

DUNGEONS & LAIRS #57: ETTERCAP FOREST

Ettercap Forest is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 1, 3, 5, or 8**. This document offers a general guideline on scaling the adventure for each level. The party is sent to an ancient forest to investigate a series of disappearances.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you don't have a copy.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold type**, that's a visual cue pointing you to its stat block to say, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and non-magical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the appendix.

LEVEL SELECTION

Before playing, know the level at which you wish to run the adventure. Overall, the adventure's locations and descriptions remain unchanged throughout the levels. However, most encounters, hazards, traps, and treasures scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 1, 3, 5, or 8, the chart below shows you which version of the adventure you should select for each level. A given adventure version might be easier or more challenging for a given party.

CREDITS

The following creators made this adventure possible:

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Scaling the Adventure

Average Party Level	Recommended Adventure Version	Relative Difficulty
1	1st-Level	Hard
2	1st-Level	Medium
3	3rd-Level	Hard
4	3rd-Level	Medium
5	5th-Level	Hard
6	5th-Level	Medium
7	5th-Level	Easy
8	8th-Level	Hard
9	8th-Level	Medium
10	8th-Level	Easy



Ettercap Forest Adventure Hooks

d8	Patron	Adventure Hook
1	Academy	The academy wishes to learn all they can of the fey of Tehidy Woods.
2	Ancient Being	The characters' patron sends a strange vision of a young woman lost in darkness to a member of the party.
3	Aristocrat	The characters' patron is toying with the idea of building a hunting lodge on the edge of the Tehidy Woods and wishes to know if it's safe.
4	Criminal Syndicate	The syndicate seeks a particular magic acorn that has healing properties, found only in Tehidy Woods.
5	Adventuring Guild	A merchant who was carrying medicines has gone missing while passing through the Tehidy Woods. The Guild has a bounty for these supplies.
6	Military Force	A patrol has gone missing while passing through the Tehidy Woods.
7	Religious Order	Something has caused an imbalance in the natural order and the local church believes this imbalance is originating in the Tehidy Woods.
8	Sovereign	Princess Blodwyn Goldengrace, daughter of King Birch, ruler of the sprites of Tehidy Woods, has gone missing.

ADVENTURE HOOKS

The table above offers some ideas if you don't have a reason for the characters to investigate the Tehidy Woods. Roll a d8 or choose the one you like best. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.

BACKGROUND

Every traveler, merchant, and soldier knows to walk the other way when they see the silken strands of giant spiders hanging nearby. But to a large enough force or a band of powerful adventurers, spiderkin are nothing more than dumb brutes, an annoyance at most.

Occasionally, however, a clutch of spiders will be led by one of their more intelligent kin, the humanoid-shaped ettercaps. These monstrous creatures can devise and create rudimentary traps and snares

and even plan simple ambushes. Even still, these creatures are not normally clever enough to present a threat to experienced adventurers.

Recently, a clutter of spiderkin in the Tehidy Woods happened upon the body of a mage and the items he left behind. One such item was a silver circlet set with an emerald. The ettercap leader was so enthralled by this trinket, it took the band for itself. In the darkness of its hollow, it gazed into the refracted light of the gem and wondered at its beauty, until sometime later, it began to understand... everything!

The Tehidy Woods have been ruled by the Goldengrace family for centuries and protected by the dryad Elewyn. Recently, the Woods have become choked with webbing, and travelers through the forest have gone missing.

Worse still, the King's daughter, Princess Blodwyn, has been abducted and, when summoned, Elewyn did not answer the king's call for aid.





TEHIDY WOODS

The Tehidy Woods have always been considered an ancient place, a balance of the light and dark, a place where the veil between this world and the next is thin. Recently, however, a new power has grown from the dark places and the Woods have become dangerous, harboring pathways silent with deadly intent.

As the adventurers journey deeper into the forest, they will find it ever more thickly suffocated by webbing and can follow this growing blight to its source, an underground hollow infested with spiderkin.

GENERAL FEATURES

Unless stated otherwise, the following features are common to the Tehidy Woods.

Gloomy. The thick canopy is choked and tangled with webbing, making the entire forest dark. Any read-aloud text assumes the characters have darkvision or a light source of their own.

Threatening Silence. The creatures of the forest do not stray far from their dens and burrows, nor do they make too much noise, lest they alert the spiders to their presence. The forest feels as though it is holding its breath, and the silence is total. Any Wisdom (Perception) checks made to hear something while in the forest are made with advantage.

Webbing. Some areas are noted as being hung with the sticky, gossamer strands of spider webs. A web-filled area is considered difficult terrain. Moreover, a creature entering a webbed area for the first time on a turn or starting its turn there must succeed on a DC 12 Dexterity saving throw or become restrained by the webs. A restrained creature can use its action to try to escape, doing so with a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check.

Each 10-foot cube of giant webs has AC 10, 15 hit points, vulnerability to fire damage, and immunity to bludgeoning, piercing, and psychic damage.

Web Zombies. The zombies within the Woods have been created by the magic of the spiderkin. **Web zombies** are zombies that have the Spider Climb and Web Walker traits of ettercaps.

TEHIDY WOODS ENCOUNTERS

The characters will need to explore the forest for six hours, following signs of the ettercap's influence, until they reach the glade of the dryad Elewyn. The Tehidy Woods have become a dangerous place to venture and the party is likely to run into several problems. When the characters enter the Woods, roll twice on the Tehidy Woods Encounter table to decide the encounters they face (described in the section on the next page). These encounters happen two and four hours into the party's exploration.

ETTERCAP FOREST BATTLEMAPS

Battlemaps for this adventure can be found in the Into the Wilds set on the Tom Cartos Patreon:

- ▶ Elewyn's Glade ([Blight Woods map](#))
- ▶ Mud Put Ambush ([Mud Pit map](#))
- ▶ Ettercap Lair ([Giant Webs map](#))

Tehidy Woods Encounter

d6	Encounter
1	Giant Web
2	It's Gigantic
3	Spider Trap
4	Chilly Gorge
5	Ettercap-Made Trap
6	Uncanny Undead

If the characters choose to take a long rest or backtrack, roll for an additional encounter.

1 – Giant Web

The spiderkin have spun webs and snares all over the woods. Read or paraphrase the following:

The trees here are covered in freshly spun strands of webbing. Each strand appears as thick as rope and glistens with a sticky, glue-like substance. Stuck to the webbing is a tiny, winged man struggling to free himself.

Encounter: A Spider! Lurking nearby are spiders, ready to pounce. The nature of the encounter depends on the level of the adventure, as shown in the table below. The tiny man is the **sprite** Brightelm. If freed he will offer to stay with the party and help them fight, but he knows nothing about the source of the troubles.

Giant Web Encounter

Adventure Level	Encounter
1st	1 giant spider
3rd	2 giant spiders
5th	5 giant spiders
8th	8 giant spiders

2 – It's Gigantic!

Heard long before she's seen, an emaciated giant lumbers into view.

Encounter: Giant. The spiderkin have made hunting much more difficult and the starving giant Blogark-Morspark must travel far and wide to feed herself. The characters will make for good eating, but she



will give up her meal and run if she drops below half her hit point maximum. The nature of the encounter depends on the level of the adventure, as shown in the table below.

It's Gigantic Encounter

Adventure Level	Encounter
1st	1 ogre
3rd	1 ogre with 93 hit points
5th	1 ettin
8th	1 frost giant

3 – Spider Trap

This section of the forest is filled with sticky, gossamer strands of spider webs, which crisscross the path.

Encounter: Spiders! Spiders lurk in the trees, awaiting prey. They remain hidden, and will only attack if a creature becomes restrained or they are spotted. The nature of the encounter depends on the level of the adventure, as shown in the table below.

Spider Trap Encounters

Adventure Level	Encounter
1st	2 giant wolf spiders
3rd	4 giant wolf spiders
5th	2 giant spiders
8th	4 giant spiders

Treasure. Enclosed in web sacs that hang 30 feet above the ground are the corpses of two merchants who were seized by the spiders more than a week ago. Each corpse has a purse. Between them, the contents amount to 5 pp, 25 gp, and 30 sp.

4 – Chilly Gorge

The path leads into a naturally formed gorge, the walls of which are 30 feet high, and the gap between the walls is 10 feet across.

Hazard: Frigid Mold. After a mile or so, a thirty-foot patch of frigid mold carpets the gorge floor, completely covering the muddy path. The mold feeds on warmth, and the temperature within 30 feet of it is always frigid. Noticing the temperature change requires a passive Wisdom (Perception) score of at least 14. If none of the characters notice the mold, they will move close enough to take damage.

When a character moves within 5 feet of the mold for the first time on a turn or starts its turn there, it must make a Constitution saving throw, taking cold damage as noted below on a failed save, or half as much damage on a successful one. The save DC and amount of damage are detailed below.

Frigid Mold DC and Damage

Adventure Level	Save DC	Hazard Damage
1st	12	5 (1d10)
3rd	12	11 (2d10)
5th	15	11 (2d10)
8th	15	22 (4d10)

Frigid mold is immune to fire damage, and any source of fire brought within 5 feet of a patch of it causes it to instantly expand outward in the direction of the fire, covering a 15-foot-square area (with the source of the fire at the center of that area). A patch of frigid mold that takes cold damage is instantly destroyed.

Climbing along either side of the gorge requires a successful DC 14 Strength (Athletics) check.

5 – Ettercap-Made Trap

The ettercap has laid traps on the pathways to capture food. While potent against most small beasts, there is a 25 percent chance that the characters find only the remains of a trap, torn into pieces.

Trap: Noose Snare. These simple traps—made by bending branches and concealing a noose within the foliage—are better used against beasts than intelligent beings, but they have proven effective enough.

These snares are triggered by a creature stepping into a noose made of spider silk. Noticing one of these silk nooses requires a passive Wisdom (Perception) score of at least 14. Once noticed, they can be easily avoided or disarmed with a successful DC 12 Dexterity check using proficiency in thieves' tools.

A creature that steps into a noose must succeed on a Dexterity saving throw or trigger the trap. Once triggered, the branch whips upwards, lifting the creature that triggered it 10 feet off the ground. On a failed save, the creature takes bludgeoning damage and is restrained and unable to breathe. The save DC and amount of damage are detailed below.

See “Webbing” in the General Features section on page 3 for how to escape.

Noose Snare Trap DC and Damage

Adventure Level	Save DC	Trap Damage
1st	13	2 (1d4)
3rd	15	7 (2d6)
5th	15	14 (4d6)
8th	17	21 (6d6)

6 – Uncanny Undead

Your first warning of trouble is the shuffling of leaves from above, quickly followed by a dull and lifeless groaning. That, however, is all the warning you get as undead spill out of the canopy, above you.

Encounter: Undead. A group of undead has found the characters, and they have come to kill, plain and simple.

The nature of the undead creatures is detailed in the table below. See “Web Zombies” in the General Features section on page 3 for details on web zombies.

Uncanny Undead Encounter

Adventure Level	Encounter
1st	2 web zombies
3rd	4 web zombies
5th	2 ghouls and 8 web zombies
8th	2 ghasts , 2 ghouls , and 6 web zombies



ELEWYN'S GLADE

Allying with powerful beasts and the mighty trees of the forest, the dryad Elewyn has always kept the Tehidy Woods safe from the most potent evils. However, the newly enhanced mind of the ettercap enabled it to trap the dryad within her own bonded tree.

Once the party has journeyed for a few hours they will happen upon the dryad's glade, although the area is now suffocated in thick strands of poison-coated webbing that are slowly draining the life force from the dryad. Read or paraphrase the following:

You have entered an area that must have once been a beautiful glade, dominated by a massive oak tree that stands at its heart. You can imagine that the oak once provided protection and succor to the animals of the forest, but now it is a blighted and sickly thing, barely clinging to life.

The once mighty oak is covered in webbing. Normally this would be a fruitless attempt to imprison

the dryad Elewyn, but the ettercap has found a way to coat the silk in a necrotic venom that has managed to succeed where its brethren have previously failed.

Hazard: Necrotic Webbing. This webbing acts as all the other webbing with one additional trait: any creature coming into contact with the web must succeed on a Constitution saving throw, taking necrotic damage as noted below on a failed save, or half as much damage on a successful one. The save DC and amount of damage are detailed below.

Necrotic Webbing Hazard DC and Damage

Adventure Level	Save DC	Trap Damage
1st	13	3 (1d6)
3rd	15	9 (2d8)
5th	15	18 (4d8)
8th	17	27 (6d8)

Encounter: Blight Spiderkin. Several spiders and zombies lurk within the branches of the tree. These spiderkin are no ordinary beasts, but rather crea-



tures enhanced by death magic that have the following changes:

- ▶ Their poison damage is changed to necrotic damage.
- ▶ Spiderkin with a challenge rating of 1 or higher can control the web zombies.

The nature of the encounter depends on the level of the adventure, as shown in the table below. See “Web Zombies” in the General Features section on page 3 for details on web zombies. Creatures marked with an asterisk are new creatures featured in the appendix.

Elwyn’s Glade

Adventure Level	Encounter
1st	2 giant wolf spiders and 1 web zombie
3rd	2 giant spiders and 2 web zombies
5th	1 deathweaver* and 4 web zombies
8th	2 deathweavers* and 4 web zombies

Development: Freeing Elewyn. The only means to free Elewyn is to destroy or remove the webbing from the tree. The tree is covered in three 10-foot cubes of webbing. While setting fire to the webbing would normally be an efficient way of destroying it, in its current state the tree is vulnerable to fire damage. If the tree suffers more than 50 points of fire damage, it and Elewyn die.

If she is freed, Elewyn will leave her tree and join the characters in battling the spiderkin.

Treasure. If she survives, Elewyn gives the characters each an acorn, promising that eating it will heal their wounds. As an action, a creature can eat an acorn to regain hit points. The number of hit points regained depends on the level of the adventure, as shown in the table below.

Acorn’s Healing Effect

Adventure Level	Healing Effect
1st	1d4 + 1
3rd	2d4 + 2
5th	3d4 + 3
8th	4d4 + 4

Moving On. If Elewyn survives the encounter, she will escort the party directly to the entrance of the spiderkin hollow. If she doesn’t survive, the party will still be able to follow the same signs they have already been following to the hollow, but they must roll for another encounter on the Tehidy Woods Encounter table.



SPIDERKIN HOLLOW

When the circlet first enlightened the ettercap, the spiderkin leader noticed that the muddy dell its clutter was living in was a poor defense, and it went in search of a place more fitting for its newfound power. Its search led it to a series of tunnels that extended deep underground. When the characters arrive at the entrance to the hollow, read or paraphrase the following:

Ahead a yawning cavern opens into the side of a shallow hill and descends deep underground. The gossamer strands of death that you’ve been following lead directly into this gloomy tunnel. Whatever is causing the local troubles must surely reside within.

GENERAL FEATURES

Unless stated otherwise, Spiderkin Hollow has the following features.

Ceilings. Passageway ceilings are 10 feet high, while caverns extend 20 feet high.

Dark. The tunnels are dark. Any read-aloud text assumes the characters have darkvision or a light source of their own.

Tunnels. The passages are naturally formed limestone tunnels. These tunnels are irregularly shaped and narrow. Ask the party to establish their marching order before entering.

Webbing and Web Zombies. The webbing and zombies within the hollow act in an identical manner to those found in the Tehidy Woods (see page 3 for details); however, this webbing has been specially constructed by the ettercap to warn it of any trespassers. By the time the characters reach the lair of the enhanced ettercap, it is alerted to their presence and can’t be surprised.



MUD PIT AMBUSH

A series of sharp turns and narrow passages opens out into a larger cavern. Read or paraphrase the following:

After scabbling your way through perhaps a few hundred feet of narrow twists and turns, the passageway widens and you feel the floor beneath you change consistency. All too late, however, you feel yourself begin to sink into it.

Worse still, dozens of eyes stare back at you from the twilight as chitinous legs clack along the walls toward you.

Hazard: Mud Pit. Entering from the west, the passageway opens into a roughly 30-foot-square cavern. The floor of this area is a mud pit created by the runoff from the valleys above. When the ettercap discovered this hollow, its newfound intelligence recognized the area as a natural defense against invaders, as while the spiderkin can safely traverse the walls, other creatures would become mired below.

The entire area is considered difficult terrain. The first two characters in the party's marching order step into the muddy area, sinking $1d4 + 1$ feet into the mud and becoming restrained before they realize anything is amiss. When a non-spiderkin creature enters the muddy area or starts its turn there, it sinks another $1d4$ feet.

As long as a creature is not completely submerged in the mud, it can escape by using its action and succeeding on a Strength (Athletics) check. The DC for this check is equal to 10 plus the number of feet

the creature has sunk into the mud. A creature that is completely submerged in the mud can't breathe. A creature can pull another creature within its reach out of the mud pit by using its action and succeeding on a Strength check. The DC for this check is equal to 5 plus the number of feet the restrained creature has sunk.

Encounter: Spiderkin! As the characters fight to escape the mud, the spiderkin ambush them. One creature approaches from behind them, while the others attack from the east end of the area, attempting to corral the characters into the mud pit's center.

The nature of the encounter depends on the level of the adventure, as shown in the table below. See "Web Zombies" in the General Features section on page 3 for details on web zombies. Creatures marked with an asterisk are new creatures featured in the appendix.

Mud Pit Ambush Encounter

Adventure Level	Encounter
1st	1 giant wolf spider and 1 swarm of spiders
3rd	1 giant spider and 2 web zombies
5th	2 ettercaps and 2 web zombies
8th	1 deathweaver* and 2 swarms of spiders

ETTERCAP LAIR

Another, albeit shorter, twisting tunnel opens into the ettercap's lair. Once again the ettercap has chosen its lair carefully, picking a location that offers the natural defense of a 20-foot-wide and 60-foot-deep chasm that bisects the cave.

Here the ettercap stores the food the spiders bring and doles it out in quantities only large enough to guarantee they remain subservient.

Meanwhile, the greedy creature's already bulbous abdomen is now bloated and swollen with avarice. Nevertheless, the ettercap has recognized the value in keeping one captive alive: the sprite princess Blodwyn. She is encased in a poisonous web sac that keeps her paralyzed.

Encounter: Enhanced Ettercap. The ettercap is enhanced with a *headband of intellect* that has allowed it to learn much. As mentioned above, the ettercap is prepared for the party's arrival and is hiding on the ceiling of the cavern, intending to ambush the party as they enter. The stalactites give the ettercap advantage on its Dexterity (Stealth) check.

If the ettercap surprises the party, it will attempt to drag the weakest-looking character and shove them over the lip of the chasm that divides the cavern. If the ettercap loses up to half its hit points, it flees to the other side of the chasm. It then uses its

action to free Blodwyn the **sprite** from her webbing and hold a claw to her throat.

Each turn thereafter, the ettercap will climb back towards the tunnel entrance while carrying Blodwyn with it. Although it can't speak any form of language the characters might understand, its intention is clear enough, *"Let me go, or the fairy gets it!"*

At higher levels of play, the ettercap can be enhanced and supported by other minions as detailed below. See "Web Zombies" in the General Features section on page 3 for details on web zombies. Creatures marked with an asterisk are new creatures featured in the appendix.

Ettercap Lair Encounters

Adventure Level	Enhancements and Minions
1st	(See optional "Challenge at 1st Level" sidebar)
3rd	The ettercap is joined by 2 giant spiders .
5th	The ettercap has 71 hit points and can cast <i>thunderwave</i> (DC 14, 3/day). It is joined by 2 phase spiders and 2 web zombies .
8th	The ettercap has 71 hit points and can cast <i>thunderwave</i> (DC 14, 3/day) and <i>blight</i> (DC 14, 1/day). It is joined by 2 deathweavers .*

Hazard: Chasm. Although it will seem bottomless to most characters, the chasm is only 60-feet deep. If a creature falls into the chasm it falls to the bottom, taking a maximum of 6d6 bludgeoning damage. The creature lands prone unless it avoids taking damage from the fall. A fall from this height is likely a death sentence to a 1st-level character.

Climbing from the bottom of the chasm requires a creature to make a successful DC 13 Strength (Athletics) check.

Webbing stretches across the chasm in a few places. This webbing can be used to cross the chasm, but a creature that starts its turn on the webbing or moves onto for the first time on a turn must succeed on a DC 12 Dexterity saving throw or become restrained by the webs.

CHALLENGE AT 1ST LEVEL

If you have a group of experienced players, or your players have had a pretty easy time of it up to this point, you can add a **swarm of spiders** to the encounter for a 1st- or 2nd-level party.

Development: Blodwyn. As noted above, while she is wrapped in the webbing, Blodwyn is paralyzed, but if she is freed from the webbing, Blodwyn enters the initiative order. At the end of each of her turns, Blodwyn must make a DC 11 Constitution saving throw. On a success, she is no longer paralyzed and will fight to escape and defend herself.

Treasure: Ill-Gotten Gains. The spiders have been taking captives for weeks, most of whom have been dragged back here. Amongst the desiccated corpses, characters can find treasure. The nature of the treasure depends on the level of the adventure, as shown in the table below.

Ettercap Lair Treasure

Adventure Level	Treasure
1st	A <i>potion of healing</i> , a +1 <i>dagger</i> , and assorted coins with a combined value of 159 gp
3rd	A <i>potion of healing</i> , a <i>potion of diminution</i> , a +1 <i>dagger</i> , a suit of scale mail, and assorted coins with a combined value of 259 gp
5th	A <i>potion of greater healing</i> , a <i>potion of fire resistance</i> , a +1 <i>longsword</i> , a suit of scale mail, and assorted coins with a combined value of 459 gp
8th	A <i>potion of greater healing</i> , a +1 <i>longsword</i> , a suit of +1 <i>scale mail</i> , and assorted coins with a combined value of 659 gp

Additionally, if they defeated the ettercap, they can take its *headband of intellect*. Tossed in a corner is a crate of medical supplies that the spiderkin considered worthless.

AFTERMATH

If the characters succeed in destroying the ettercap, the other spiderkin that still infest the forest are quickly overcome without their cunning leader, and within a few weeks, the balance returns to Tehidy Forest. If, however, the ettercap escapes, it will likely find the means to breed another army of arachnid servants.

If the characters succeed in rescuing either Blodwyn or Elewyn, they organize the fey creatures of the forest and root out the remaining spiderkin themselves. They also remain vigilant against such an incursion happening again.

Grateful to the characters, the rescued fey offer their undying gratitude and provide any rewards the party was promised. They also treat the characters to a hearty celebration that lasts for two days and two nights. Ω

Deathweaver

Huge Monstrosity, Neutral Evil

Armor Class 16 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	7 (-2)	12 (+1)	15 (+2)

Skills Perception +4, Stealth +5

Damage Resistances necrotic

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages understands Undercommon but can't speak

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Spider Climb. The deathweaver can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the deathweaver knows the exact location of any other creature in contact with the same web.

Web Walker. The deathweaver ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The deathweaver makes two bite attacks.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. **Hit:** 10 (2d6 + 3) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 9 (2d8) necrotic damage on a failed save, or half as much damage on a successful one. If the necrotic damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). Ranged Weapon Attack: +5 to hit, range 40/80 ft., one creature. **Hit:** The target is restrained by webbing and takes 3 (1d6) necrotic damage at the start of each of its turns. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; 5 hit points; vulnerability to fire damage; immunity to bludgeoning, necrotic, poison, and psychic damage).

A humanoid slain by this attack rises 24 hours later as a web zombie under the deathweaver's control, unless the humanoid is restored to life or its body is destroyed. The deathweaver can have no more than twelve web zombies under its control at one time.

Spellcasting. The deathweaver casts one of the following spells, requiring no components and using Charisma as the spellcasting ability (+5 to hit with spell attacks):

At will: *chill touch*

3/day each: *darkness*, *ray of enfeeblement*

1/day: *vampiric touch*

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