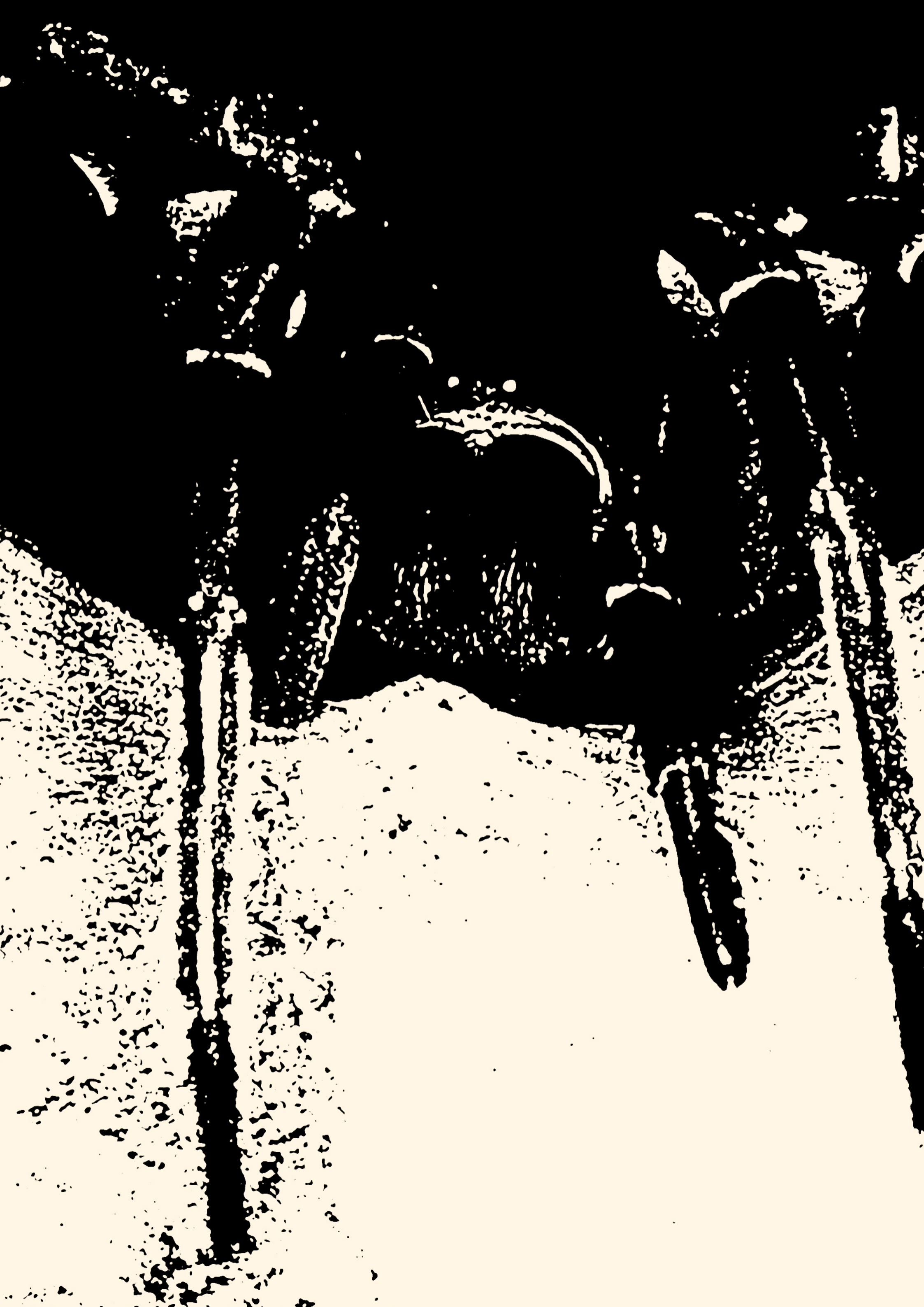
ARACHNID STUFF



ARACHNID CONTENT FOR OSR GAMES

DESIGNED FOR USE WITH

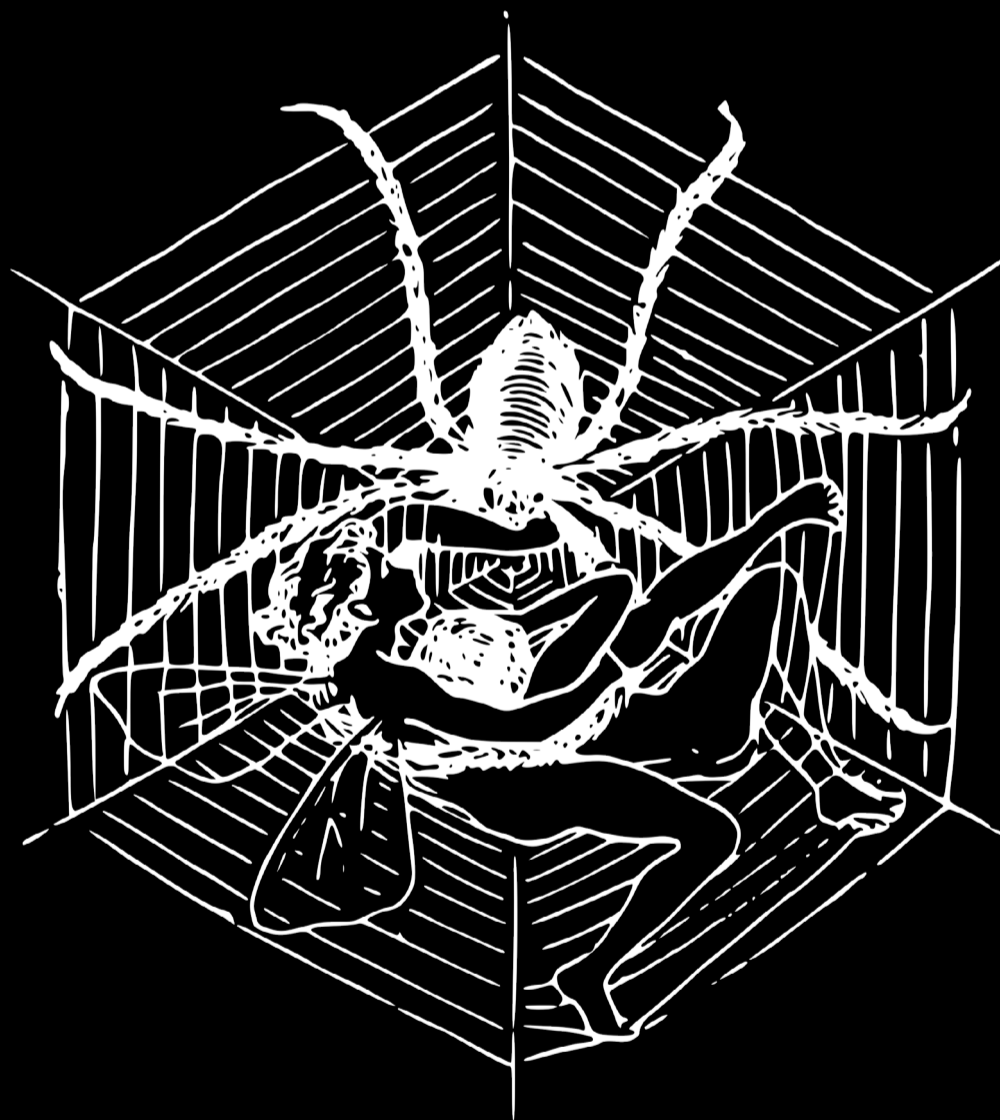
**OLD-SCHOOL
ESSENTIALS**



ARACHNIDIC STUFF

A BOOKLET WRITTEN BY
GUSTAVO TERTOLEONE

PHOTOS BY
A FELLOW BIOLOGIST



This adventure is compatible with Old-School Essentials and pretty much any OSR game. Don't just read it, but use it in your gaming groups as well. Thank you!

"Old-School Essentials is a trademark of Necrotic Gnome. The trademark and Old-School Essentials logo are used with permission of Necrotic Gnome, under license.



table of content

**TEN GIANT
SPIDERS**

PAGE 07

**CURIOS FOR
ADVENTURES**

PAGE 29

**AN ARACHNID
CHARACTER CLASS**

PAGE 32



THE BEGINNING OF 2022 WAS A VERY IMPORTANT MOMENT FOR ME. I DECIDED TO END MY BRAZILIAN ZINE FOR SOME TIME, WHICH ENDED UP BEING A MUCH MORE DIFFICULT DECISION THAN I HAVE IMAGINED. THE END OF THIS ZINE WAS NOT THE PROBLEM ITSELF, BUT THE SIDE EFFECT OF SEVERAL PROBLEMS THAT HAPPENED THROUGHOUT 2021, ONE OF THE MOST DIFFICULT YEARS OF MY WHOLE LIFE FOR SEVERAL REASONS, THAT AFFECTED MY DECISION TO STOP MAKING THE ZINES.

SURVIVING THIS DOOMED YEAR MEANT TO ME BEING EXPOSED TO SEVERAL BAD THINGS AND TO LEARN HOW TO HANDLE THEM, RESULTING IN ME BEING ABLE TO SEE LIFE IN DIFFERENT WAYS. IT WAS A BUNCH OF HARD LESSONS THAT RESULTED IN ME GETTING FAR AWAY FROM MY TOOLKS TO CREATE CONTENT FOR TTRPG GAMES, AT LEAST FOR A WHILE. RIGHT NOW, I AM TRYING MY BEST TO JUMPSTART MY BRAIN INTO THIS PREVIOUS VIBRATIONAL FREQUENCY IN WHICH I BECOME ABLE TO MAKE STUFF JUST BECAUSE I FEEL PLEASURE IN DOING SO, AND NOT SIMPLY DOING IT SYNTHETICALLY (AS IT HAVE HAPPENED TO THE BRAZILIAN ZINE AFFECTING THE LAST ISSUES). THIS BOOKLET OF ARACHNIDIC STUFF IS AN ATTEMPT TO GET BACK INTO MAKING THE STUFF JUST FOR THE SAKE OF CREATING, PUTTING SOMETHING THAT POPS IN MY MIND INTO PHYSICAL REALITY FOR OTHER PEOPLE TO SEE, READ, AND USE.

INSPIRED BY ONE OF MY BRAZILIAN FRIENDS' PHOTOS, I DECIDED TO MIX HIS WORKS WITH THIS MAGAZINE WITH SOME CONTENT I CAME UP WITH DURING THE LAST WEEKS. I MADE 10 DIFFERENT CONCEPTS FOR GIANT SPIDERS, BEINGS WHO HAVE ALWAYS BEEN ON MY GAME SESSIONS AND WHO WERE ALWAYS USED AS A RANDOM REGULAR FOE, OR SIMPLY AS A MINION. THIS MADE ME THING "WHY NOT TRYING TO ADAPT THE GIANT SPIDERS FROM CLASSIC FANTASY GAMES INTO SOMETHING WITH DIFFERENT TRAITS AND MAYBE EVEN POST-MODERS ABILITIES OR CHARACTERISTICS", AND THIS YOU ARE NOW HOLDING IS THE RESULT. IF YOU WANNA HIT ME UP TO SEND SOME FEEDBACK, IDEAS, OR SIMPLY DISCUSS THE CONCEPTS PRESENTED HERE YOU WILL FIND ME AT INSTAGRAM @HERRSORG OR TWITTER @TERTOLEONE_.

HAVE A GOOD READING.
-GUSTAVO TERTOLEONE





**TEN
GIANT
SPIDERS**



ORI

aka Time Tarantula

A 5' TALL AND 10' LENGTH BEAST. HAS A TARANTULA LIKE BODY WITH THE COLOR PATTERN SIMILAR TO THE ONE OF PATTERNS OF MANDALAS.

AC 6[13], HD 3 (16HP), ATT 1 X BITE (1D6 + POISON), OR 1 X WEB, THACO 17 [+2], MV 90' (30'), SV D12 W13 P14 B15 S16 (2), ML 8, AL CHAOTIC, XP 200, NA 1 (1), TT U.

- **POISON:** WORKS LIKE A VERY STRONG CUBENSIS TRIP. VICTIMS START SEEING GEOMETRIC PATTERNS, THINGS MELTING, DELAY TRAILS OF OBJECTS, AND TUNNEL VISION. FOR 2D4 HOURS THE VICTIM WILL HAVE DISADVANTAGE ON ANY ROLL INVOLVING PHYSICAL ASPECTS.
- **WEB:** CAN USE THE SPELL WEB AT WILL.

HABITAT: INHABITS THE SPACE BETWEEN SPACES, THE VOID BETWEEN DIMENSIONS, THE NOTHINGNESS.

BEHAVIOR: WANDERS THROUGH THE TUNNELS THAT SEPARATE THE DIMENSIONS, AND PREY ON THOSE WHO STARE AT GEOMETRIC PATTERNS FOR TOO LONG. THESE PATTERNS ACT LIKE WINDOWS THAT CONNECT DIFFERENT DIMENSIONS, BUT ALSO AS TRAP DOORS FOR THOSE TERRIFYING MULTI-DIMENSIONAL BEINGS. ANYONE WHO STARES FOR LONGER THAN 1 ROUND INTO A GEOMETRIC PATTERN OF ANY TYPE AND FROM ANY CULTURE (EITHER IN CLOTHES, WALLS, OBJECTS, ETC.) CAN BE SURPRISED BY ONE OF THESE SPIDERS, WHO WILL JUMP FROM THE PATTERN AND TRY TO GRAB THE VICTIM (IF ALONE), PULLING THEM INTO THEIR DIMENSION, OR FIGHT THE VICTIM (IF WITH A GROUP OF PEOPLE).

IF THE VICTIM WHO HAS BEEN PULLED TO THE SPACE BETWEEN DIMENSIONS DEFEAT THE SPIDER, THEY CAN CRAWL BACK TO THEIR DIMENSION THROUGH THE SAME WINDOW THEY HAVE CAME FROM. HOWEVER, A SPELL CHECK IS NEEDED, AND IF THE VICTIM FAILS, THEY WILL END UP AT THE PLACE FROM WHERE THEY HAVE DISAPPEARED, BUT 1D6 DAYS IN THE PAST OR THE FUTURE (TOSS A COIN).

DESCRIPTION: SMELLS LIKE CARBON FILTER USED IN GROWING TENTS, SOUNDS LIKE A MOTORCYCLE STUCK INTO A SLOW MOTION VOID OF JELLY.



AAN

aka Celestial Tarantula

A 15' TALL AND 30' LENGTH BEING. BODY SHAPE IS SIMILAR TO THE ONE OF AN AVICULARIA AVICULARIA, WITH VELVET LIKE FUR AND SPARKLING SILVER DOTS ALL OVER IT.

AC 4[15], HD 4 (20HP), ATT 1 X BITE (1D6 + DARK SKY JUICE), OR 1 X WEB, THACO 16 [+3], MV 120' (40'), SV D10 W11 P12 B13 S14 (2), ML 12, AL LAWFUL, XP 300, NA 1 (1), TT U.

- **DARK SKY JUICE:** THE SPIDER INJECTS LIQUID SKY INTO THE VICTIM WHO MUST SAVE VS POISON. IF THE VICTIM SUCCEEDS THEY WILL START TO VOMIT A SILKY LIQUID WHICH IS PART OF THE SKY ITSELF, CAUSING 1D4 POINTS OF DAMAGE PER TURN DURING 1D4 TURNS. THE LIQUID WILL START TO FLOAT UNTIL IT REACHES THE SKY AND BECOMES ONCE AGAIN PART OF IT. HOWEVER, IF THE VICTIM FAILS, SKY WILL OVERFLOW THE INSIDE OF THEIR BODY, LEAKING FROM EVERYWHERE CAUSING A MASSIVE 2D10 POINTS OF DAMAGE.

- **WEB:** CAN USE THE SPELL WEB AT WILL.

HABITAT: THOSE SHINY BEINGS LIVE UP THE NIGHT SKY CRAWLING OVER THE SKY DOME. DURING DAYTIME THEY SEEK SHELTER UNDER THE BARK OF VERY VERY TALL TREES. THEIR BODY IS COVERED IN NAVY BLUE FUR WITH SILVER SPARKS THAT ARE MOSTLY MISTAKEN FOR STARS.

BEHAVIOR: ONCE SOMEONE WHO IS STARING AT THE NIGHT SKY END UP LOOKING IN THE DIRECTION OF ONE OF THEM, THEY WILL GET DOWN FROM THE SKY AND INTERACT WITH THE CHARACTER. THEY SPEAK THE COMMON TONGUE WITH A CELESTIAL ACCENT, AND ALSO SPEAK THE SPIDER LANGUAGE. WHEN INTERACTING THEY SEEK TO UNDERSTAND THE NATURE OF THOSE WHO THEY ARE INTERACTING WITH, HELPING THE CHARACTER IF THEY HAVE A GOOD NATURE, ANSWERING ONE OF ANY QUESTIONS THEY MIGHT HAVE. HOWEVER, IF THE CHARACTER IS EVIL, THE SPIDER WILL ATTACK AND FIGHT UNTIL DEAD OR UNTIL THE CHARACTER IS DEAD OR FAR AWAY.

DESCRIPTION: SMELLS LIKE SOFT GRASS IN THE MORNING, SOUNDS LIKE SMALL METALLIC PIPES HITTING AGAINST EACH OTHER ON THE WIND.



DOPPELTRAX

aka Doppelganger Tarantula

A 6' TALL HUMANOID LIKE CREATURE. HAS PHYSICAL TRAITS SIMILAR TO THE ONES OF A SICARIO SPIDER WITH ALMOST NO FUR OR HAIR ON THEIR BODY. THEIR GROTESQUELY WIDE MOUTH CREEPS OUT EVEN THE BRAVEST OF THE ADVENTURERS.

AC 8[11], HD 2 (10HP), ATT 1 X BITE (2D4 + POISON), OR 1 X WEB, OR 2 X CLAW (2D6), THACO 15 [+4], MV 120' (40'), SV D12 W13 P14 B15 S16 (2), ML 9, AL CHAOTIC, XP 235, NA 1 (1), TT U.

- **POISON:** THEIR POISON WORKS LIKE ACID, VICTIMS BITTEN MUST SAVE VS POISON. THOSE WHO FAIL GET 2D8 POINTS OF DAMAGE WHILE THE ACID MELTS EVERYTHING IN ITS WAY INSIDE THE BODY, WHICH WILL HELP THE DOPPELTRAX DO CLEAN THE INSIDES OF THE BODY. THOSE WHO SUCCEED HOWEVER WILL GET ONLY HALF OF THE DAMAGE, BECOMING UNABLE TO ACT FOR THE NEXT ROUND.

- **WEB:** CAN USE THE SPELL WEB AT WILL.

- **MIMING:** THESE BEINGS ARE ABLE TO MIME THE VOICE OF EVERY HUMAN OR HUMANOID THEY HAVE LISTEN TO, EXCEPT FOR WORDS WITH THE SOUND OF -CH IN BRAZILIAN PORTUGUESE. THIS SOUND IS IMPOSSIBLE TO BE REPLICATED BY THE TONGUE OF THESE CREATURES.

HABITAT: THOSE NASTY BEINGS LIVE AMONG US, THEY CAN BE ANY OF US, THEY COULD BE YOU... THEY COULD BE ME!

BEHAVIOR: THESE SPIDERS NEST UNDER BIG CITIES, NORMALLY IN THE SEWERS, BUT CAN SOMETIMES BE FOUND IN RUINS OR DUNGEONS, WAITING FOR A VICTIM.

THEY PREY ON LONELY HUMANIDS RELEASING POISON INTO THEIR BODIES AND MELTING EVERYTHING INSIDE, EXCEPT FOR THEIR SKIN. THEN, THESE CREATURES WOULD WEAR THE HUMANOID SKIN AND DISGUISE THEMSELVES. LATER ON, THEY WILL TRY TO INFILTRATE INTO VILLAGES, CITIES AND TOWNS LOOKING FOR A PEACEFUL LIFE AT DAY AND HUNTING DOWN AND EATING OTHER HUMANIDS AT NIGHT.

DESCRIPTION: AS SPIDERS THEY SMELL LIKE BILE AND SOUND LIKE SCRATCHES OVER A ROCK SURFACE. AS DISGUISED HUMANIDS THEY SMELL LIKE FRESH TEARS AND SOUND LIKE A STOMACH IN PAIN.



MENRVARS

aka Librarian Tarantula

WHEN YOUNG THEY ARE 1/2' IN LENGTH, BUT WHEN ADULTS THEY CAN BE AS BIG AS A 13' IN LENGTH. THEIR SKIN GET PATTERNS FROM THE PAGES OF BOOKS THEY CONSUME.

AC 5[14], HD 3 (15HP), ATT 1 X BITE (1D6 + MEMORY SUCK), OR 1 X WEB, THACO 16 [+3], MV 90' (30'), SV D10 W11 P12 B13 S14 (3), ML 7, AL NEUTRAL, XP 175, NA 1 (1), TT U.

- **MEMORY SUCK:** BITES ARE FOLLOWED BY A SAVE VS MAGIC. FAILING MEANS YOU WILL GET A RANDOM MEMORY SUCKED BY THE TARANTULA, AND YOU'LL LOSE IT FOREVER, THE PC CAN DECIDE THE MEMORY AND TELL THE GM, OR THE GM CAN PICK A RANDOM BASIC MEMORY SUCH AS "HOW TO USE THE HANDS TO HOLD", OR "HOW TO EAT PROPERLY WITH FORKS AND KNIVES", ETC.

- **WEB:** CAN USE THE SPELL WEB AT WILL.

- **LIQUID KNOWLEDGE:** ONCE KILLED, THEIR BLOOD CAN BE DRANK IN ORDER TO GAIN KNOWLEDGE ABOUT ANYTHING THAT WAS ONCE PRESENT AT THE LIBRARY, IF THE PC SUCCEEDS A SAVE VS POISON (THE KNOWLEDGE MUST BE DECIDED BY THE REFEREE). HOWEVER, IF THE PC FAILS THE SAVE, THEY WILL HAVE AMNESIA FOR 1D6 DAYS.

HABITAT: LITTLE SPIDERS WHO GROW BIGGER TO THE SIZE OF A POLAR BEAR WITH TIME. THEY NEST AND HAUNT LIBRARIES.

BEHAVIOR: THE MENRVARS ARE A SPECIES OF SPIDERS WHO FEED ON KNOWLEDGE. THEY FIND THEIR WAY TO ANY NEARBY LIBRARY AND NEST IN SESSIONS OF BOOKS THAT ARE RARELY PICK AND START EATING THE INFORMATION OF THE BOOKS IN ORDER TO GROW. THIS PROCESS HOWEVER ENDS UP DESTROYING THE BOOK, SCROLL, ETC.

THEY KILL, BUT DON'T EAT, ANY HUMANS WHO SHOW UP AT THE PLACE WHERE THEY ARE NESTING, AND THIS NORMALLY LEADS TO THE WRONG IDEA THAT THE LIBRARY IS HAUNTED OR SOMETHING LIKE IT. THEY MURDER HUMANS AND HUMANIDS IN ORDER TO PROTECT THEIR TERRITORY, BUT ALSO THE BOOKS THEY INTEND TO FEED ON.

DESCRIPTION: THEY REEK OF OLD BOOKS' PAGES, AND SOUND LIKE THE QUICKLY FLIP OF PAGES.



GASTROCNA

aka Absorbing Tarantula

MONSTERS WHO CAN REACH UP TO 17' IN LENGTH AND 10' TALL. THEIR COLOR PATTERN IS SIMILAR TO A SKELETON JUST LIKE AN EPHEBOPUS MURINUS.

AC 3[16], HD 7 (35HP), ATT 1 X BITE (1D10 + POISON), 1 X WEAPON PER ZOMBIE (1D8 OR THE DAMAGE OF THE WEAPON), THACO 15 [+4], MV 90' (30'), SV D10 W11 P12 B13 S14 (3), ML 19, AL CHAOTIC, XP 450, NA 1 (1), TT U X 4.

- POISON: SAVE VS PARALYZE OR GET FROZEN STILL FOR 1D4 ROUNDS.

HABITAT: LIVE IN DEEP AND DARK DUNGEONS, LURKING THE DARKEST SPOTS OF CEILINGS AND CORNERS.

BEHAVIOR: ONCE A FOE IS DEFEATED, THE GASTROCNA SPIDERS ABSORB THEM THROUGH THEIR SKIN-LIKE CARAPACE, BECOMING BIGGER AND BOLDER. IN A FIGHT, IF ONE OF THEIR LEGS IS CUT, A FOE ABSORBED PREVIOUSLY WILL SPROUT FROM THE WOUND, CONNECTED TO THE SPIDER'S BODY THROUGH THE TORSO. THESE HUMANOIDS ARE ALWAYS HALF DECOMPOSED AND ARE UNDEADS, THEY AID THE SPIDER INTO THE FIGHT WORKING AS AN EXTRA ENEMY TO BE FACED. IF CUT FROM THE SPIDER'S BODY THEY DIE. ONCE A LEG IS CUT, ROLL A D6 TO DEFINE WHAT CLASS OF CHARACTER THAT ZOMBIE WILL BE (1. FIGHTER; 2. MAGIC USER; 3. ELF; 4. DWARF; 5. CLERIC; 6. THIEF). IF MORE THAN 4 LEGS ARE CUT, IT WON'T BE ABLE TO MOVE. WHEN A GASTROCNA IS MET, ROLL A D6 TO DEFINE HOW MANY BODIES IT HAS ALREADY ABSORBED.

DESCRIPTION: GASTROCNA SPIDERS SMELL LIKE ROTTEN MEAT AND SOUND LIKE A BUNCH OF DIFFERENT KINDS OF CLOTHES BEING DRAGGED ON THE DIRT FLOOR.



HARSTH

aka Octopus Tarantula

BECAUSE THEIR SHAPE CAN CHANGE IN SO MANY WAYS IT IS HARD TO TELL THE EXACT SIZE OF THESE BEINGS, BUT IT IS SAID THAT SOME CAN FULLY EMBRACE UP TO 3 HUMANS AT ONCE. THEIR COLOR IS VERY COLORFUL LIKE AN ADULT CARIBENA VERSICOLOR.

AC 6[13], HD 6 (30HP), ATT 1 X BITE (1D8 + POISON), OR 1 X CONSTRICTION, THACO 15 [+4], MV 120' (40'), SV D11 W12 P13 B14 S15 (3), ML 8, AL NEUTRAL, XP 300, NA 1D4 (1D4), TT U.

- **POISON:** SAVE VS POISON OR GET THE VICTIM'S MIND NUMB FOR 1D4 ROUNDS, MAKING THE VICTIM ATTACK RANDOM TARGETS NEARBY.
- **CONSTRICTION:** ANYONE WHO GETS ATTACKED BY A CONSTRICTION ATTACK MUST SAVE VS BREATH. IF THE TARGET FAILS, THEY CAN'T MOVE UNTIL THEY SUCCEED AT THE SAME SAVE, THAT WILL REPEAT EVERY ROUND, BUT BEING CAUGHT INTO THE ARMS OF THE TARANTULA ALSO CAUSES 1D4 POINTS OF DAMAGE PER ROUND.

HABITAT: LIVE IN CAVES AND GRAVES IN ANCIENT CEMETERIES.

BEHAVIOR: THESE SPIDERS WANDER ALONE THROUGH THE LONG NATURAL CORRIDORS OF CAVES LOOKING FOR PREY. THEIR BODY SKIN IS SIMILAR TO THE TEXTURE OF AN OCTOPUS, WHICH MEANS THEY CAN CHANGE SHAPE AND COLOR BEING REALLY DIFFICULT TO SPOT. THEY HAVE THE ABILITY TO CHANGE THE DENSITY OF THEIR OWN BODY, BEING ABLE TO FLOAT BUT NOT FLY. WHEN ATTACKING, THEY PREFER TO ELIMINATE ONE TARGET AT A TIME, INSTEAD OF ENGAGING INTO A COMBAT WITH ALL MEMBERS OF A PARTY, THEY DO IT BY TRYING TO HUG THE TARGET WITH THEIR OCTOPUS LIKE BODY, PULLING THEM FROM THE FLOOR TO THE CEILING.

DESCRIPTION: HARSTH SPIDERS SMELL LIKE THE OCEAN AND SOUND LIKE FAR AWAY SEAGULLS.



CRUXXNAS

aka Evil Tarantula

THESE ARE NOT VERY BIG, THEY HAVE TWICE THE SIZE OF HUMANS, AND VERY BIG EYES. COLOR PATTERN VARIES FROM DARK BLACK WITH ORANGE LIKE STRIPES, TO NEON ORANGE SKIN WITH NAVY BLUE STRIPES.

AC 1[18], HD 3 (16PV), ATT 1 X BITE (1D6 + POISON), OR 1 X SPELL (CHARM), THACO 13 [+6], MV 90' (30'), SV D11 W12 P13 B14 S15 (3), ML 10, AL CHAOTIC, XP 1.200, NA 1 (1), TT U X 10.

- **POISON:** SAVE VS POISON. FAIL MEANS YOU DIE, SUCCEED AND YOU WILL LOSE ONLY HALF OF YOUR HP.

- **CHARM:** CAN USE THE SPELL CHARM UP TO 4 TIMES PER ENCOUNTER.

- **STICKY TOUCH:** ANY OBJECT THAT TOUCHES ITS BODY WILL GET STUCK REQUIRING A STR CHECK IN ORDER TO GET IT BACK. PEOPLE TOUCHING IT MUST SAVE VS MAGIC OR WON'T BE ABLE TO GET UNSTUCK. VICTIMS STUCK TO THE TARANTULA'S BODY AUTOMATICALLY GET A -2 PENALTY TO THEIR AC AND ARE UNABLE TO ACT. HELPING SOMEONE STUCK REQUIRES A STR CHECK.

HABITAT: THESE MALICIOUS BEINGS INHABIT THE DEPTHS OF EARTH IN BUILD UP FORTRESS CREATED BY THE HANDS OF THEIR DREADFUL MINIONS.

BEHAVIOR: THERE IS NOT ANOTHER WORD THAT BETTER DESCRIBE THESE NASTY CREATURES THAN THE WORD "EVIL". THEY ARE MASTERMINDS WHO ARE ABLE TO DOMINATE THE MINDS OF OTHER BEINGS, OR EVEN WORSE, BE VERY PERSUASIVE IN MAKING HUMANS AND HUMANOIDS TO BECOME THEIR SERVANTS. THOSE WHO FOLLOW THE TARANTULA'S WILL CHANGE THEIR LIVE TO A LIFE OF SERVITUDE, BUILDING HUGE UNDERGROUND STRUCTURES FROM WHERE THE SPIDER CREATE NASTY PLANS OF CONQUER MORE POWER. THEY SPEAK THE COMMON TONGUE IN A GUTTURAL WAY, AND ALSO SPEAK THE LANGUAGE OF SPIDERS.

THESE MONSTERS ARE PERFECT LIARS WHO STUCK THEIR VICTIMS TO THEIR BODIES, WHICH ARE COVERED IN STICKY FUR. THOSE WHO ARE NOT ABLE TO ESCAPE END UP BEING SLOWLY DIGESTES THEM ALIVE UNTIL THEIR CORPSES ARE JUST A BUNCH OF BONES.

DESCRIPTION: THESE MASTERMINDS REEK OF PUTREFYING BODIES, AND CARRY THE SCREAMS AND MOURNS OF THOSE WHO ARE SLOWLY DYING STUCK TO THEM.



INANGNA

aka Bee Tarantula

NASTY BUTTERFLY LIKE WINGS DRIPPING SWEAT ALL THE TIME WHEN THEY ARE STILL, AND THEIR COLOR PATTERN VARYING FROM BLACK TO DEEP NEON YELLOW.

AC 5[14], HD 2 (10PV), ATT 1 X BITE (2D4 + POISON), THACO 16 [+3], MV 120' (40'), SV D12 W13 P14 B15 S16 (2), ML 11, AL CHAOTIC, XP 200, NA 2D6 (2D6), TT U.

- POISON: SAVE VS PARALYZE OR BE FROZEN LIKE A STATUE FOR 6 TURNS.

HABITAT: LIVE IN HIVES SHAPED AS MOUNTAINS BUILT INTO HUGE ROCKS AND CLIFFS BY FROZEN BEACHES. SOME SPECIES CAN BE SEEN IN WARMER CLIMATES AS WELL.

BEHAVIOR: THESE TARANTULAS ARE DIVIDED INTO CASTES, LIKE REAL BEES. QUEENS LIVE AT THE CORE OF HIVES, KEPT AS HOSTAGE BY OTHER TARANTULAS IN ORDER TO INCREASE THE POPULATION. IF THESE ARE FREED, THEY WILL LIVE AS PETS OF THE ONES WHO HAVE SAVED THEM. QUEENS HAVE THE SAME STATS AS DRONES BUT THE DOUBLE HP.

WHILE DRONES TAKE CARE OF THE COLONY'S OFFSPRING AND THE QUEEN, DEFENDING THEM AGAINST ANY INVADER, SEEKERS GO FAR AWAY IN SEARCH OF PREY FOR THE COLONY. SEEKERS HUNT DOWN SMALL ANIMALS, HUMANS AND HUMANIDS, FIGHTING THEM AND BRINGING THEM MOSTLY UNCONSCIOUS TO THE HIVE WHERE THEY WILL BE DEVoured ALIVE BY DRONES, SEEKERS AND INFANTS.

EGGS ARE KEPT IN CHAMBERS NEXT TO THE QUEEN, ALL OF THEM EMBEDDED INTO A BLUEISH GOO SECRETED BY THE EGGS. THIS GOO WORKS AS FOOD FOR THE QUEEN AND KEEP THE EGGS SAFE AND COZY UNTIL THEY HATCH. IF EATEN, THIS GOO CAN HEAL UP TO 2D10 HP PER DAY, AND SOME EVEN SAY IT IS POSSIBLE TO BRING PEOPLE BACK FROM THE DEAD WITH IT. A FRESH BODY (UP TO 10 DAYS SINCE GONE) CAN BE PUT INTO A POOL OF THIS SUBSTANCE IN ORDER TO REVIVE FROM THE REALM OF THE DEAD (THERE IS 75% CHANCE OF BRINGING THE DECEASED ONE BACK, BUT THIS CHANCE DECREASES IN 7% PER DAY AFTER THE CHARACTER IS GONE, SO A PERSON WHO HAS PASSED 9 DAYS AGO, FOR EXAMPLE, WILL ONLY HAVE 12% CHANCE OF COMING BACK. ONCE THIS HAS BEEN TRIED ONCE IT CAN'T BE TRIED AGAIN WITH THE SAME BODY).

QUEENS ARE 23' LONG. DRONES ARE 12' LONG. SEEKERS ARE 20' LONG.

DESCRIPTION: THEY SMELL LIKE FRESHLY CUT URCHINS AND SOUND LIKE THE MOVING LEGS OF A STARFISH.



MAGNACTA

aka Vibrating Tarantula

SPIDERS WHO HAVE IRIDESCENT FUR AND COULD BE MISTAKEN BY FAE BEINGS. THEY ARE NORMALLY 5' TALL AND 8' IN LENGTH.

AC 3[16], HD 3 (16PV), ATT 1 X BITE (1D6 + EMOTIONAL BREAKDOWN), OR 1 X WEB, THACO 16 [+3], MV 90' (30'), SV D11 W12 P13 B14 S15 (3), ML 9, AL NEUTRAL, XP 175, NA 1D4 (1D4), TT U.

- **EMOTIONAL BREAKDOWN:** IF BITTEN, ONE MUST SAVE VS MAGIC NOT TO GET AFFECTED BY A STRONG STRAIN OF EMOTIONS. THESE EMOTIONS ARE RELATED TO THE EMOTIONS FROM THE PLACE WHERE THE SPIDER HAS NESTED. IF TAKEN BY THE VORTEX OF EMOTIONS, THE PC WILL BE UNABLE TO ACT FOR 1D6 ROUNDS, CRYING IF SAD, LAUGHING IF HAPPY, SCREAMING IF ANGRY, ETC.

- **WEB:** CAN USE THE SPELL WEB AT WILL.

HABITAT: THE MAGNACTA SPIDERS LIVE ALONE IN RUINS, FORESTS AND SOMETIMES IN ABANDONED PARTS OF A CITY, ALWAYS IN A PLACE WHERE STRONG EMOTIONS (EITHER POSITIVE OR NEGATIVE) HAD STRUCK INDIVIDUALS DEEPLY, SUCH AS HOUSES WHERE VIOLENT MURDERS HAPPENED, OR A GROVE WHERE LOVERS DECLARED THEIR LOVE FOR THE FIRST TIME, FOR EXAMPLE.

BEHAVIOR: THESE SPIDERS HAVE BODIES SO FILLED WITH VIBES THAT THEY ARE CONSTANTLY SHAKING, SOME OF THEM SHAKE FOR REAL, OTHERS' VIBES ARE SO HARD THAT THEY SEEM TO BE DISRUPTING WITH REALITY SO STRONG ARE THEIR SHAKE. THEY ATTACK ANYTHING THAT DISRUPTS THEIR WEB NEST, BUT THEY WON'T SIMPLY ATTACK AT FIRST SIGHT. ONCE DEFEATED, THEY WILL SHOW A SCENE OF WHAT HAVE HAPPENED AT THE VERY PLACE THEY HAVE NESTED, AND WHAT SITUATION CREATED THAT ENERGETIC DISRUPTION. THE SCENES APPEAR WITHIN THEIR ENTRAILS.

DESCRIPTION: THEY CAN SMELL LIKE A LOVED ONE'S PERFUME, OR A HATEFUL ONE'S BREATH, AND THEY CAN SOUND LIKE THE CRIES OF A TERRIFIED MOTHER, OR THE GIGGLING OF PLAYFUL KIDS.



BROKKBAET

aka Sound Tarantula

ENORMOUS BEINGS WITH UP TO 40' TALL AND 60' IN LENGTH. THEIR COLOR PATTERN IS VERY SIMILAR TO GEOGRAPHIC ENVIRONMENTS, SUCH AS GREEN LIKE TREES AND MOSS, OR GRAY LIKE ROCKS AND DUST, OR EVEN BROWN LIKE DIRT.

AC 0[19], HD 20 (100PV), ATT 1 X BITE (5D10 + POISON + CRUSH), OR 1 X WEB DISCHARGE, OR 1 X STOMP (5D20), THACO 9 [+10], MV 360' (120'), SV D8 W9 P8 B11 S8 (MU14), ML 12, AL VARY, XP 5.500, NA 1 (1), TT 1.

- **POISON:** IF THE TARGET SURVIVES THE BITE THEY MUST SAVE VS POISON. IF THEY FAIL THEY WILL BE TURN INTO AN ELEMENTAL STATUE ACCORDING TO THE COLOR OF THE TARANTULA. IF IT IS GREEN, THE VICTIM BECOMES A TREE. IF THE TARANTULA IS BLUE, THE VICTIM BECOMES A WATER STATUE. IF RED, THEY BECOME A FLAMING STATUE. IF BROWN, THEY BECOME A CLAY STATUE.

- **CRUSH:** THANKS TO THE SIZE OF THE TARANTULA, THERE IS A 3-IN-6 CHANCE OF CAUSING 2D10 EXTRA POINTS OF DAMAGE WHEN BITING.

- **WEB DISCHARGE:** SAVE VS BREATH NOT TO BE GET INTO THE AREA WHERE THE DISCHARGE WILL HIT. IT COVERS A WHOLE CIRCULAR AREA OF 30' RADIUS WITH DENSE WEB. THOSE STUCK INTO IT WON'T BE ABLE TO MOVE FOR 2D6 TURNS UNTIL THE WEB WEAKENS.

- **STOMP:** THE TARANTULA IS SO BIG THAT IT CAN SIMPLY DECIDE TO STOMP SMALLER TARGETS.

HABITAT: THEY LIVE IN SILENT AND QUIET PLACES WHERE THERE IS NO HUMANOID MADE NOISE DISRUPTIONS, SUCH AS SECLUDED GROVES, MOUNTAIN PEAKS, HUGE WATERFALLS, ETC.

BEHAVIOR: THOSE HUGE SPIDERS HAVE DEEPLY CONNECTED THEMSELVES TO THE ELECTRONIC MUSIC SCENE FROM OUR REALITY. THIS HAPPENED THANKS TO THEIR BODIES THAT ARE PERFECT TO CATALYZE SOUNDS FROM DIFFERENT DIMENSIONS THANKS TO THE METALS THAT GOT STUCK TO THEIR CARAPACE WHEN THEY LEFT THE EGGS, WHICH ARE LAID DEEPLY UNDERGROUND THE EARTH'S CRUST. AS A RESULT, THEY RELEASE DIFFERENT KINDS OF SOUND FREQUENCIES THROUGH THE VIBRATION OF THEIR PEDIPALP. THIS HAS RESULT IN THE GATHERING OF MANY TRIBAL FOLKS TO WORSHIP THESE BEINGS, CREATING WHOLE RELIGIOUS CONCEPTS AND RITUALS AROUND THE SOUND THEY MAKE. ALTHOUGH THEY COULD RECEIVE AND RELEASE FREQUENCIES FROM ANY DIMENSION, THEY SEEM TO HAVE A SPECIAL CARE FOR THE SOUNDS COMING FROM ELECTRONIC MUSIC PARTIES, MOSTLY ELECTRO, BREAKBEAT, DRUM'N'BASS AND JUNGLE.

PCS WHO FACE THESE MONSTERS MUST FIRST OF ALL SAVE VS MAGIC. THOSE WHO FAIL END UP DANCING FOR 1D6 DAYS, HAVING TO SAVE VS MAGIC EVERY OTHER DAY IN ORDER TO FIGHT THE FATIGUE, AND IF THEY FAIL, THEIR HP DROP TO 1 AND THEY FAINT. THESE EFFECTS WILL CARRY ON FOR THE NUMBER OF DAYS ROLLED ON THE DIE NO MATTER IF THE TARANTULA IS STILL AT THE PLACE OR HAS LEFT ALREADY.

HOWEVER, IF PCS SUCCEED THE FIRST SAVE THEY ARE ABLE TO INTERACT WITH THE MONSTER. REFEREES SHOULD CHOOSE AN APPROPRIATE MIX OR DJSET TO BE PLAYED WHILE THIS WHOLE SITUATION TAKES PLACE.

BROKKBAET SPIDERS ARE NOT AGGRESSIVE, BUT THEY SURE ARE DEFENSIVE. IF ATTACKED THEY WILL ATTACK BACK UNTIL THE TARGETS ARE DEAD OR FLEEING. THEY DO UNDERSTAND THE COMMON TONGUE, BUT CAN'T SPEAK, SO IN ORDER TO RESPOND THEY RECEIVE DIFFERENT FREQUENCIES FROM DIFFERENT DIMENSIONS CREATING A COLLAGE OF SOUNDS TO ANSWER CHARACTERS. THEY DO HAVE THE POWER TO GET IN CONTACT WITH BEINGS FROM ANY PLANE OF EXISTENCE, AND THEY WILL DO, BUT NOT BEFORE A GOOD REASON IS GIVEN, AND BY GOOD REASON IT IS IMPORTANT TO STRESS THAT EACH OF THESE SPIDERS CAN HAVE A DIFFERENT ALIGNMENT.

DESCRIPTION: THEY SMELL LIKE THE SOUND THEY ARE PERFORMING AND THEY SOUND AS THE SMELL OF THE PLACE WHERE THEY ARE AT.



CURIOS FOR ADVENTURES



HOLY DAGGER OF COTAK'HUN

- MADE FROM THE FANG OF A LEGENDARY ORI.
- CAUSES 1D8 POINTS OF DAMAGE.
- THERE IS A CHANCE OF 1-IN-6 TO SHAPE SHIFT THE FIRST TARGET OF AN ENCOUNTER INTO A SMALL AVICULARIA AVICULARIA TARANTULA FOR 1D6 HOURS.

HARMUCNA'S HEAD SHIELD

- +1 AC.
- ANYONE WHO TOUCHES WITH THEIR BARE HANDS MUST SAVE VS POISON OR WILL GET 1D6 POINTS OF POISONOUS DAMAGE FROM THE FUR ON ITS SURFACE.
- THOSE WHO DARE FACING THE SHIELD FOR TOO LONG MUST SAVE VS MAGIC SO THEY ARE NOT AFFECTED BY A FEAR SPELL. THIS WILL BE TRIGGERED ONLY ONCE PER ENCOUNTER.

THE MIGHTY HAIR SWORD

- CAUSES 0 POINTS OF DAMAGE TO ANYONE WEARING SYNTHETIC ARMOR SETS SUCH AS CHAINMAILS, OR PLATE ARMOR. ANYONE ELSE WILL GET 3D6 POINTS OF POISONOUS DAMAGE MAKING THEIR SKIN SCRATCH SO HARD THAT PUSTULES WILL APPEAR IN CASE OF A SUCCESSFULL ATTACK.
- LIVING DEAD CREATURES SUFFER 3D4 POINTS OF DAMAGE ONCE THE POISON WORKS AS A FLESH EATING AGENT.

KATROKIAN SCYTHE

- HOLDS 1 POINT OF BLOOD PER HUMAN OR HUMANOID KILLED.
- WHEN IT HOLDS 10 POINTS OF BLOOD RELEASES A WAVE OF ENERGY GIVING THE BEARER THE CHANCE TO PICK A RANDOM ARACHNID TRAIT FROM THE KATROK'S CHART. THE TRAIT WILL LAST FOR 1D6 TURNS.
- CAUSES 1D8 POINTS OF DAMAGE

PRINCESS THERAPHOSA'S NECKLACE

- WHEN WORN, KEEP ARACHNIDS 10' AWAY.
- WHEN WORN INSIDE OUT ATTRACTS ARACHNIDS FROM A RADIUS OF 1 MILE.
- WEARER MUST SAVE VS MAGIC WHEN USING INSIDE OUT. IF THEY FAIL, ARACHNIDS ARE OUT OF CONTROL, IF SUCCEED, ARACHNIDS WILL OBEY THE WEARER'S MENTAL COMMANDS.

KYKOKAYAKOI'S BRACELET

- ONCE A WEEK IT CAN BE USED TO ACTIVATE A SUPER PLATE ARMOR WITH SCORPION LIKE SHAPE, GIVING THE OWNER OF THE BRACELET AN AC OF -3 [22].
- WHEN WEARING THE ARMOUR THE MOVE RATE DECREASES TO 1/3. DAMAGE CAUSED BY THE ONE WEARING THE ARMOUR ALSO DECREASES, BY HALF ROUND UP.

2D10**ARACHNID TREASURES**

02 A JAR WITH 2D12 EYE GLOBES OF GIANT TARANTULAS. EACH WORTH 50 GP.

03 BOX CONTAINING AN ANCIENT EGG SACK OF A RARE TYPHOCHLAENA SELADONIA. WORTH 300 GP.

04 A SCORPION ERA OBSIDIAN CROWN FROM THE UCK'TAH ORC TRIBE. WORTH 170 GP.

05 THE CLAY CALENDAR OF THE EPHEBOPUS MURINUS WAR CYCLE FROM THE GOBLINS OF THE EAST. WORTH 290 GP.

06 A COLLECTION OF 19 GEMS SHAPED AS SALTICIDAE SPIDERS. WORTH 250 SP, BUT IF THE LAST ONE IS FOUND IT WILL WORTH 2.000 GP.

07 THE HUMAN DEVOURING ACARID MYTH STONE TABLE. WORTH 420 GP.

08 LEATHER PURSE CONTAINING 10 SCROLLS DEPICTING EACH OF THE GIANT SPIDERS PRESENTED IN THIS ZINE IN DETAILS. WORTH 1.250 GP.

09 BRACELET OF OF EBONY DEPICTING TWO TERRIFYING PANDINUS IMPERATOR. WORTH 360 GP.

10 A NECKLACE CONTAINING 25 STINGS OF HETEROMETRUS INDUS, EACH WITH A DEADLY POISON SACK. WORTH 10.500 GP.

11 A LEATHER SACK OF GOLD DUST, EACH GRAIN SHAPED AS PRONEMATUS PRUNI. THIS IS ONE OF THE FINEST WORKS A DWARF COULD EVER MAKE. THE WHOLE SACK WORTH 100.000 GP, AND A SINGLE SCULPTURE WORTH 100 GP.

12 THE STONE SCULPTURE OF A CAMEL HIPPO COVERED IN PINK DIAMONDS SHAPED AS COSMIOMMA HIPPOPOTAMENSIS. THERE ARE 100 TICKS IN TOTAL, EACH WORTH 175 GP.

13 A SALTICIDAE EYE GLASS WITH MULTIPLE EYES. CAN BE USED TO SEE IN THE DARK, OR EXTREMELY BRIGHT PLACES. WORTH 800 GP.

14 THE TICK KING MANUSCRIPT DEPICTING THE STORY OF THE 5 SACRED TICKS OF THE ANCIENT ELLURIAN PEOPLE. WORTH 600 GP.

15 THE HOLY SARCOPTES SCABIEI WORSHIPED BY THE SKINLESS FOLK OF THE RED WOODS. A RUBY STATUE OF 35'. WORTH 35.000 GP.

16 A PAIR OF RINGS SHAPED AS TWIN OPISTOPHTHALMUS CARINATUS THAT HISS WHEN SHAKEN. WORTH 200 GP.

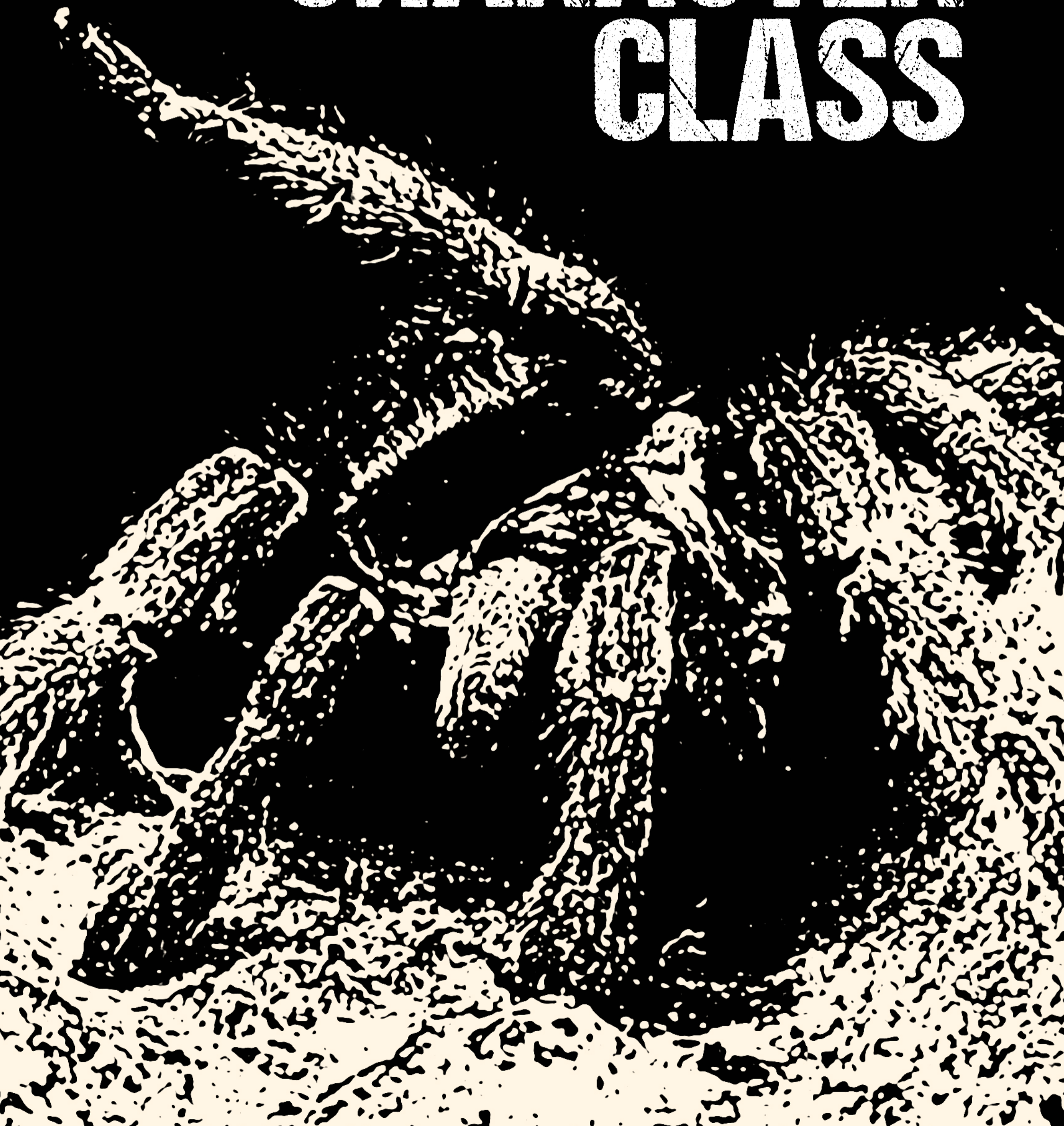
17 PLATE ARMOR ADORNMENT SHAPED AS A PHRYNICHIDAE DAMON MADE OF JADE. WORTH 800 GP.

18 A SILVER HAIRNET JEWELRY SHAPED AS A BUNCH OF OPILIONES STUCK TOGETHER. WORTH 500 GP.

19 A PAIR OF WOOD SHOES SHAPED AS NEBO HIERICHONTICUS. WORTH 90 GP.

20 THE 20TH GEM SHAPED AS A SALTICIDAE SPIDER. WORTH 1.000 GP.

AN ARACHNID CHARACTER CLASS



KATROK

REQUIREMENTS: MINIMUM DEX 13

PRIME REQUISITE: CON AND DEX

HIT DICE: 1D6

MAXIMUM LEVEL: 9

ARMOUR: ANY, INCLUDING SHIELDS

WEAPONS: ANY

LANGUAGE: ALIGNMENT, COMMON, SPIDER'S TONGUE

PRIME REQUISITES: A KATROK WITH AT LEAST 13 IN ONE PRIME REQUISITE GAINS A 5% BONUS TO EXPERIENCE. IF BOTH CON AND DEX ARE 16 OR HIGHER, THE KATROK GETS A +10% BONUS.

A CERTAIN DAY, AN ECLIPSE WAS SEEN OVER THE NORTH LANDS. THE DAY AFTER, PEOPLE STARTED SEEING SEVERAL WEIRD HUMANOIDS SCATTERED ACROSS THE CONTINENTS, BEING WITH TERRIFYING SPIDER TRAITS SUCH AS MULTIPLE EYES, MULTIPLE LEGS AND ARMS, HARD SKIN, AMONG OTHERS. THESE BEINGS WERE OUTCASTS FROM THEIR OWN DIMENSION, AS IF THEY HAVE CROSSED, DURING SLEEP, THROUGH THE CLOTH THAT SEPARATES THE MULTIVERSE OF DIMENSIONS. MOST OF THEM REMEMBER DOING SO AFTER GOING TO SLEEP IN A NIGHT THAT THE MOON STARTED VANISHING.

NOW, HAVING TO LIVE IN A DIFFERENT WORLD WHERE ALL OF THEM ARE SEEN AS MONSTERS BY MOST OF THE PEOPLE, THE KATROK FOLK STRUGGLE DAILY TRYING TO SURVIVE. SOME BECAME BEGGARS, OTHERS CHOSE TO LIVE SECLUDED FROM CITIES, HIDING IN CAVES, CAMPS AND FORESTS, AND SOME CHOSE TO TRY LIVING AMONG HUMANS, ELVES, DWARVES, AND HALLFLINGS, SEEKING THE BEST OF THEM TO ACCEPT A DIFFERENT FOLK WITH NO POSSIBILITY OF RETURNING HOME. BUT BECAUSE THIS WAS A VERY DIFFICULT LIFE TO ACCEPT, MANY ALSO CHOSE THE CHAOS AS A WAY TO SURVIVE. MANY KATROKS BECAME THIEVES AND ASSASSINS, MANY CHOSE TO LIVE WITH ORCS, AND CHAOTIC BEINGS FINDING A BETTER WAY TO BE ACCEPTED. IT IS NOT DIFFICULT TO ALSO FIND SMALL GROUPS OF KATROK FOLKS LIVING TOGETHER IN GHETTOS INSIDE BIG CITIES, RELYING ON EACH OTHER, ON THEIR OWN KIND TO SURVIVE DE DIFFICULTIES OF PREJUDICE.

CHITIN ARMOUR

THE KATROK FOLK'S SKIN IS CHITINOUS, LIKE SPIDERS, WHICH MAKES IT MUCH MORE RESISTANT THAN ANY HUMAN SKIN. THEREFORE, KATROK'S NATURAL AC GETS A +1 BONUS.

WEB

ANY KATROK WITH MORE THAN HALF OF THEIR HP ARE ABLE TO USE THE SPELL WEB AT WILL. KATROKS WITH LESS THAN HALF OF THEIR HP CAN USE THE SPELL WEB, BUT THE COST IS 1D4 POINTS OF DAMAGE TO THEIR HP.

CLIMBING

SPIDERS ABILITIES HAVE BLESSED THE KATROK PEOPLE WITH POWERFUL CLIMBING SKILLS. THEY GET ADVANTAGE WHEN CLIMBING ANY VERTICAL SURFACE WITHOUT THE AID OF EQUI-

PMENT (ROLL 2 DICE AND GET THE BEST RESULT), AND AUTOMATICALLY SUCCEED WHEN USING EQUIPMENT TO DO SO.

ARACHNID TRAITS

SPIDER TRAITS ARE PART OF THE KATROKS BLOOD. THEY ARE BORN WITH A RANDOM ABILITY AND GET AN EXTRA ONE FROM TIME TO TIME WHEN THEY REACH NEW EXPERIENCE LEVELS. THIS PROCEDURE HAPPENS IN A VERY UNIQUE WAY. AS SOON AS THEY REACH A NEW ABILITY LEVEL, THEY FEEL THE NECESSITY OF RESTING, AND DURING A PERIOD OF 24 HOURS THEY WILL EXCHANGE SKIN, LEAVING THE OLD ONE BEHIND, SHOWING NEW PHYSICAL TRAITS SUCH AS DIFFERENT SKIN PIGMENTATION, DIFFERENT HAIR, ETC. THIS COMES WITH A NEW RANDOM ARACHNID TRAIT ACCORDING TO THEIR LEVEL PROGRESSION CHART. USE THE TABLE BELLOW TO GENERATE A NEW RANDOM ARACHNID TRAIT:

1D6	ARACHNID TRAITS
1	MULTIPLE EYES - THEY BECOME ABLE TO SEE IN THE DARK.
2	MULTIPLE HANDS - THEY GET +2 ACTIONS PER ROUND.
3	FANGS - THEY PRODUCE 1D4 DOSES OF VENOM PER DAY (SAVE VS POISON OR GET 1D6 POINTS OF DAMAGE IF DRANK OR SPREAD OVER WOUNDS).
4	HAIRS - THEY CAN RELEASE 1 CLOUD OF HAIRS ONCE A DAY (1D4 POINTS OF DAMAGE IN A 15'X15' AREA).
5	BRUTE - THEY GET A NEW AND MORE RESISTANT SKIN, AND THEIR NATURAL AC BONUS INCREASES FROM +1 TO +3.
6	STOUT - THEY LOSE THE HP PENALTY WHEN USING WEBS AFTER THEY HAVE LOSS HALF OF THEIR HIT POINTS.

KATROK

NÍVEL	XP	HD	THACO	D	W	P	B	S	Roll a d6
1	0	1D6	19[0]	8	14	12	10	14	+1
2	4000	2D6	19[0]	8	14	12	10	14	-
3	8000	3D6	19[0]	8	14	12	10	14	+1
4	16000	4D6	17[+2]	6	12	10	8	12	-
5	32000	5D6	17[+2]	6	12	10	8	12	-
6	64000	6D6	17[+2]	4	10	8	6	10	+1
7	120000	7D6	14[+5]	4	10	8	6	10	-
8	250000	8D6	14[+5]	2	8	6	4	8	-
9	400000	9D6	14[+5]	2	8	6	4	8	+1

D: DEATH / POISON; W: WANDS; P: PARALYSIS / PETRIFY; B: BREATH ATTACKS;
S: SPELLS / RODS / STAVES.





THIS ZINE IS DEDICATED TO MY FATHER, A PERSON WHO STRUGGLES TO SEE SENSE AND A REASON IN LIFE. THE MOST NIHILISTIC PERSON I HAVE EVER MET AND AN ARACHNOPHOBIC.

MY FATHER HAS A LOT OF DIFFICULTY TO SEE POSITIVE ASPECTS IN LIFE, AND HIS STRUGGLE IS TO FIND PEACE IN HIS DAILY ROUTINE. HE HAS BEEN LOST IN THE KAFKANIAN MAZE SINCE I HAD THE AGE TO BE ABLE TO NOTICE IT. HOWEVER, HE HAS TAUGHT ME THAT IF NOTHING REALLY HAS ANY SENSE IN LIFE, ART IS A DIFFERENT THING. ART IS WHAT OUR SOULS SEEK IN ORDER TO SOOTHE LIFE. MUSIC, PAINTINGS, DANCE, SCULPTURES, MOVIES, PHOTOGRAPHY, ETC.

A FEW WEEKS BEFORE I HAVE SEND THIS ZINE TO THE EXALTED FUNERAL CREW TO CHECK IF THEY WOULD HAVE ANY INTEREST IN PUBLISHING IT I HAD A DEEP CONVERSATION WITH MY DAD. I WAS TRIPPING ON ACID AND HE WAS SMOKING HIS PACK, AND WE SAT FOR 3 HOURS OR MORE DISCUSSING THE THINGS THAT HAVE ALWAYS BEEN CREATING AN AGONY WITHIN HIM TO LIVE. IT WAS THE FIRST CONVERSATION WE EVER HAVE TO FRANKLY DISCUSS THESE THINGS OVER HIS PERSPECTIVE OF LIFE. I LIKE TO THINK THAT I TRIED MY BEST TO HELP HIM WITH NEW CONCEPTS AND IDEAS THAT COULD AID HIM COPE WITH ALL THIS.

FROM MY PRIVATE SMALL COLLECTION OF INCREDIBLE PEOPLE I MET THROUGHOUT THIS JOURNEY WE CALL LIFE, HE SURELY IS IN IT, SINCE THE VERY BEGINNING, AND I ALSO LIKE TO THINK THAT THE SAME WAY HE SAW ME GROW UP AND BECOME THE INDIVIDUAL I AM TODAY, I ALSO SAW HIM DEVELOP AS A HUMAN BEEN, CHANGING AND BECOMING SOMETHING VERY BEATIFUL.

MY FATHER IS AN ARACHNOPHOBIC SINCE I COULD REMEMBER, AND THIS ZINE IS FOR HIM, A WAY TO SHOW HOW SOMETHING DIFFICULT AND FILLED WITH AGONIES AND SUFFERING AS LIFE CAN BE CAN ALSO BE SEEN FROM A DIFFERENT ANGLE. ALTHOUGH THIS BOOK IS FILLED WITH SPIDERS, AREN'T THE PICTURES BEAUTIFUL?

THANKS FOR EVERYTHING DAD. I HOPE WE COULD MEET ONCE AGAIN SOMEWHERE ELSE ANOTHER TIME TO LEARN WITH EACH OTHER ONCE AGAIN.

-GUSTAVO TERTOLEONE, 31/03/2022



[HTTPS://PITCH-BLACK-LAIR.ITCH.IO/](https://pitch-black-lair.itch.io/)

@TERTOLEONE

@HERRSORG

EXALTED
FUNERAL