

Arachnid Ambush

written by CresthavenRPG Guru | November 27, 2014

This is simple ENCOUNTER and should be part of a greater story. Read the indented information to the party. Instructions to the DM are in italics. I would adjust the number of spiders so there are no more than 1 spiders per collective character level.

The party has a very uneventful trek the mile or so from the village to the stream crossing. A small stone bridge has been built over the lazy water flow and the party can see the trail break off to the north, up to the source of the water.

The main road so far has been patrolled frequently by the dwarves and the villagers. The forest, on the other hand, may not be as safe.

Fishing Spiders

About 500 yards up stream, the trees and the water become more and more criss crossed with spider webs. Sparsely at first, then more and more thick. You can clearly see small things, maybe wolves or birds, or maybe even small humanoid shape; each neatly wrapped in webbing. Before the party can turn to retreat, the webbing has been built to close off any retreat!

Upon realizing their fate, it is already too late and the spiders are upon the party! These spiders have set up a very successful trapping system. They catch whatever comes into their area of the stream – even a few of the monster have been trapped and eaten.

Large Spiders (7) HP 6, HB +1, AT 1, DMG 1d6 (bite + poison), AC 12, XP: 175 each

These spiders are poisonous!

Poisoning: *Characters should roll a Wisdom check vs DC 15 or become poisoned. The large spider's poison takes effect after 15 minutes of being wounded. A failed saving throw results in an additional 1d6 points of damage.*

Read after defeating the spiders.

As the last spider sprays it's life blood on the forest floor, the characters catch their breath and have an opportunity to look around.

Now is the time for the characters to search for loot. A successful search check (DC 17) will uncover the following items:

1. Box of 20 Arrowheads (5 sp, 1 lb)
2. Pole (10') (5 cp, 8 lb)
3. Sickle (1 gp, 2 lb)
4. Small Cask of Common Spice (5 gp, 5 lb)
5. Wedge of Cheese (8 sp, 4 lb)
6. 1 platinum piece
7. 2 gold pieces
8. 10 silver pieces

Award experience points as follows:

- Everyone gets 500 points for surviving as a team
- Individuals get 175 points for each spider they helped to kill
- For more on awarding experience, [click here](#).