

# WEB-LOST TREEHAVEN

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## BACKGROUND

The group of cartographers known as the Velum Map sought to chart the unexplored depths of an untamed forest. The problem? The forest hosted all manner of foul, bloodthirsty beasts that hunt down anyone who sets foot in the forest. So, the cartographers used druidic magic to create a treetop fortress, Treehaven, high in the canopy where they'd be safe from the forest wildlife... or so they thought. Several years after building the fort, a hideous brood spider descended upon the cartographers. They put up a fight, but the spider and her swarm of ravenous spawn killed the explorers. Treehaven is now lost to the chittering echoes of the broodmother.

## PLOT HOOKS

- Rumor has it that cartographers in a treetop fortress discovered the location of ancient ruins filled with treasure.
- One cartographer, Jensen, survived the spider attack. He has been plotting bloody revenge for months and needs brave adventurers to aid him.
- Kara, a griffon-rider, wants Treehaven cleared so she can turn it into an aerie.
- At night, a ghostly stag appears in the forest. If followed, it leads people to Treehaven (see area 3) and then vanishes.

## 1. STREAM

This narrow stream flows southeast.

## 2. LIVING QUARTERS

The spiders attacked during the day, so this room is still fairly tidy — some of the beds are still made. The footlockers contain the cartographers' personal effects: journals, clothes, trinkets, and a sum of 74 gold. One chest containing 124 coins fell through the shattered wall onto a spider web 40 feet below.

Here, two dog-sized spiders squabble over a white-feathered hawk that was caught in one of the webs. When someone enters the room, they abandon their webbed prey and attacker juicier targets.

## 3. LODGE

This platform formerly served as the cartographers' hunting lodge, where they would store weapons, fletch arrows, and plan hunts.

When the spiders attacked Treehaven, most of the cartographers flocked to the lodge to retrieve arms and armor. Their makeshift barricades held off the spiders for a time, but they were soon overwhelmed. The blood-soaked floors knicked with sword marks and protruding arrows tell a grim tale. Web cocoons entomb the cartographers, now nothing more than dried husks.

To the northeast, a moldy rope promises a heart-thumping journey for anyone brave enough to try crossing.

## 4. MAP ROOM / HATCHERY

The cartographers spent most of their time here, painstakingly drawing the forest's topography and writing scientific entries about local wildlife. The books (or at least those that haven't been deteriorated into moldy sludge) are a treasure trove of information about the forest. The real prize is the leather map on the table, which is the only known complete map of the forest. It's worth about 600 coins to the right buyer.

Swarms of rat-sized spiders hungrily rush towards any warm-blooded creature that enters the hatchery. Webbed, still-living prey (deer, birds, bears, etc) slumber in venom-induced comas against the north and east wall. One cocoon contains a merchant named Argus, alive but comatose.

## 5. WEB & CENTER COLUMN

This glistening web is easily strong enough to support 10 fully-equipped, full-grown men. The webbing sticks underfoot, slowing the movement of any non-spider who attempts to cross it. A trio of spiders lie in wait in the canopy above. They wait for the adventurers to reach the middle of the web and jump downward, hoping to use their mass to knock adventurers over.

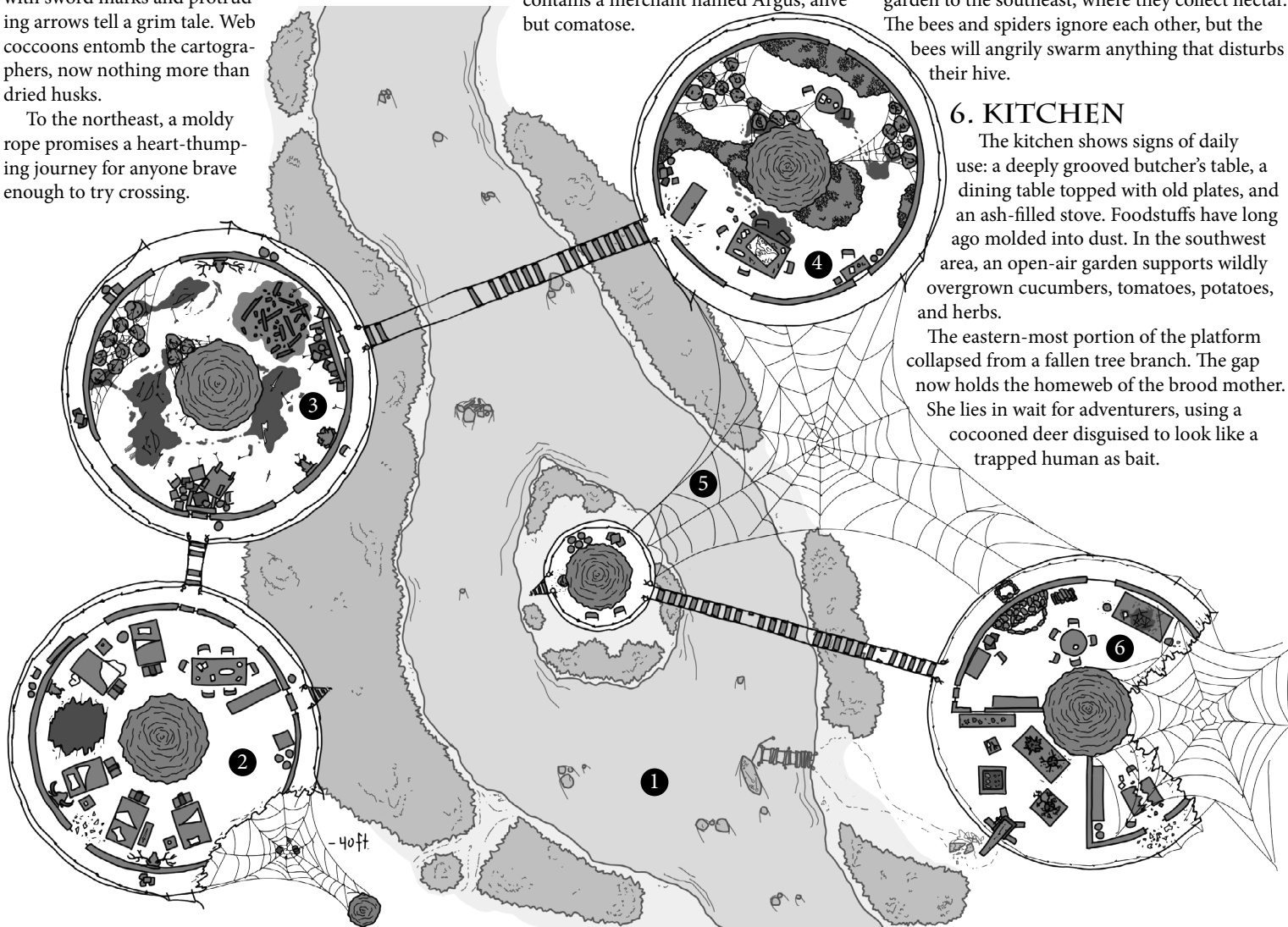
To the southwest, this relatively small tree served no other purpose than to link the kitchen to the living quarters. With the bridge snapped, it now only serves as an anchor for the web bridge. A hive of bees have taken up residence here, filling the air with buzzing energy. They frequent the garden to the southeast, where they collect nectar. The bees and spiders ignore each other, but the bees will angrily swarm anything that disturbs their hive.

## 6. KITCHEN

The kitchen shows signs of daily use: a deeply grooved butcher's table, a dining table topped with old plates, and an ash-filled stove. Foodstuffs have long ago molded into dust. In the southwest area, an open-air garden supports wildly overgrown cucumbers, tomatoes, potatoes, and herbs.

The eastern-most portion of the platform collapsed from a fallen tree branch. The gap now holds the homeweb of the brood mother.

She lies in wait for adventurers, using a cocooned deer disguised to look like a trapped human as bait.



# 1. STREAM

## A. STREAM

A gentle, steady stream flows from the northwest. The stream was one of the main reasons why the cartographers settled in this area, as it offered them a steady supply of fish and fresh water. Back in the height of Treehaven, one of the corgaphers' favorite activities was to sit in a line along one of the bridges and cast 100-foot-long fishing lines into the stream. It wasn't nearly as effective as fishing from the shoreline, but it was fun.

If someone falls from above, the stream will at least partially break the fall. Landing on the rocks is another story, though.

## B. TREELINE & BRIDGE

Treehaven is 80 feet up, which is a dangerous climb for even the most skilled climbers. The treetop fortress is built around massive elder oaks that tower hundreds of feet into the sky. Smaller trees grow along the sunny shoreline.

The bridge that connected the trees in areas B and E snapped long ago. The rope bridge dangles down 40 feet or so to the top of the smaller trees. Someone could climb the shoreline trees (a significantly easier climb than scaling the elder oaks) and then climb the rope bridge the rest of the way.

## C. DOCK

When Treehaven was active, the cartographers would occasionally receive supplies from upstream. Their contacts would simply float a few barrels or crates downstream at scheduled intervals, and the cartographers would haul them out. The dock, now slightly run-down from a lack of maintenance, offered the car-

tographers a way to easily access the supplies. An old, detritus-filled rowboat bobs peacefully on the stream surface, tethered to the dock by a rope that has seen better days.

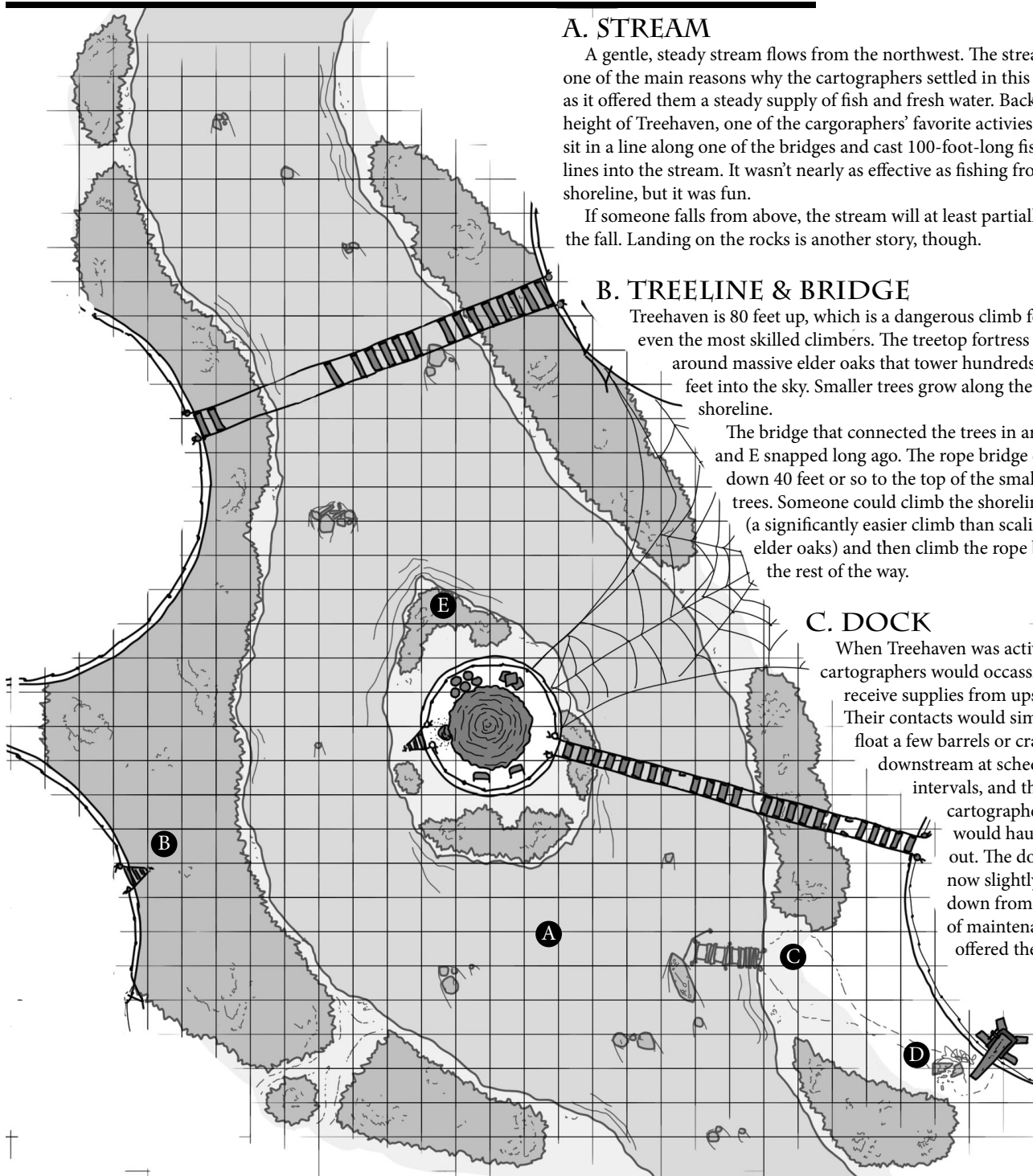
## D. LOADING AREA

A worn footpath marks the route between the dock and the loading area, now overgrown with roots and ferns.

The loading area was how the cartographers moved supplies between Treehaven and the forest floor. High above, a cartographer would operate a sturdy crane while someone down below loaded supplies onto a wide wooden platform. Materials have since tumbled to the forest floor and now lay there, scattered in nearly unrecognizable disarray. Nothing of here is valuable — these supplies were foodstuffs, leathers, and spirits; they've long ago decomposed or been claimed by wildlife.

## E. ISLAND

In the middle of Treehaven, a small island splits the stream. The rope bridge on this island is virtually impossible to access; it dangles only a few feet beneath the rim of the wooden platform, and climbing the sapling below the bridge would be pointless.



## 2. LIVING QUARTERS

### A. ROPE BRIDGE

Long ago, a sturdy rope bridge connected this section of Treehaven to area 6. The rope strands have since snapped, and now the rope bridge dangles down to the lesser canopy. It's a difficult and exhausting climb up, but this is by far the easiest way to access Treehaven.

When someone climbs the rope, describe how the wooden slats are soft with woodrot. About half of them are sturdy; the other half crumble into splinters and musty dust when strained. This is a subtle warning about the other bridges in Treehaven: adventurers who foolishly use the wooden slats instead of the ropes may find themselves plummeting to the forest or river below.

### B. COLLAPSED WALL & WEB

Fungal rot has eaten away at the southeast portion of this wall. The spiders took advantage of the gap to build a web about half-way between Treehaven and the forest floor.

After the spiders built the web, some of the supplies spilled from the living quarters and landed on the web. The chief cartographer's footlocker and a few miscellaneous supplies rest on the web; the chest contains 152 coins, more than the other 5 footlockers combined.

When the adventurers prepare to scale the ladder in area A, be sure to describe the clearly visible web. This should provide a very clear clue to the players about what enemies they face above.

### C. LIVING QUARTERS

This room served as the community bedroom for the cartographers. They generally spent little of their time here; they'd occasionally eat breakfast together at the dining table, but they typically favored the convenience of eating in the kitchen.

Despite the years, this room is still quite tidy. The spiders attacked during the day, so most of the beds were (and remain) neatly made. This is also the farthest room from the spider nest in area 4, so the spiders tend to avoid it. However, this room currently contains two dog-sized spiders.

### D. FOOTLOCKERS

Five footlockers rest at the foot of the cartographers beds. Their contents are as follows:

- **At 12-o-clock:** Three moth-eaten changes of clothes, a wooden pipe, a wooden jar that smells of tobacco though its contents have withered, a leather satchel containing cartography tools (compass, quill, ruler, etc), and 8 gold.
- **At 11-o-clock:** This chest is locked, but a leak from the ceiling just to the south has made the wood soft. It contains two changes of molded clothes, ruined water-logged boots, three books reduced to a pulpy mass, and 17 gold.
- **At 9-o-clock:** There used to be another bed here, but a leak in the ceiling softened the wooden floor and the bed fell through. Roots and bushes long-ago claimed the fallen bed and footlocker, but particularly determined adventurers might be able to dig up a handful of gold coins from the rich soil below.
- **At 8-o-clock:** Like the chest to the north, this footlocker is also soft with woodrot. It holds three changes of molded clothes, some candles, a repair kit for bifocals, and 40 gold.
- **At 7-o-clock:** This chest is locked and sturdy. The key can be found in the pocket of a cocooned corpse in area 3. It contains three changes of clothes, two pairs of belts, 15 gold, and a journal detailing life in Treehaven. It is mostly mundane: daily recounts of events, sketches of flowers and animals, and frequent pining for someone named Rachel.
- **At 5-o-clock:** Four changes of clothes, tools for wood carving, three wooden figures (bear, griffon, stag), and 19 gold.
- **The lost chest at 4-o-clock:** Three changes of clothes noticeably nicer than the clothes in the other chests, a bronze badge stylized as a compass, and 152 gold.

### E. SPIDERS

The shattered window has been replaced by a vertical spiderweb. A pair of dog-sized spiders are currently bickering over a white-feathered hawk stuck in the web. The spiders can't see people climbing the rope ladder and will therefore ignore adventurers unless they're especially noisy.

#### Young Spiders x2

30 life, 2 block, 1d8+2 melee, medium

**Instinct:** Spin webs, hide in wait, attack unwary prey, slink away into the shadows, climb walls for better vantage points.

**Appearance:** Glossy black skin, long legs, eight red eyes, fangs dripping with venom, pulsating spinneret.

- **Climb walls** on spindly legs and descend from strands of sticky silk.
- **Inject venom** on a bite that gradually puts the victim to sleep over the course of about 1 minute. Spend 1 advantage to shake it off.
- **Spray web** in a blast. Affected creatures can't move. Spend 1 advantage to cut free.

### F. ROPE BRIDGE

The bridge goes to the Lodge in area 3.

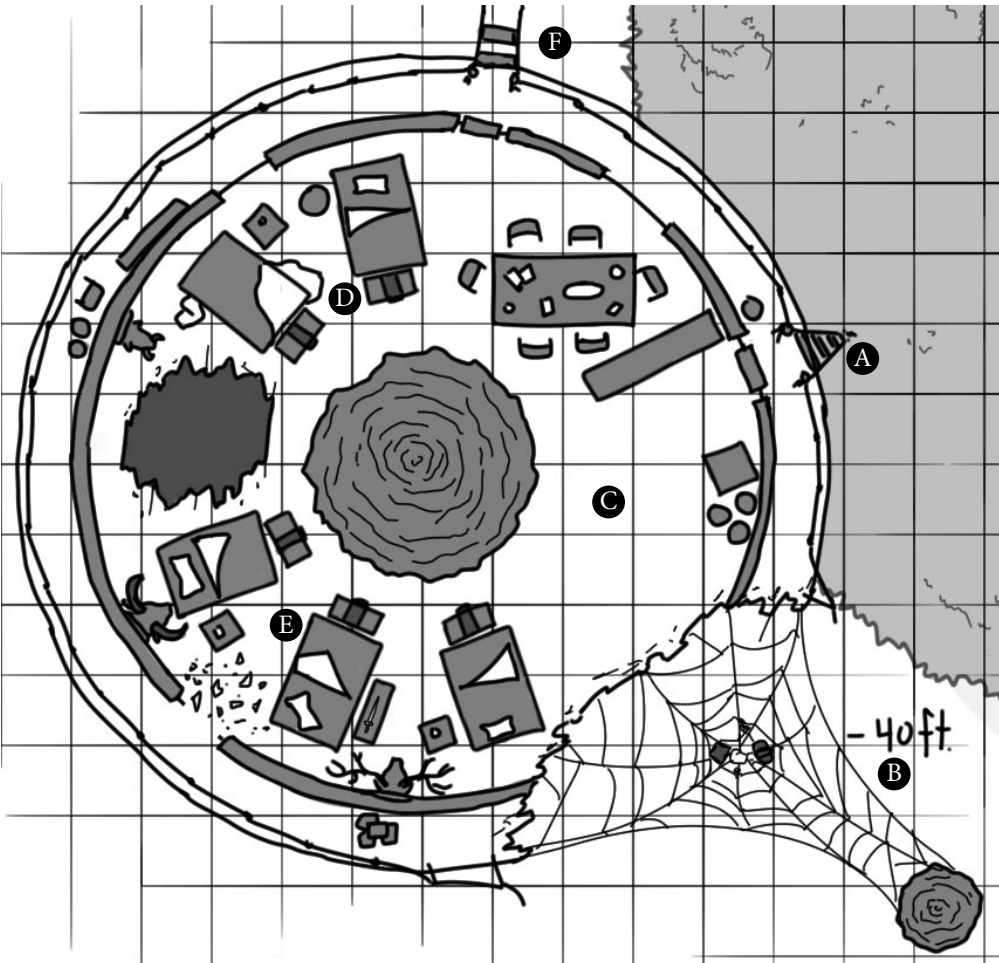
### WILL FIGHTING ATTRACT OTHER SPIDERS?

Short answer: No.

Spiders have the instinct "lie in wait," so they would much rather patiently wait for prey to fall into their traps rather than rush to the aid of their fellow hatchlings. Besides, spiders typically have an "every spider for themselves" philosophy. They won't risk their lives to save the two spiders. Even the brood mother herself would rather flee from certain death than defend her hatchlings. After all, she can always lay more eggs.

Sounds from battle will alert the spiders in the other areas, who will quickly scuttle to their preferred ambush locations.

If the spiders are quietly dispatched or avoided altogether, the spiders in the other areas may be off-guard or out of position.





# 3. LODGE

## A. ROPE BRIDGE

This bridge connects to area 2.

## B. LODGE

This room served as the cartographers' hunting lodge, where they would store weapons, fletcher arrows, and plan hunts. When the brood mother attacked, the cartographers fled to this room to retrieve their weapons and armor.

The room now resembles a battlefield, with deep weapon grooves cut into the wood and old blood stains. The web-cocoons on the northwest wall contain the cartographers' corpses, now nothing more than dried husks.

Miscellaneous armaments are scattered across the room, including bows and arrows, leather shields, swords, and spears.

## C. BARRICADE

The cartographers pushed all of the furniture in this room (bookshelves, tables, chairs, crates, and barrels) against the south and east entrances in an attempt to keep the spiders at bay. They didn't have enough supplies to block the windows, so their plan was to seal the larger doors and then fight off the spiders at the narrow windows. Their plan was successful for a time, but spiders are nothing if not patient. The brood mother wove her strong-

as-chains webbing over the windows and simply waited, attacking the cartographers whenever they tried to break free. She sliced open the webbing and attacked her starved prey a week later.

Most of the furniture has long since been ruined, but among the barricade on the east wall is a chest containing valuable sword oils and fletching supplies worth about 20 gold to the right buyer.

## D. THE ONLY ENTRANCE

This open window is the only easy way into or out of the room. The windows at 11-o'clock and 5-o'clock still bear the strong-as-chains webbing from the brood mother.

## E. FLAMMABLE POOL

At the later stages of the siege, two of the surviving cartographers wanted to burn their way out of their treetop prison. They succeeded in shattering two barrels of lantern oil, but their colleagues subdued them before they could set it ablaze (They were in a wood house, surrounded by spiders, 100 feet up, and in the middle of a forest. Setting a fire was effectively suicide). The room has an obvious scent of lantern oil.

The area has lost most of its flammability, but it will still readily catch fire under the right conditions. Within seconds, the entire north-east section of the room will catch fire.

## F. DUREN THE SENTIENT TREE

When the cartographers built Treehaven, they used a combination of druidic magic and old-fashioned architecture. With their magic, they unwittingly granted sentience to the five trees of Treehaven. But sentience doesn't necessarily mean consciousness — four of the five trees have been slumbering, tortured by un waking nightmares.

The blood that spilled onto the floor in this area seeped into this tree's sap-veins and jolted it into consciousness. It has been awake for years, quietly suffering in solitude.

The venom from the spiders' fangs drip onto the trees' bark, where it's absorbed. The venom isn't strong enough to truly harm the trees, but it is still quite painful. Duren has been seeking some sort of escape for years and has thus far been hopeless.

Duren and the other trees can't move. They don't have faces, legs, or arms, and they can't speak. They are literally just sentient trees and are therefore at the mercy of the spiders.

The one thing they do have, though, is latent druidic power. Duren is just beginning to understand how his magic works and has been tentatively using it to seek help. He briefly tried using his magic to awaken his brothers and sisters in the nearby trees, but decided against it because he would only be waking them to torture.

Instead, he has been pouring magic into the stag head on the north wall. A tiny fragment of the stag's soul still remains, enough that Duren can send a ghostly stag guide into the forest in search of aid.

Even if adventurers do arrive, he has no way of actually communicating with them. He may attempt to communicate through his stag (which he can only summon at night when the moon is visible), or by spontaneously sprouting leaves when adventurers are nearby.

Nature-focused characters (druids, shamans, shapeshifters, trackers, etc) will instantly recognize that the tree is sentient when they set foot in the room. These heroes can communicate with Duren by touching the bark. Duren is scared, desperate, and tortured by the chronic pain and solitude. He can share the following information:

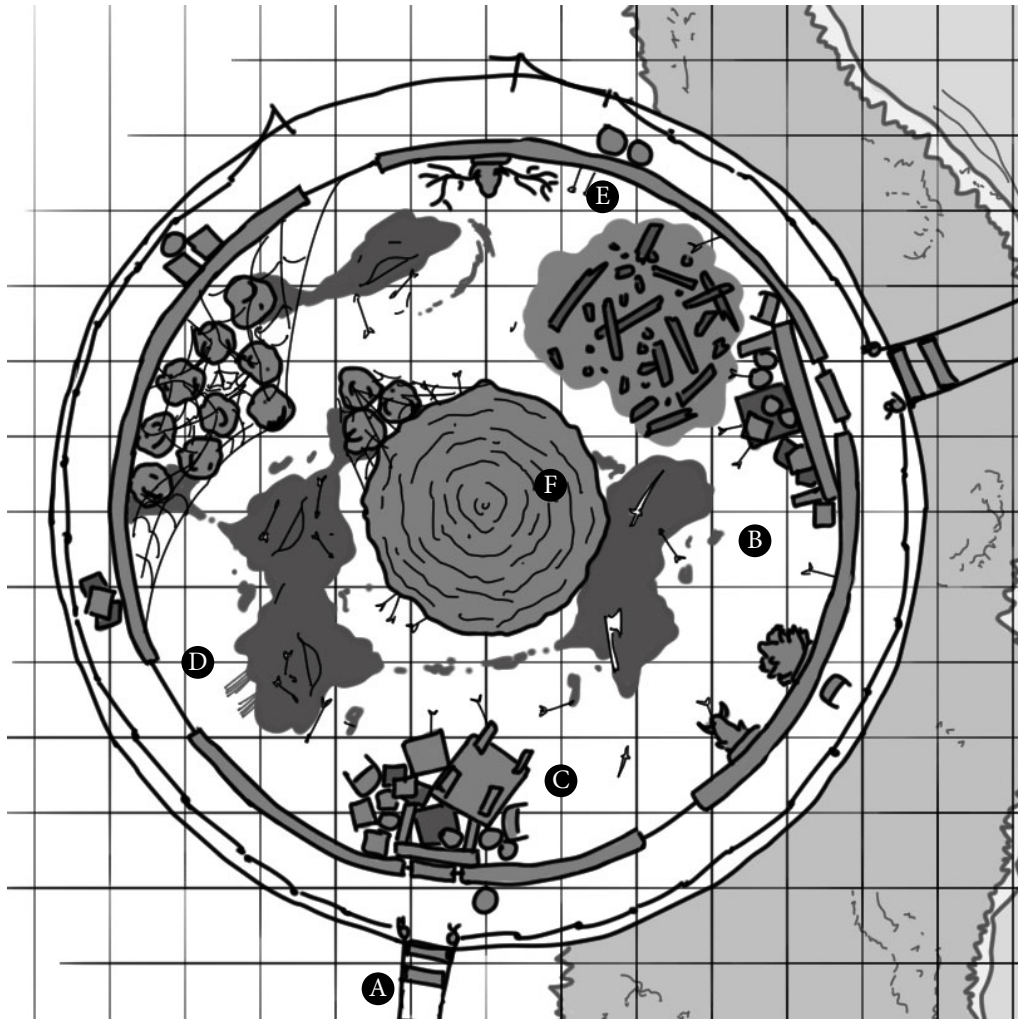
- The tree to the northeast is the hatchery and is infested with young spiders.
- The brood mother keeps her web in the larger tree to the southeast.
- The southern tree is usually unoccupied by spiders.

If the adventurers somehow manage to cleanse Treehaven of spiders, Duren will offer a reward (or at least attempt to) by growing a magic item directly from his bark in area F. If the adventurers have no way to communicate with Duren, this reward may go unnoticed.

### Seed of Life

**Description:** A small, yellow-brown seed is encased in a pair of vibrant green leaves. It seems to pulse with life.

**Properties:** Eating this seed removes all debuffs and restores the user to full life. Henceforth, that person will regenerate 1 life per hour while under direct sunlight. If planted, the seed will quickly grow into a tree about the size of Duren in about 24 hours.



# 4. HATCHERY

## A. ENTRANCE

This platform is noticeably different from the other portions of Treehaven. Webbing runs thick and hangs from every corner. The canopy seems to crowd overhead, casting a deep shadow over the platform. Within, web-clogged windows leave the interior in a perpetually cool, moist gloom. The air is musty and organic, and carries the quiet whispers of frequent skittering.

## B. EGGS

The brood mother keeps her precious eggs in this room. The eggs are marble-sized yellow spheres with a twitching spiderling inside. The eggs — thousands upon thousands of them — are

suspended in a repulsive jelly-like substance that shimmers wetly. Hatching season is not close, so damaging the eggs in any way will simply kill the partially unformed spiderlings within.

Of course, the brood mother does not leave her precious young unguarded. Swarms of adolescent spiders live here, crawling over nearly every surface. These spiders are not as patient as their siblings, so they will simply rush at anything that enters the chamber. They also lack the survival instincts that dictate many of their older family members. These spiders will single-mindedly fight to the bitter end, desperate to draw another mouthful of precious blood.

### Spiderling swarm

70 life, 0 block, 1d8 melee damage, large

**Instinct:** Swarm over food, sting with a million tiny bites, drink blood, dwell in cool shadows

**Appearance:** Writhing mass of legs and eyes, climb over each other, skittering and chittering, tiny glittering fangs

- **Climb walls** on spindly legs and descend from strands of sticky silk.
- **Swarm over someone** causing them to bleed. Spend 1 advantage to brush them off.
- **Weak to area-of-effect** such as blasts or cones, taking double damage.
- **Ignore debuffs** because hindering one spider doesn't hurt the others.

## C. FOOD SACS

The brood mother desposits fresh cocooned victims for her every-hungry young. The sacs vary in size greatly, hinting at their diverse contents. About half of the webbed victims are long-since dead, while others are merely unconscious. If removed from the webbing, victims will gradually wake up over the course of about 1 hour. The sacs contain:

- 21 birds
- 8 squirrels and other rodents
- 2 beavers
- A mostly-consumed adult stag
- A male grizzly bear
- A merchant named Argus. He was attempting to smuggle illegal goods (restricted potions and alchemical reagents) through the forest where authorities wouldn't pursue him. His trip was cut short when he stumbled into a spider's web. His supplies lay untouched deeper in the forest. He is unconscious and badly injured; the spiderlings have been feeding on him for days. If freed, he will gladly offer the adventurers a cut of his expected profits: 75 gold. If they escort him to the nearest settlement, he'll spice up the deal to 100 gold. He may be persuaded to throw in a few random potions.

## D. MAP

Before the brood mother transformed this platform into a hatchery, the cartographers used this area of Treehaven as a maproom. The bookshelves once contained all manner of map, charts, and graphs. The moist air has since reduced the tomes to mucky sludge.

However, the cartographers' magnum opus sur-

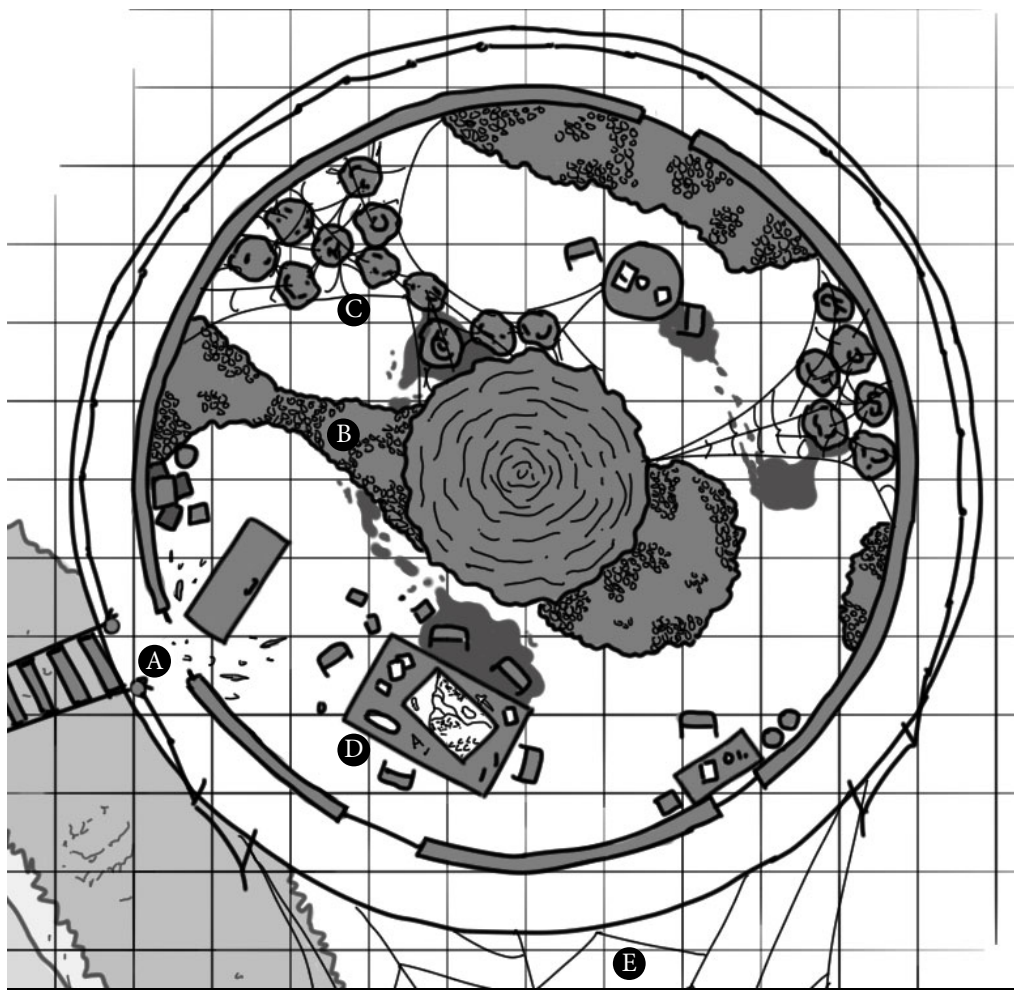
vived. A leather near-completed map of the region rests on the table. The map shows the locations of landmarks that are unknown to the rest of the society, including:

- **Elven ruins:** The notes read, "Of the Anthrariel clan. Still too dangerous to explore. Must hire expedition group."
- **Ancient standing stones:** The notes read, "Obviously magical in nature. Purpose unclear. Will-o-wisps circle the stones at night."
- **Possible trade route:** The notes read, "Narrow valley, relatively isolated. A caravan could pass through the forest relatively safely."

This map is actually the true treasure of Treehaven. To the right buyer, the map is worth close to 600 coins. The rare and highly specialized mapping materials spread across the table are worth an additional 50 gold.

## E. WEB BRIDGE

A sturdy web bridge connects this platform to areas 5 and 6 to the south.





# 5. WEB BRIDGE

## A. WEB BRIDGE

With the destroyed bridge in area 2, this web bridge is the most reliable way to access the central column (area B) and the kitchen (area 6). The web is surprisingly sturdy; its strands are easily as strong as wrought-iron chains, possibly stronger.

Still, walking across the web is tricky. The strands stick powerfully underfoot, and the entire web has a springy quality. Any non-spider who

attempts to cross the web is slow.

If someone is knocked down, breaking free of the sticky strands is nearly impossible. The strands will need to be dissolved or cut free, or the victim will need to wriggle out of their stuck clothes and armor. Cutting the webbing is by far the fastest option, but it is also the most dangerous — below the web is an 80 foot drop to solid earth.

Venom-spitting spiders hide in the canopy above the web. They wait patiently for victims to get into the middle of the web and then attack. They open with their venom-spitting attacks and stay at ranged as much as possible. If their prey moves to escape the web or returns fire, the spiders will leap down in an attempt to knock their victims into the sticky web.

### Venom-spitters x3

40 life, 1 block, 1d6+3 ranged, medium

**Instinct:** Lie in wait, attack safely from afar, ambush unwary prey

**Appearance:** Glossy black skin, long legs, eight red eyes, fangs dripping with venom, pulsating spinneret.

- **Climb walls** on spindly legs and descend from strands of sticky silk.
- **Spit venom** inflict a poisonous bleed effect on the target. Spend 1 advantage to overcome the venom.
- **Leap on prey below** to knock them over, possibly sticking them to the web.

## B. CENTRAL COLUMN

This central column is the only platform on Treehaven that doesn't have a roof. Its primary purpose was simply to connect the kitchen (area 6) with the rest of Treehaven. The explorers stored a few miscellaneous supplies here, such as fishing rods and snacks (to avoid the long trek to the kitchen).

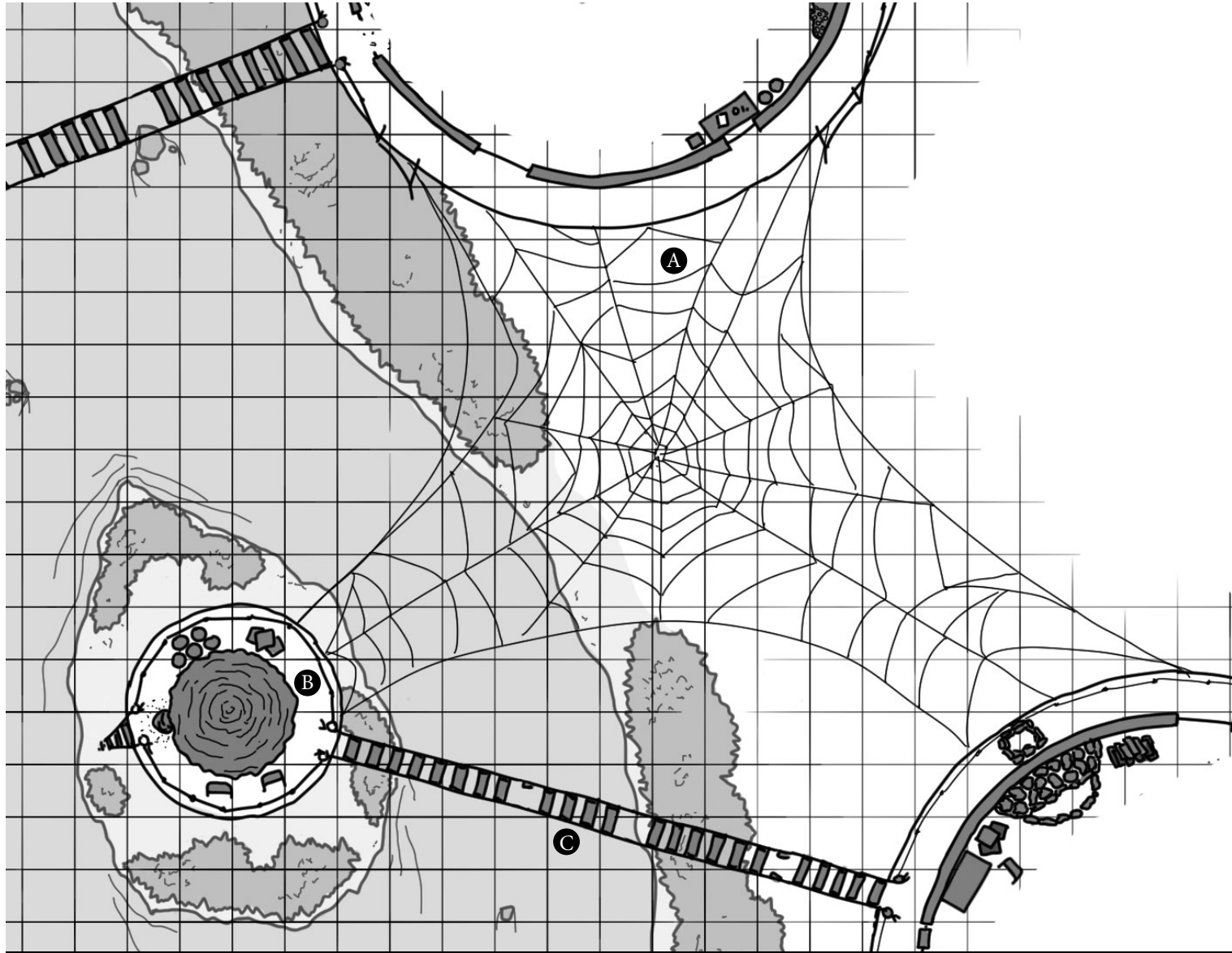
Two chairs overlook the placid stream below, hinting at the simple and peaceful lives the cartographers must have lived before the brood mother attacked.

A hive of bees have taken up residence here, obviously ignoring the spiders. They frequent the garden to the southeast in area 6, where they busily pollenate the overgrown flowers.

The bees will sting anybody who approaches the hive, dealing 1d6 damage (ignoring block) every round. A particularly daring adventurer might be able to use the hive as a biological grenade. If the hive is destroyed, the bees will furiously sting the nearest creature, dealing 1d8 damage (ignoring block) until the target or all of the bees are dead. The safest way to escape their wrath is to take a plunge into the stream below.

## C. ROPE BRIDGE

The bridge is about as reliable as all of the other bridges in Treehaven, which is to say not very reliable at all. The ropes are sturdy, but about half of the planks will collapse underfoot.



# 6. KITCHEN

## A. KITCHEN

Here, the cartographers prepared food and ate most of their meals. A kitchen table against the northwest wall shows heavy use: deep knife grooves are cut into the blood-stained table. A scrap bucket sits nearby, but whatever it contained decomposed long past the point of stinking.

A masterfully constructed stove rests against the northwest wall. Thick stones shield the wooden platform from the heat of the stove. Smoke spills into a smokestack on the outer rim of the platform, carefully positioned to billow smoke away from the flammable leaves above.

Dinner plates and silverware are still scattered across the dining table. Either the cartographers didn't bother cleaning up after themselves, or they were attacked in the middle of a meal.

## B. OPEN-AIR GARDEN

An open air garden composes the southwest portion of the platform, now wildly overgrown. The garden still supports potatoes, tomatoes, cucumbers, and a variety of cooking herbs. If it's spring or summer, a half dozen bees happily buzz around the plants (see area 5).

## C. CRANE

The cartographers used this crane to transport people and supplies between the forest floor and Treehaven. It's a bit weather-worn, but due to its sturdy design it's still capable of supporting hundreds of pounds at a time. A hand crank on its northern side controls the rope, and a lever mechanism allows it to swing 90 degrees to the left or right.

The hook at the bottom of the rope has rusted and snapped, spilling its contents below.

## D. BROOD MOTHER'S WEB

Years ago, a tree branch snapped in a storm and collided with this section of the kitchen, spilling the pantry onto the forest floor. The brood mother has since transformed this gap in Treehaven into her home web. If this is the last room the adventurers visit, the brood mother skulks along the roof of this platform, silently seething. She completely lacks a maternal instinct, so she will wait patiently and watch from the shadows as adventurers kill their way through Treehaven. After all, she can always lay more eggs later.

A still living, writhing cocoon rests along the far east side of the web. This is a trap: the cocoon holds a live deer that is just the right size to resemble a human. Her plan is to pounce on adventurers from the roof, sticking them to the web and then injecting them with her deadly venom. Her hope is that these adventurers will be her new brood's first meal.

If she falls to 25 life, she will cut the nearest web strands and attempt to ascend to the canopy where she can make a quick escape. She will readily abandon Treehaven and her brood, but not her grudge. If she can, she will watch the adventurers from a distance and wait for an opportunity to ambush someone by themselves. She will then use the webbed, paralyzed victim to set another trap. Most likely, she will suspend the victim dangerously high from a single strand and fight where she can cut it at a moment's notice.

The back of the web also contains the dessicated corpse of the chief cartographer, which the brood mother kept as a trophy. A magic item is around his neck:

### Dalgren's Compass

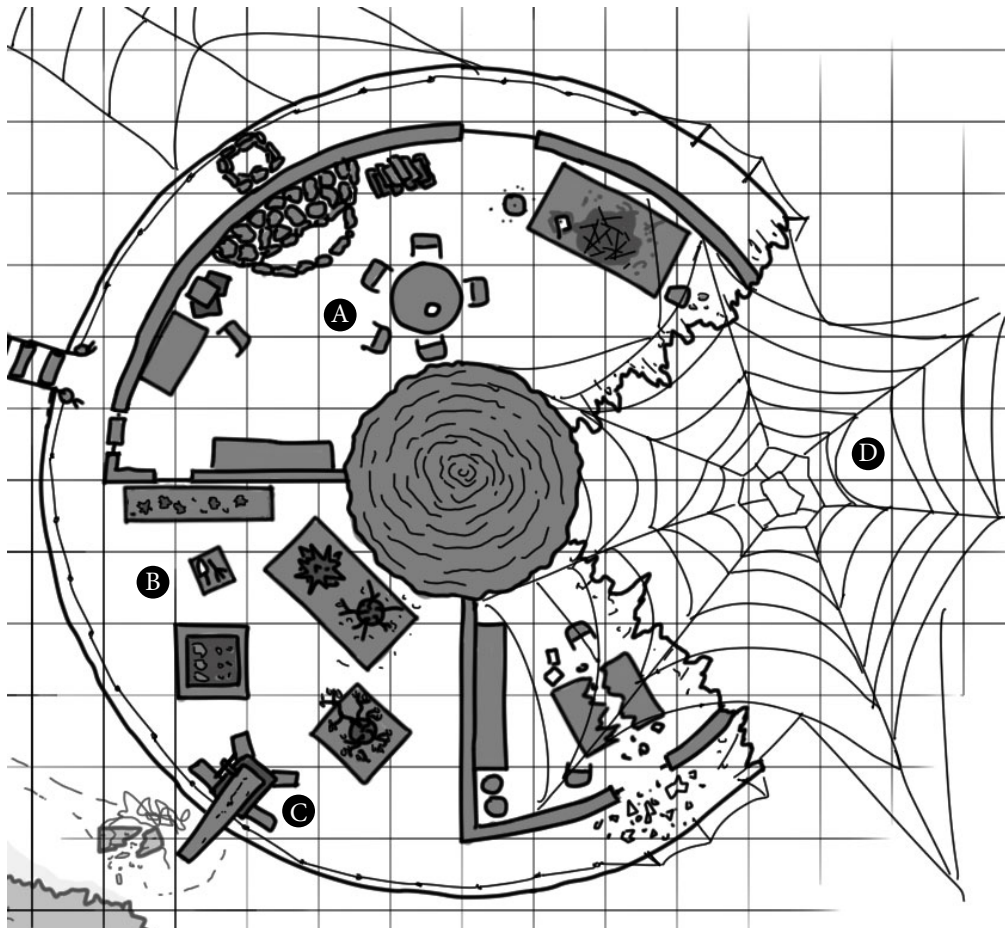
**Description:** A silver chain runs through a loop on this finely crafted compass, which enables it to be worn as an amulet.

**Properties:** Once each session, the owner can ask "What lies just ahead?" and the GM must answer honestly.

## WHAT COMES NEXT?

The following are likely plot hooks for the next adventure:

- If the brood mother escaped, the adventurers may hunt her down (or vice versa).
- Treehaven is secluded, at a strategic location, and (if the brood mother is slain) relatively safe. The adventurers may want to repair Treehaven and make it their new base of operations.
- The map from the hatchery (area 4) hints at other locations to explore.
- Somebody will pay well for the location of a newly cleared treetop fortress. Merchants, hunters, or military organizations would likely be interested.
- Duren wants help waking his brother and sister trees. Perhaps enchanted spring water or druidic magic could jolt them awake.



### Brood Mother

90 life, 2 block, 1d8+3 melee, large

**Instinct:** Build a lair, breed, lay eggs, prepare food for your ever-hungry spiderlings, flee if your life is threatened

**Appearance:** Glossy black skin, long legs, eight red eyes, fangs dripping with venom, pulsating spinneret, bulbous abdomen

- **Climb walls** on spindly legs and descend from strands of sticky silk.
- **Spit venom** to inflict a poisonous bleed effect on the target. Spend 2 advantage to overcome the venom.
- **Leap on prey below** to knock them over, possibly sticking them to the web.
- **Slice webbing with blade-like legs** to send victims plummeting to the forest floor.