

THE SPINNER & THE SPUN

D&D5e Compatible, Suggested Lvl 1-3

Terrain

The lower ledge is 10ft below the web, and the upper ledge is 20ft above.

Setup

Locals have suffered a sharp uptick in outdoor sleepwalking for weeks, and now four people are missing. The village headwoman offers 50gp for their return, or half for their remains.

Syntella the Spinner

There is an Enchantress in the deep woods, **Syntella the Spinner** (as **Druid** with **Charm Person**). She is accompanied by 4 loyal **Giant Spiders**. She intends to sacrifice the 4 kidnapped **Commoners** in each cardinal direction of the giant web on a full moon to enter the dreamworld and receive a special charm there, the **Moonlight Dream**

illusions, and power for siding with her—but it's all a lie. **Syntella** spins alone, and to her there may only be the user and the used: the Spinner & the Spun.

Arriving at the Scene

The party must seek the sacrifices.

- DC 12 **Persuasion** gets a tracker to let on they saw five sets of footsteps heading deep into the haunted wood.
- DC 11 **Arcana** or **Religion** indicates the proper position and time (of the coming full moon) for four people to be sacrificed nearby.
- DC 13 **Survival** will track the Commoners to the site.
- The party must travel all day to reach the site through deep woods and enter a natural cave. As they enter the full moon rises.

Battle to be Sprung

Within they discover the hostages.

- The 4 **Commoners** are arranged at the cardinal edges of the web. They are restrained in silk cocoons, hallucinating a waking dream, and at 1HP.
- **Syntella** will appear on the web if they enter incautiously or with a **Stealth** roll of less than 13. She will entreat them to help her finish the sacrifice and share in the reward (she'll contest **Deception** and the party's Insight, but she will have Advantage so long as she's stood on the web).
- The spiders will emerge from below when it's clear violence is inevitable. If the party is fully resistant to the idea of human sacrifice she'll simply attack them to be done with it.

Traversing the Web

The web spun here is treacherous.

- **Syntella** is aware of the position of any creature touching the web as long as she is in contact with it.
- The web may be traversed as difficult terrain, or a DC 12 **Acrobatics** check may be made to traverse it freely. On failure the character falls prone and makes a DC 14 **Dexterity** save. On failure they are restrained (escape DC 12).

The Moonlight Dream

If 4 living creatures die in the cocoon spots, **Syntella** will draw an amulet through a small portal. Anyone wearing this pearlescent amulet on a black chain can cause the following effects on a full moon in the right astrologically aligned position. **Syntella** is able to cause these effects before wearing it, but all saves against her effects will be at disadvantage once she wears it.

Effects of the Moonlight Dreaming

Whoever wears the amulet during a full moon's eyes glow white as they become the **Moonlight Dreamer**. They choose one effect they did not choose last round at the end of their turn.

- **Puppets Without Strings:** Up to 3 creatures the **Dreamer** can see make DC 15 Wisdom saves. On failure they must spend their movement from their next turn immediately to go where the **Dreamer** wills them, regardless of personal peril.
- **Searing Silverlight:** A beam of white-hot light strikes a 10ft radius within 120ft of the **Dreamer**. All creatures in the area make a DC 15 Dexterity save, at disadvantage if on the web. On failure they suffer 3d6 Radiant damage, on success they take none.
- **Tender Glitter:** up to 3 creatures the **Dreamer** sees are healed for 2d6.
- **Tides of Fate:** the **Dreamer** rolls 2d20 and keeps whichever result they prefer. Before the end of their next turn they may substitute any d20 roll made by a creature they can perceive, including themselves.

This encounter is created for **Spiderweb Cave Battle Map**, it can be downloaded here:

patreon.com/posts/spiderweb-cave-80261516

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