

THE DM TOOL CHEST

# LAMENT OF THE BLOODWEAVER

A DARKNESS LIES BENEATH THE FOREST IN A SEA OF BLOOD AND DESPAIR



# LAMENT OF THE BLOODWEAVER

**L**ament of the Bloodweaver is a Fifth Edition adventure for **three to five characters of 5th to 7th level** and optimized for **four characters with an average party level (APL) of 6**. A quest to solve the mystery of a haunted forest takes a darker turn as adventurers discover a story of lost love, betrayal, and a vampiric curse, leading them to a battle against the Bloodweaver and her cult of thralls.

## ADVENTURE RULES

The 5th Edition core rulebooks are recommended to run this adventure. A free copy of the 5th Edition System Reference Document (SRD) and basic rule set can be found online and can be used in place of the core books.

*A boxed description like this is meant to be read aloud or paraphrased for the players. These suggested prompts may be used or disregarded at the GM's discretion.*

Throughout the adventure are references pointing to information presented outside the module. Magic items, spells, and equipment are *italicized*, and NPC and crea-

ture names are **bolded** to indicate the stat block referenced for combat purposes. The information needed can be found in the core 5th Edition Rules, the 5th Edition SRD, or an attached Appendix.

## BACKGROUND

In the shadowed recesses of the Silvershade Forest, a haunting melody—the "Lament of the Widow," as locals call it—permeates the air on cold, moonlit nights, drawing a shroud of terror over the dark wood. Villagers recount the tale of Grenda the Lost, a heartbroken wife wandering in search of her lost husband, whose haunting song of loss is a death knell to those who hear it. However, the truth is far more sinister, concealed in an ancient, web-choked lair beneath a monolithic menhir known as Oathstone, tinged with magical inscriptions.

Long ago, the Moonwhisper elven druids were the guardians of Silvershade Forest. Among their number was a bard named Ayrielle Heartsong, whose voice was said to brighten the soul of any who heard it. A young traveling wizard named Kessel Nightstrider fell under the spell of Ayrielle's song and decided that she would be his and his alone. He grew enraged when she spurned his advances and turned to the dark arts. Kessel unleashed his fury upon the Oathstone, unwittingly

shattering the ancient druidic seals that held Arachnefera, the dreaded vampire spider queen of the blood widows, in eternal imprisonment deep below.

Once freed, Arachnefera attacked the Druids and massacred the guardians of Oathstone. Ayrielle, now the last of her kin, was taken as a prize, for even the spider queen was not immune to the power of her voice. Cursing her with a vampiric form, Arachnefera suspended Ayrielle in webs imbued with dark enchantments deep within her new subterranean lair beneath the Oathstone.

Held captive for centuries, Lyrielle sings her mournful lament of all she has lost, her voice amplified by Oathstone's residual magic and extending through the blood widows' webs that lace the forest. Her sorrowful melody follows the queen's brood as they hunt the woods for fresh blood to feed their matriarch.

Kessel Nightstrider, now an eternal thrall under Arachnefera's sway, remains in her lair, stewing in his wickedness. As the leader of her cult of thralls, he protects the spider lair and her vampiric children. However, the spider queen has patiently gathered her strength and is now on the verge of hatching her next lethal brood. Once her army of bloodthirsty children has been born, she will emerge from her subterranean hideaway, unleashing her reign of terror on the world above—unless heroes intervene to sever the threads of her dark tapestry.

### LAMENT OF THE WIDOW

*In the forest dark, 'neath moon's pale glow,  
Where shadows weep and twisted trees grow.*

*I sing this dirge for love's last plea,  
A heart's lament for what can't be.*

*O, Night, embrace me in your veil,  
With stars as eyes, all cold and frail.*

*My soul's bereft, an empty tide,  
A hollow ache where love once thrived.*

*The winds they howl, yet can't convey,  
The gnawing void that's here to stay.*

*The moon does wane, but can't eclipse  
The sorrow sown by love's lost grips.*

*I seek you still in every dusk,*

*In whispered winds and autumn's musk.*

*But you're not here, just endless night,  
A love unbound, now lost from sight.*

*O, come to me, my spectral dear,  
And free me from this cage of fear.*

*Yet silence reigns, you're not returned,  
My song's a cry that's never heard.*

*So listen close, ye lost, ye bold,*

*To this lament, this tale untold.*

*For love is but a fleeting wraith,*

*And all we're left with is our faith.*

## ADVENTURE SUMMARY

The characters traverse Silvershade Forest and are ambushed by menacing, over-sized spiders after hearing the unsettling "Lament of the Widow." Pursuing these creatures, they discover a web-swathed menhir etched with Druidic runes. Navigating through intricate, trap-laden webs, they battle with Kessel Nightstrider and his thrall cultists, who zealously guard the Bloodweaver's cavern.

Eventually, the party finally confronts Arachnefera in her lair. Suspended in darkly enchanted webs, they find Ayrielle, transformed into a vampire and bound by Arachnefera. Upon slaying the spider queen, the party faces a moral quandary: Ayrielle may be free, but her vampiric nature remains. The characters must then choose whether to let her live, accept her potential for good and evil, or eliminate her and negate any future risk.

## ADVENTURE HOOKS

Here are a few ways to get your characters hooked into this adventure:

### THE BARD'S BOTCHED BALLAD

While enjoying a night at Thornbeak's Tavern, the characters listen to a tipsy bard named Jorlin Fumblestrung attempt to perform the "Lament of the Widow." He mangles the tune, eliciting a disappointed sigh from Old Nara, a crone in the corner. Nara claims that the melody is part of an elven riddle leading to a legendary lost hoard. A caravan led by Captain Byandra is venturing through Silvershade Forest, and she offers a spot for the characters to help unlock this melodic mystery.

### ALOVER'S PLEA

While traversing the market square of Sablebrook village, the party encounters a grieving wife named Sara and her teary-eyed children. Sara's husband, Tomas, ventured into Silvershade Forest, captivated by the "Lament of the Widow," and never returned. She tells the party of a caravan led by Ranger Beric, who aims to find the missing villagers and stop the evil causing the disappearances.

### THE ALCHEMIST'S BOUNTY

Eldria Quickflask, a renowned alchemist, seeks out the party with a lucrative proposal. She is willing to pay handsomely in gold and potions for rare moonshade herbs found only in the Silvershade Forest. Eldria informs the party that a caravan organized by a merchant named Master Thornton soon leaves for the forest, providing a secure way to find the herb.

## STARTING THE ADVENTURE

Whatever their reason for joining a caravan heading into the Silvershade Forest, the party should have enough time to prepare for their foray into the forest and get to know the NPCs they are traveling with, especially the caravan's leader. Once they have started their journey, they travel deep into the woods before making camp for the first night. As the flames of the campfires flicker under the moonlight, the haunting melody of the Lament of the Widow comes floating on the wind. Read aloud the following to kick off the adventure:

*As the caravan makes its way through the dense underbrush of the Silvershade Forest, the towering trees create a dark canopy filled with shadows. After hours of traversing the tangled forest, the caravan finally stops for the night. Horses are unhitched, tents are erected, and soon enough, a series of campfires flicker to life, casting their warm, orange glow upon the surroundings.*

*As the forest darkens and the sky reveals a tapestry of stars and a silver moon, you settle into the safety of your camp. The fires crackle, their embers dancing upward into the night. As the moonlight fills the sky, a haunting melody graces the air, flowing through the trees like a ghostly whisper.*

A character who knows Sylvan or who knows Elvish and succeeds on a DC 15 Intelligence (History) check understands the words of the Lament (see the "Lament of the Widow" sidebar). The language is an older Sylvan dialect with a distinctly feminine voice.

### BLOOD WIDOW AMBUSH

A few moments after the Lament fills the air with its haunting melody, four **blood widows** (see Appendix) descend from the darkness to attack the campsite. While the spiders engage with the characters, other spiders emerge from the trees to ensnare caravan NPCs and drag them screaming into the treetops on initiative count 1 (winning ties) of each round of combat. One of the captured NPCs should be the caravan's leader or another NPC whom the party spent time getting to know.

### DEVELOPMENTS

Once the blood widows have been defeated, the survivors (if any) pack their gear and prepare to leave the forest behind. The party can attempt to convince them to stay with a DC 17 Charisma (Persuasion) check. On a success, Ortho Longtooth (neutral good, halfling **scout**) agrees to help the characters navigate the forest to rescue their companions. The fear of what waits in the darkness is too much for the others to bear, and they flee into the night.

## JOURNEY TO THE OATHSTONE

As the characters traverse the shadowed corridors of Silvershade Forest, they have multiple clues to guide them: the haunting melody of the Lament of the Widow echoing through the trees, the silvery threads of spider webs adorning the branches, and the distant screams of captured prey. The party must make a series of DC 15 Wisdom (Survival) checks to track the spiders. After two successes or three failures, the characters find the Oathstone. On a failure, roll a d10 and consult the Silvershade Random Encounters table to determine what the party stumbles across or choose an encounter they have yet to experience.

### SILVERSHADE RANDOM ENCOUNTERS

#### d10 Encounter

- |      |   |
|------|---|
| 1-2  | Thick webs drop across the path, and each creature must succeed on a DC 12 Dexterity saving throw or become restrained in the webbing. A restrained creature takes 1d4 necrotic damage at the start of each of its turns. A restrained creature can use an action to make a DC 12 Strength check to burst out of the webbing.   |
| 3-4  | The haunting melody of the Lament becomes overpowering. Characters must succeed on a DC 13 Wisdom saving throw or become disoriented. A disoriented character has disadvantage on Wisdom ability checks and saving throws until they spend a short or long rest to focus their mind.  |
| 5-6  | The ground emits a dark, crimson-tinged mist that fills the air. Each creature must succeed on a DC 14 Constitution saving throw or have their hit point maximum reduced by 1d4 points. These lost hit points can only be regained by magical healing or a long rest.   |
| 7-8  | The party stumbles upon the body of one of the missing caravaners. When they approach, <b>swarms of insects (spiders)</b> erupt from within it (one per character). Each swarm deals an additional 3 (1d6) necrotic damage on a successful hit. Each spider is semi-transparent and appears filled with a crimson fog.  |
| 9-10 | Crimson-colored vines with needle-like protrusions attempt to latch onto the characters. Each character must succeed on a DC 14 Dexterity saving throw or become restrained and have their movement reduced by 5 feet until they finish a short or long rest. Alternatively, a <i>remove curse</i> spell restores the lost movement. Additionally, a restrained target takes 1d4 piercing damage at the start of its turn. A restrained target can use an action to make a DC 12 Strength check and burst from the vines. |

Once the party has followed the trail and arrived at Oathstone, read aloud the following:

*As you step through the web-choked underbrush, the trail abruptly widens, revealing a towering menhir at the center of a broad clearing. Its dark obsidian form is tinged with shimmering veins of moonstone, rising thirty feet into the air and tapering towards the top. The surrounding clearing is strangely barren, as if the forest avoids this accursed place. Faint runes pulse dimly on the stone's surface, casting fractured beams of moonlight that dance in haunting patterns on the ground. A darkened doorway leads deeper into the monolith.*

*The air is thick with a musty, decay-laden scent, a mingling of old earth and something less natural. Crimson-tinged webs stretch from the monument to the surrounding trees. The webs seem to quiver in time to the haunting melody that fills the air.*

A character with a passive Wisdom (Perception) score of 14 or higher or who succeeds on a DC 14 Wisdom (Perception) check notices the slight hints that a village once stood on this spot before nature reclaimed it. A paladin's Divine Sense, a *detect evil and good* spell or similar effects, determines the ground around the Oathstone has been defiled and emits a foreboding sense of corruption that emanates outwards from the monolith.

## THE OATH

Complex moonstone runes are written in Druidic script around the upper third of the Oathstone. They shimmer subtly, almost as if their mystical essence struggles to pierce through the surrounding darkness. Characters who can read Druidic can immediately interpret the runes. Alternatively, characters skilled in Arcana or Nature can attempt a DC 15 Intelligence check to decode the ancient language. The oath reads:

*"By Moon's silvery light and Forest's emerald might, we vow to stand united, banishing the Bloody Blight."*

Upon speaking the oath aloud, the characters feel a sudden surge of energy emanating from the Oathstone. Ethereal wisps of moonlight coalesce around them, forming a protective veil. For the next hour, each character gains the following benefits:

- Temporary hit points equal to their level + their Wisdom modifier.
- A glowing aura of dim light in a 10-foot radius that pierces even magical darkness.

This boon can only be activated once per long rest, as the ancient magic of the Oathstone needs time to replenish. A character can choose to release themselves of the boon's effects with a thought.



## OATHSTONE

The Oathstone, standing as a grim sentinel at the heart of Silvershade Forest, is a 30-foot monolith of dark obsidian veined with moonstone. Its tapering form culminates in a peak 10 feet in diameter, and its surfaces are intricately etched with fading druidic runes. These markings pulse faintly in the cold moonlight, casting fractured glimmers that dance across the surrounding foliage. Overgrown remnants of an ancient elven village, once known as Moonsong Village, can be barely discerned through the encroaching trees and vines, their beauty long swallowed by time and shadow.

The Oathstone was once the spiritual and communal heart of Moonsong Village, a haven for the Moonwhisper Druids. The monument anchored their powerful magics, connecting the elves with the celestial bodies and the land's life force. It was a place of solace and wisdom until it became the focal point of Kessel Nightstrider's dark rites, shattering the seals and releasing Arachnefera, the imprisoned vampire spider queen.

With the village massacred and its guardians gone, the Oathstone radiates a palpable malevolence, warping the forest's magic. Deep beneath this stone, Ayrielle Heartsong, the last Moonwhisper Druid, sings her mournful lament, amplified and distorted by the stone's fractured magic. The Oathstone serves not only as the lair's entrance but also as a conduit, channeling Ayrielle's sorrow throughout the forest via the dark webs that now crisscross its dark expanse. The chambers beneath the monolith that was once Arachnefera's prison currently serve as a lair and staging grounds for her plans to emerge with an army of vampiric spiders and thralls.

The ground near the Oathstone is peculiarly barren, with the immediate vicinity devoid of the forest's lush flora. The air is tinged with a musty odor of decay and dampness, and thick webs stretch from the stone to

neighboring trees, imbued with otherworldly darkness that seems to drink in the light. The webs shiver in the wind as if in harmony with the sorrowful notes of the "Lament of the Widow," which floats hauntingly through the air on moonlit nights.

## VEIL OF THE BLOOD MOON

The Veil of the Blood Moon is a dark cult led by Kessel Nightstrider, operating from the chambers beneath the Oathstone. Comprising the twisted remnants of adventurers, villagers, and travelers ensnared by the insidious webs of the blood widows, these thralls bear both vampiric and arachnid traits. Their eyes glow an unsettling shade of crimson, and their unnaturally elongated and jointed limbs end in razor-sharp talons reminiscent of spider fangs.

The cult serves Arachnefera in the shadowy chambers below the ancient menhir. They conduct grim rituals to strengthen their malevolent queen and prepare for her imminent rise to terrorize the world above. Their fusion of vampiric and arachnid traits makes them formidable foes, capable of scaling walls and ceilings while exhibiting a dark resilience and insatiable thirst for blood.

When referenced in the adventure text, the thralls use the statistics referenced with the Blood Thrall Template (see Appendix) applied.

## FREING THE THRALLS

While Kessel Nightstrider is too far gone to be saved from Arachnefera's control, other thralls will be cleansed of her corruption upon her death. The transformation is painful, leaving the victim unconscious for 1d3 days while they recover from the ordeal.

## GENERAL FEATURES

The following characteristics are prevalent throughout the area surrounding the Oathstone and its subterranean chambers, except where explicitly stated otherwise.

**Ceilings, Floors, and Walls.** The ceilings within the chambers are irregular, ranging from 8 to 12 feet in height, and are often covered in intricate webs. The floors are uneven and made of ancient stone worn by centuries of use. The walls are damp and adorned with worn carvings that seem to depict druidic rituals.

**Doors.** The few doors within the chambers are fashioned from weathered stone, their arches filled with cobwebs. They lack conventional handles or knobs and instead operate through pressure mechanisms. Pressing the correct stone causes the stone door to swing open, and closing it secures it back in place.

**Lights.** The chambers are dimly lit by a bioluminescent fungus that lines the walls, giving off an unsettling, ghostly glow. The light pulses softly in some areas, as if in time with the haunting Lament of the Widow

that echoes through the space.

**Climate.** The air is thick and humid, saturated with the earthy scents of mold, damp stone, and the faint metallic tang of blood. The temperature is constant, veering on the side of chilly but not unbearably so.

**The Lament.** Ayrielle's Lament is strongest here in the Oathstone, and the corrupted enchantments amplify her sadness. For each hour a character spends in this location, they must succeed on a DC 10 Wisdom saving throw or gain a level of exhaustion from the overwhelming weight of the Lament's sadness. Characters immune to being charmed automatically succeed in their saving throw.

## KEYED LOCATIONS

The following descriptions correspond to the keyed locations on the provided map of Oathstone.

### 1. TEMPLE OF THE MOON

The Temple of the Moon was once a place of reverence and mystic communion, dedicated to worshiping Lunis, the Moon Goddess. Now, the temple is a macabre scene, infested with spiders and choked with webs.

The temple is a circle with a 30-foot diameter, replete with an aura of neglect and decay. Cobwebs densely fill the upper third of the cavernous room, obscuring a carved celestial pattern in the ceiling intended to channel lunar energies. Skeletal remains, remnants of the Moonwhisper Druids, litter the ground like forgotten relics. Dominating the room's center is an 8-foot tall marble statue of Lunis, garbed in robes that seem to flow in an invisible moonlit breeze. Her eyes are sapphire, and she holds an ankh-shaped crescent moon, her holy symbol, at her side. The intricate spider webs above prevent most of the moonlight from striking this statue, leaving the chamber in dappled shadow.

**Webbed Ceiling.** Any attempt to hack away the webs will collapse the entire webbed structure, releasing a **swarm of insects (spiders)** onto each character within the temple. Each character must succeed on a DC 15 Dexterity saving throw to avoid being surprised as the spiders fall onto them. Burning the webbing clears the ceiling and kills the swarms.

### MOONLIGHT PUZZLE

A soft glow of moonlight seeps through the overgrowth of ancient spiderwebs. Characters with a passive Wisdom (Perception) score of 13 or higher or who succeed on a DC 13 Wisdom (Perception) check notice carvings of celestial movements obscured by the webbing on the chamber ceiling.

Clearing the cobwebs away allows the celestial carvings to channel focused moonlight onto the statue at the center of the room. Once illuminated, the statue's sapphire eyes glow mysteriously. The phrase "Praise the Light of the Night" becomes visible, etched in the stone at the statue's base in glowing runes.



**Clues.** The party can discover clues in the following ways:

- A DC 14 Wisdom (Perception) check reveals druidic writings hidden amidst the room's decor. These writings speak of the moon goddess and include specific chants and songs dedicated to her.
- A DC 14 Intelligence (History) check recalls lore about celestial rituals involving physical contact with sacred objects like the crescent moon held by the statue.
- Scattered near the statue are small, moon-shaped tokens made of a material that matches the crescent moon held by the statue. A casual search of the room uncovers the tokens.

**Solutions.** The characters can interact with the statue in one of the following ways to solve the puzzle:

- **Physical Contact.** Kissing or touching the crescent moon that the statue holds.
- **Verbal Interaction.** Singing one of the discovered chants or songs dedicated to the moon goddess.
- **Token Offering.** Placing one of the moon-shaped tokens at the statue's base and uttering the phrase "PRAISE THE MOON."

Successful interaction causes the statue to shift, revealing a hidden staircase leading down to the Moonwhisper Archive (area 2).

## TREASURE

A character searching the room who succeeds on a DC 15 Wisdom (Perception) check discovers a pendant shaped like Lunis's ankh-shaped crescent moon. Upon attunement, the magical pendant grants its wearer advantage on saving throws against being frightened while within 1 mile of the Oathstone.

## 2. MOONWHISPER ARCHIVE

The archive is an angular chamber stretching 30 feet to each side with 15-foot-high ceilings. Imposing shelves of enchanted wood hold long-forgotten lore. Here, the air lacks the mustiness from above; instead, it carries a peculiar freshness, a remnant of the Oathstone's residual magic. Scrolls, manuscripts, and tomes fill the shelves, their pages waiting to spill secrets. A polished wooden table sits in the center of the room, and reading nooks are tucked into each corner. An intricate bas-relief features a narrative detailing the Moonwhisper Druids guarding a cloaked figure in chains on the southern wall. A successful DC 16 Intelligence (History) check allows a character to understand the deeper significance of the bas-relief, revealing that the figure in chains was a being that the Moonwhisper Druids were either protecting or imprisoning.

**Arcane Wards.** A *detect magic* spell reveals Abjuration magic on various scrolls. Handling one without disabling the ward triggers a *magic missile* aimed at the offender.

**Secret Doors.** Stone doors on the eastern and western walls are easily discernible from this side. Once slid open, they close seamlessly and become indistinguishable from the surrounding wall when viewed from the hall. A DC 18 Wisdom (Perception) check from the other side is needed to locate it, and the proper stone to press that reopens it.

## TREASURE

Successfully disarming the arcane wards with a *dispel magic* spell or similar effect grants the party unrestricted access to the archive's contents, including a *spell scroll of goodberry* and a *moonstone amulet* that grants the wearer a +1 to their AC against magic spells at night. Additionally, the characters learn that this was once the abode of the druidic Circle of Moonwhisper and find vague references to their roles as "guardians against the blood."

## 3. BLOODY HALLS

The walls of this hallway are stained a dark, ominous red, and the air carries a fetid aroma. Every step squelches as the thick, blood-like liquid covers the floor to a depth of about 1 foot. The liquid writhes with leeches and other parasitic organisms, their slimy forms blending seamlessly with the macabre fluid. The dim light of fungus growing on the walls makes it difficult to judge the depth or danger beneath the surface.

**Sticky Floor.** The fluid-covered floor is difficult terrain.

**Leech Infestation.** Any creature that ends its turn in the blood-like fluid must succeed on a DC 10 Constitution saving throw or have its maximum hit points reduced by 1 as the leeches drain their life force. These hit points return after the character finishes a long rest.

## 4. ESCAPE TUNNEL

Once a storeroom for the Moonwhisper Druids, this small room holds a jagged tunnel that stretches 400 feet to the outside world, mainly used as a channel for spiders to venture into the Silvershade Forest.

**Webbed Entrance.** The tunnel mouth is strewn with sticky webs. A creature must succeed on a DC 14 Strength check to rip through them or become restrained. Any contact other than burning the webbing alerts the **blood widow** who waits halfway down the tunnel.

## 5. PRISON CELL

Once serving as modest living quarters for Moonwhisper Druids tending to the temple, this room has since fallen into ruin. Shattered remnants of furniture and forsaken personal belongings tell a melancholy tale of a bygone era. Now, this 20-foot by 30-foot room now functions as a grim holding cell for captives (**commoners**) taken by the spiders and their twisted allies. The chamber is dimly lit, the flickering light of a single torch barely reaching the corners. Piles of moldy straw



serve as makeshift bedding. The prisoners' eyes are vacant, their expressions hauntingly empty. Among the prisoners are familiar faces from the caravan (at the GMs discretion), as well as Tomas (the missing husband from the "A Lover's Plea" adventure hook, page 2), but they have been turned into thralls who assault the party on sight. There is one dragonborn **scout** and **thugs** (one per character) of various races that attack the party, fighting to the death. The other captives huddle in the corners in fear.

### TREASURE

A character searching the room who succeeds on a DC 16 Wisdom (Perception) check spots an antique, ceremonial dagger with a moonstone etched blade wedged between two stones in the wall. It's worth 60 gp and carries a minor enchantment that grants a +1 bonus to attack and damage rolls when used at night.

## 6. HALL OF MEMORIES

Previously a sacred place of contemplation, the Hall of Memories was where Moonwhisper Druids honored their ancestors. The hall reverberates with spectral energy; each step within this sanctuary seems to disturb the very fabric of time. Wooden statues, grown rather than carved from living wood, embody the spirits of these druids. The four statues were developed from a unique tree species, forming an awe-inspiring tableau. Two **blood widows** are in the center of the room, devouring the remains of a horse.

### SPIRIT COMMUNE

Utilizing a ritual circle at the far end of the hall with a successful DC 17 Wisdom (Religion or Nature) check awakens the spirits within the wooden statues. These spirits function similarly to a *Speak with Dead* spell, allowing one question to be asked of each of the four spirits summoned. They can impart the following information:

- "Our sacred duty was to guard Arachnefera, the Spider Queen, from the world, and the world from her."
- "We Moonwhisper Druids are bound to the Oathstone, which suppresses Arachnefera's dark magic. When Kessel Nightstrider betrayed our trust, the seals were broken."
- "The Blood Widows are her spies and her eyes in this world. They herald her impending release."
- "Arachnefera's essence is tied to the Silvershade Forest; should she fully escape, the forest will perish."
- "Seek the blade of the Moonsong and let its light guide you to victory against the Bloodweaver."

## 7. SECRET TOMB

The secret door to this tomb is hidden behind a statue of Thaelia Moonsong, an archdruid of yore who can be recognized by a Druid or a character who succeeds on a DC 15 Intelligence (History) check. On a success, it is noticeable that the archdruid's hands are empty when they are typically seen holding her legendary sword, *Selunaria* (see Appendix). The statue's arm is a lever and can be discovered with a successful DC 17 Wisdom (Investigation or Perception) check. The door opens when the arm of the statue is pressed downwards, swinging inwards to reveal Thaelia's tomb.

Moonlit glyphs light up the walls, their glow focused on a sarcophagus of pure moonstone at the chamber's far end. Suspended above it within a shimmering barrier is *Selunaria*. The blade emanates a sense of both yearning and caution, its ethereal light pulsing in resonance like a beating heart.



SELUNARIA

## BONDING THE SWORD

To bond with *Selunaria*, a character must succeed on a series of ability checks and saving throws. Upon touching the sword's hilt, the character is flooded with indistinct emotions and thoughts emanating from the blade's sentient nature. A DC 13 Wisdom (Insight) check is required to sift through these psychic reverberations and understand the sword's primary intent—to slay Arachnefera, the Spider Queen.

- **Success.** The sword feels an initial resonance with the character and becomes willing to communicate telepathically. It provides a subtle clue that more trials will come before complete bonding.
- **Failure.** The sword recoils psychically, and a jolt of psychic energy surges through the character, dealing 1d6 psychic damage. The character cannot attempt this check again until after a long rest.

Next, the character must assure the sword of their noble and pure intentions. A DC 15 Charisma (Persuasion) check is necessary to confirm that the character's goals align with the sword's vendetta against Arachnefera. Good-aligned characters gain advantage on this check.

- **Success.** Feeling the purity of the character's intent, the sword's essence glows softly. It loosens the veil on its magical powers, offering a taste of what may come.
- **Failure.** The sword's doubts manifest as a psychic barrier, denying deeper bonding. The character takes 2d6 psychic damage and is stunned until the end of their next turn.

Finally, a DC 17 Wisdom saving throw is required to harmonize the character's will with the sword's. This final act balances the sword's vengeful nature with its potential wielder's focused will.

- **Success.** The sword hums a celestial note, and a radiant light surrounds both blade and character. The sword is now fully bonded, and the character is attuned to it, gaining access to its full range of abilities and powers.
- **Failure.** The sword's built-up energy is suddenly released, radiating in a burst of celestial force. All creatures within 10 feet must succeed on a DC 16 Constitution saving throw or be blinded for 1 minute. The character is thrown back 10 feet and knocked prone. Another bonding attempt cannot be made for seven days, during which the sword remains dormant and non-responsive.

### BLOOD THRALL



### KESSEL NIGHTSTRIDER

Kessel Nightstrider is an abhorrent blend of drow and spider. Once a deep blue, his skin is now a ghostly ashen hue, spotted with patches of coarse black bristles. His violet eyes have morphed into a glowing, unsettling red. The massive spider abdomen that forms his lower half is a grotesque, pulsating mass of onyx-black chitin. Venomous fangs now dominate his face, contrasting cruelly with a locket that encases a faded portrait of Ayrielle Heartsong.

Once a promising young wizard, Kessel fell hopelessly in love with Ayrielle Heartsong, a bard of ethereal beauty and talent. His passion twisted into obsession when she rejected him, driving him to dark sorceries that broke the seals imprisoning Arachnefera, the spider queen. This vile act transformed him into a drider and an eternal servant of the monster he had unleashed. A locket around his neck bears testament to the love he once sought but ultimately doomed.

Kessel is the epitome of twisted intellect. His magical abilities are undiminished but have grown darker, more malevolent, twisted by his forced servitude. As leader of the thralls serving Arachnefera, Kessel is a grotesque sentinel. His transformation serves as both a warning and a promise of the corrupting power of obsession. Though a servant, he remains vigilant for opportunities to turn the web of fate to his advantage, even as he epitomizes the twisted tragedy that befell the guardians of Oathstone and its once-sacred forest.

## 8. CORRUPTED TEMPLE

Once a hallowed sanctuary devoted to Lunis, this temple has become a profane chamber, its original purpose twisted by dark magic. Now it serves as a conduit for Arachnefera's power, guarded by the former wizard-turned-drider, Kessel Nightstrider (**drider**, see sidebar), and four blood thralls (**cultists**). One of these thralls is the caravan leader the characters instantly recognize (see the "Freeing the Thralls" section, page 5).

Read aloud the following when the characters enter the room:

*Gray marble columns pulse with quivering crimson threads of webbing. A grotesque altar stands in the center of the room, its beauty twisted into a macabre display of spider motifs and vile symbols.*

*Four figures stand guard, their eyes glowing red from within their hoods. Among them, you see a face that sends a bolt of recognition through you — the leader of your caravan, now twisted and subservient. Then your eyes meet the true abomination of the room, an eerie fusion of elf and spider. Its torso is that of a dark-skinned elf with a visage contorted in eternal malevolence, while its lower half is that of a monstrous spider.*

*The drider speaks, his voice dripping with spite, "Ah, visitors. Your blood sings! It will make a fine offering for our queen." The cultists grip their daggers tighter at his words, eager to carry out their master's bidding.*

**Cursed Webs.** Thick cursed webs cover a 20-foot-radius area centered around the altar. A creature that enters or starts its turn in the webbed area must succeed on a DC 15 Dexterity saving throw or become restrained. A restrained creature can use an action to make a DC 15 Strength (Athletics) check, freeing itself on a success. Additionally, a creature restrained by the webs experiences magical interference. A character attempting to cast a spell while restrained must make a successful DC 15 Constitution saving throw. On a failure, the spell fails, and the caster loses the spell slot.

**Corrupted Altar.** A DC 18 Wisdom (Religion) check reveals the altar can be cleansed with a ritual. If a character spends 10 minutes purifying the altar, the malign forces corrupting the Oathstone are weakened, granting the party advantage on saving throws against Arachnefera's lair actions.

## 9. WEBBED ABYSS

A pair of stone bridges appear as narrow lifelines spanning a 50-foot-deep chasm. These paths are heavily entwined in thick, sticky spider webs that hum ominously. The bridges themselves are ornate, yet crumbling from age and wear. The air is tinged with the scent of decay, and the distant sound of dripping echoes eerily from the

depths below.

**Crumbling Bridges.** A DC 15 Wisdom (Perception) check reveals that the center of each bridge is severely damaged. When a creature steps onto one of these sections, it must succeed on a DC 14 Dexterity saving throw, or the bridge section collapses and the creature falls into the chasm and the 20-foot-deep pool of viscous blood filling it. A creature starting its turn in the blood must make a DC 15 Constitution saving throw, taking 4d8 necrotic damage on a failed save or half as much damage on a successful one.

## 10. ARACHNEFERA'S LAIR

The chamber stretches out cavernously, a dreadful nesting ground for the malevolent Arachnefera, the vampire spider queen. Dark silk webs drape from ceiling to floor like morbid tapestries, shrouding skeletal remains that serve as ghastly trophies. At the far end of the room, upon a raised mound covered in intricately woven webs, sits Arachnefera. Her monstrous form is a grotesque blend of spider and eldritch horror; multiple obsidian eyes glisten with malice above a set of fangs dripping with venom.

Adjacent to the dais, encased in a cocoon of ichor-covered webs and suspended from the ceiling, is Ayrielle. Her eyes are glazed with centuries of sorrow, and her lips parted to sing the mournful Lament that fills the air with a haunting melody. The lament seems to please Arachnefera, who occasionally casts an approving glance toward her tormented captive.

Read aloud the following when the party enters the chamber:

*The sticky, gossamer strands across the floor stretch taut with each step. Walls covered in thick, intricate webs seem to close in, their crimson threads shimmering in the dim light. Skeletal remains are woven into the walls, hanging like gruesome tapestries.*

*A figure hangs suspended at the chamber's end by amber-hued, ichor-soaked webbing. Long brown hair tinged with shades of lavender hangs limply over elven features, and her lips never stop moving as she sings her Lament, filling the chamber with heart-wrenching notes.*

*Next to the hanging figure is a webbed dais that holds an abomination. The upper torso is distinctly humanoid but with grotesque, elongated features and pale, almost translucent skin. The lower half is a bulbous spider's abdomen supported by eight spindly legs. Its multiple eyes, each a pool of endless night, fixate on you with unnerving intensity. Venom drips from its wickedly sharp, dagger-like fangs.*

*The creature on the dais lifts its mandibles and hisses, "Ah, fresh blood. How delightfully... promising. Have you come to bow before your queen?"*

Before initiating combat, the Spider Queen seems curious and willing to parley momentarily. Her tone is both mocking and somewhat intrigued. If any character wishes to evaluate her motives and succeeds on a DC 17 Wisdom (Insight) check, they realize she is toying with them but is also genuinely curious about their intentions.

The party has several avenues for responding: hostility, submission, or conversation. A hostile retort from the party is met with a venomous sneer, commencing combat. If the party exhibits a sense of submission or a desire to serve, Arachnefera will demand an immediate sacrifice—blood. If a character allows themselves to be bitten by the queen, they must succeed on a DC 25 Charisma saving throw or become her thrall, obeying her every command and defending her to the death. An enthralled character can repeat the saving throw at the start of its turn, ending the effect on a success. Alternatively, the effect ends if Arachnefera is killed.

Should the characters attempt to converse, the spider queen lazily tells her tale (see “The Bloodweaver” sidebar) and how much she enjoys Ayrielle’s haunting Lament. At some point, whether pleased or bored, **Arachnefera** (see Appendix) will transition the conversation to combat if the party is unwilling to submit.

### AYRIELLE’S ASSISTANCE

The hardened webbing that holds Ayrielle (chaotic good, elf **druid**) has an AC of 14 and 30 hit points. If the party succeeds in destroying them, Ayrielle awakens from her enchanted stupor, her eyes filled with a renewed sense of hope and purpose. While the webbing still suspends her, Ayrielle’s voice becomes a boon to the party. She can use her songs to assist the party in various ways, doing so at initiative count 20 (winning ties). She can’t sing the same song two rounds in a row. Ayrielle can sing one of the following songs:

- **Song of Courage.** One creature of Ayrielle’s choice within 30 feet gains advantage on saving throws until the start of Ayrielle’s next turn.
- **Song of Quickening.** One creature of Ayrielle’s choosing within 30 feet gains an additional bonus action on its next turn. This bonus action can be used only to Attack (one weapon attack only), Dash, Disengage, or Hide.
- **Song of Restoration.** Up to three creatures of Ayrielle’s choosing within 30 feet regain 1d8 + 3 hit points.

### TREASURE

Hidden amidst the webs and skeletal remains is a treasure trove of rare and magical items that can be discovered once Arachnefera has been defeated. The hoard includes the following items at the GMs discretion:

- A silver spider-shaped *brooch of shielding*.
- A gold *ring of spell storing* with a spider encased in amber.
- 2000 gp, 500 sp, and assorted gems (ruby, emerald, sapphire) worth an additional 1000 gp.
- An ancient book filled with esoteric knowledge. After spending 48 hours over a period of 6 days or fewer studying the book, a character’s Wisdom score increases by 1, up to a maximum of 24.
- A spool of the spider queen’s incredibly strong silk thread. It can be used to craft armor or ropes as strong as steel. It requires a skilled artisan and additional magical enchantment to make it usable.

#### THE BLOODWEAVER

Arachnefera was a high priestess of the Spider Goddess, leading hordes of monstrous spiders from the shadowy realm of Undershade. Empowered by her deity, she aimed to bridge the abyss between the Undershade and the surface world, unleashing an era of darkness ruled by arachnids. Commanding her legions, Arachnefera staged devastating raids, claiming both territory and souls to fortify her expanding dominion. Her increasing power caught the attention of the Moonwhisper druids, guardians of natural balance.

Realizing the catastrophic impact Arachnefera could have on the world’s equilibrium, the druids orchestrated an intricate trap during a rare celestial alignment. This alignment was the key to a ritual Arachnefera planned, one that would complete her transformation into a vampiric spider queen of unstoppable power. The druids intervened in time, capturing and sealing her in a cavern beneath the enchanted menhir called the Oathstone.

Over centuries, Arachnefera’s dark essence chipped away at the Oathstone’s seals. When Kessel Nightstrider shattered the Oathstone’s power, he broke the seal on the prison. Despite her imprisonment, her ambitions have only intensified. Now content in her lair, spun from webs of malevolent energy, she seeks to renew her army of spiders and lead the almost-hatched clutch to the surface once more.



## CONCLUSION

The chamber echoes with the dying screech of the vampire spider queen. As she collapses, her body disintegrates into a swarm of smaller spiders that quickly scatter, dematerializing into a mist of dark magic. The enchanted webs enveloping Ayrielle shimmer, their cursed strands dissolving into particles of light that vanish into the gloom.

The forest exhales a sigh of relief as if the trees and air were under a spell; the haunting Lament has finally ended. Though her vampiric essence remains, Ayrielle's eyes reflect a hopeful glimmer. A decision must be made: let her live with the potential for both good and evil or eliminate her to negate any future risk.

### AYRIELLE'S FATE

If the party decides to let Ayrielle live, she taps into the Oathstone's residual magic, cleansing Silvershade Forest of the malevolent enchantments that plagued it. She becomes a guardian spirit of the forest, vowing to atone for her past by using her voice and newfound powers to nurture the land and its denizens. However, rumors of a benevolent but vampiric forest spirit circulate, adding a new legend to the annals of the Silvershade.

If the characters choose to eliminate her, Ayrielle's body dissolves into a cascade of shimmering light, leaving an ethereal echo of her haunting melody. The druidic seals around Oathstone fade as the last Moonwhisper druid passes, and Silvershade Forest remains corrupted for centuries to come. Dark creatures become drawn to the woods, a new home for horrors and nightmares.

### BLOOD THRALLS

The thralls who survived the encounter with the adventurers slip into comas, as described in the "Freeing the Thralls" section on page 5. When they awaken, many return to their former lives but struggle with the trauma of their actions.

### SELUNARIA'S ASCENSION

If used to defeat the spider queen, *Selunaria* quivers with a surge of divine energy. The blade radiates an awe-inspiring luminescence, filling the chamber with moonlight. Its purpose fulfilled, the sword emits a harmonious celestial melody that silences all other sounds momentarily.

The glowing blade starts to disintegrate into countless particles of moonlight, each particle drifting upward as if being called back to the heavens. Within moments, *Selunaria* vanishes entirely, leaving behind a transient trail of soft, glowing moonbeams that slowly fade away, returning to the celestial body from which it was forged.

As the sword disintegrates, the attuned wielder feels a fragment of its celestial essence infuses their being. Their eyes begin to glow faintly with the moon's pale light, and the character gains the following permanent bonuses:

- **Lunar Sight.** The character gains Darkvision up to 60 feet or extends their existing Darkvision by 30 feet.
- **Moon-Touched.** Once per long rest, the character can invoke the memory of *Selunaria* to cast the *moonbeam* spell at 2nd level, without requiring any spell slots or material components.

## ADVENTURE HOOK RESOLUTIONS

If using one of the provided adventure hooks at the start of the adventure, the following resolutions assume the characters completed their tasks.

### THE BARD'S BOTCHED BALLAD

Jorlin Fumblestring, feeling vindicated, refines his version of "Lament of the Widow," which gains recognition and serves as an ode to the last Moonwhisper Druid Ayrielle. Old Nara, satisfied with the resolution, offers the adventurers a faded map to a long-forgotten sanctuary, opening up a chance for a new adventure.

### A LOVER'S PLEA

Upon the adventurers' return, Sara and her children host a feast honoring their bravery. Ranger Beric brings back Tomas, one of the thralls who fell into a brief coma. Now freed from Arachnefera's spell, Tomas reunites with his family but must adjust to the reality that he lost years under the spider queen's dominion.

### THE ALCHEMIST'S BOUNTY

Eldria Quickflask rewards the heroes handsomely, crafting potions of unrivaled potency from the Moonshade Herbs they find near the Oathstone. These concoctions become invaluable in future quests, and Eldria offers an open invitation to her alchemical workshops, giving the adventurers access to rare materials.



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The DM Tool Chest, Author TJ Phoenix

# APPENDIX

This section includes the new template, magic item, and monsters introduced in this adventure.

## BLOOD THRALL TEMPLATE

The Blood Thrall template can be applied to any NPC or creature stat block to create a minion that has been enthralled by vampiric magic, specifically bound to a powerful creature like Arachnefera. The template adds thematic abilities and traits to represent the creature's newfound vampiric nature, without significantly altering the challenge rating (CR).

**Alignment:** Change the creature's alignment to Lawful Evil, unless dictated otherwise by the vampire master.

**Ability Score Adjustment:** Increase the creature's Strength and Constitution by 1

**Damage Resistances:** Add resistance to necrotic damage.

**Condition Immunities:** Add immunity to being charmed.

**Darkvision:** If the creature does not already have darkvision, it gains darkvision with a range of 60 feet.

**New Trait: *Blood Frenzy*.** When the Blood Thrall reduces a creature to 0 hit points, it gains temporary hit points equal to half its level or CR (minimum of 1).

**New Action: *Vampiric Bite (Recharge 5-6)*.** Melee Weapon Attack: Add an attack with a range of 5 feet, using the creature's enhanced Strength modifier for the attack and damage rolls. Hit: The bite deals 1d6 + Strength modifier piercing damage, and the Blood Thrall regains hit points equal to half the damage dealt.

**New Reaction: *Blood Bond*.** Once per short or long rest, when the vampire master takes damage, the Blood Thrall can use its reaction to magically take that damage instead, as long as it is within 60 feet of its master.

**Languages:** The creature can understand the languages it knew in life but can only speak in whispers and hisses.

# NEW MAGIC ITEM

## SELUNARIA

*Weapon (Longsword), Legendary (Requires Attunement)*

Crafted from a shard of the moon, Selunaria is a longsword that glows with an ethereal blue light. Its blade is etched with luminescent silver runes, and its hilt features a crescent moon encircling a star. The sword radiates a sentient emotional aura, urging its wielder to seek vengeance against Arachnefera the Bloodweaver. To wield Selunaria is to form a sacred pact; the sword and its wielder become united in their solemn vow to purge the world of the malevolent Arachnefera.

When you attune to Selunaria, you gain the following benefits:

- You gain a +2 bonus to attack and damage rolls made with this weapon.
- When you attack Arachnefera, the weapon deals an additional 1d8 radiant damage. Additionally, she must succeed on a DC 16 Constitution saving throw or be stunned until the start of her next turn.
- As a bonus action, you can grant yourself advantage on your next attack roll against Arachnefera.

Selunaria is a sentient, lawful good weapon with Intelligence 16, Wisdom 18, and Charisma 17. It has hearing and darkvision up to 120 feet and communicates through limited telepathy with its attuned wielder. The sword understands Celestial but cannot speak. Driven by an unyielding desire to defeat Arachnefera, Selunaria may become restless if it senses its wielder diverging from this quest.

## CURSED

Should you use Selunaria to strike a creature other than Arachnefera, you must succeed on a DC 16 Wisdom saving throw, or be compelled to attack the nearest ally on your next turn as the sword struggles for control.

# NEW MONSTERS

## BLOOD WIDOW

Blood widows are creatures of malevolent beauty, its carapace a rich, velvet black with ruby-red markings that mimic the streaks of freshly spilled blood. Each of its eight eyes glows a malevolent red, giving off an eerie light in the darkest corners of its lair. Larger than common spiders but smaller than their giant cousins, blood widows are agile and quick, skulking in shadowy recesses, ready to spring upon unsuspecting prey. Their webs, tinged with dark magic and a faint red hue, don't just ensnare; they drain the life essence of those caught within. Their fangs inject a specialized venom that coagulates the victim's blood, enabling easier consumption and revitalizing the spider in a blood frenzy. Displaying a cunning that transcends animal instinct, blood widows set traps in strategic locations and are even known to cooperate with other dark creatures like wights and vampire spawn. Often dwelling in isolated, subterranean areas or haunted forests, they are highly territorial but will venture out on moonless nights, lured by the scent of fresh blood. In obscure circles, they are objects of dark worship; cultists offer them sacrificial blood in return for unholy blessings.

## BLOOD WIDOW

Medium Beast, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	2 (-4)	12 (+1)	4 (-3)

**Skills** Stealth +5

**Damage Resistance** necrotic

**Senses** darkvision 60 ft., passive Perception 11

**Languages** understands Sylvan but can't speak

**Challenge** 2 (200 XP)

**Proficiency Bonus** +2

**Spider Climb.** The blood widow 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 blood widow knows the exact location of any other creature in contact with the same web.

**Web Walker.** The blood widow ignores movement restrictions caused by webbing.

**Blood Frenzy.** If the blood widow drains blood from a creature, it enters a frenzied state until the end of its next turn. While frenzied, the spider has advantage on melee attack rolls.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage. The target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save or half as much damage on a successful one. If the poison 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. Additionally, if the target is a creature, it also becomes Blood Marked until the end of the blood widow's next turn. The blood widow has advantage on attack rolls against Blood Marked creatures.

**Blood Drain.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature that is grappled by the blood widow, incapacitated, or restrained. *Hit:* 5 (1d4 + 3) piercing damage, and the blood widow regains hit points equal to the full damage dealt. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest.

**Web (Recharge 5-6).** *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. A restrained target takes 2 (1d4) necrotic damage at the start of its turn. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



# ARACHNEFERA

Large Monstrosity, neutral evil

**Armor Class** 17 (natural armor)

**Hit Points** 110 (13d10 + 44)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	14 (+2)	15 (+2)	12 (+1)

**Saving Throws** Dex +7, Con +8, Wis +6

**Skills** Perception +6, Stealth +7

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Abyssal, Common, Undercommon

**Challenge** 8 (3,900 XP) **Proficiency Bonus** +3

**Legendary Resistance (2/Day).** If Arachnefera fails a saving throw, she can choose to succeed instead.

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

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

**Web Walker.** Arachnefera ignores movement restrictions caused by webbing.

## ACTIONS

**Multiattack.** Arachnefera makes three attacks: two with her Claws and one with her Fangs.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

**Fangs.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, and the target must make a DC 16 Constitution saving throw. On a failed save, the target takes an additional 10 (3d6) necrotic damage, and Arachnefera regains hit points equal to half the necrotic damage dealt.

**Sanguine Webshot (Recharge 5–6).** *Range Weapon Attack:* +7 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The target is restrained by webbing. At the start of its turn, a restrained target takes 7 (2d6) necrotic damage and Arachnefera regains hit points equal to half the necrotic damage dealt. As an action, the restrained target can make a DC 16 Strength check, bursting the webbing on a success.

## LEGENDARY ACTIONS

Arachnefera can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Arachnefera regains spent legendary actions at the start of its turn.

**Move.** Arachnefera moves up to half her speed without provoking opportunity attacks.

**Infestation (Costs 2 Actions).** Arachnefera releases a swarm of insects (spiders) within 30 feet of her. These swarms act immediately after Arachnefera in the initiative order.

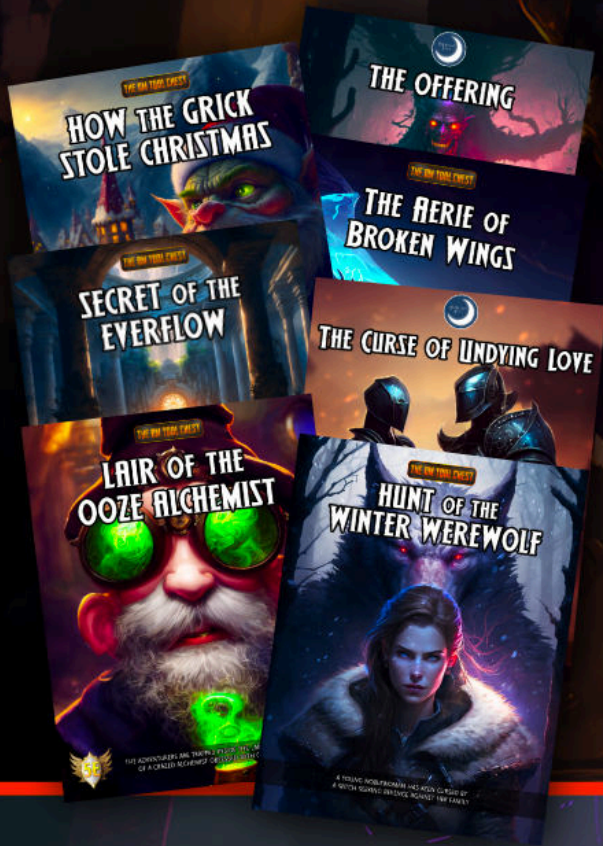
**Web Burst (Costs 3 Actions).** Arachnefera releases a burst of webbing in a 20-foot radius centered on herself. All creatures within the radius must succeed on a DC 16 Dexterity saving throw or become restrained by the webbing. As an action, the restrained target can make a DC 16 Strength check, bursting the webbing on a success.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), Arachnefera can take a lair action to cause one of the following magical effects; she can't use the same effect two rounds in a row:

- Arachnefera summons a **swarm of insects (spiders)** in an unoccupied space she can see within 60 feet of her. The swarm acts immediately and follows her mental commands. The swarm remains until destroyed or until Arachnefera dismisses it as a bonus action.
- Webs fill a 10-foot cube within 60 feet of Arachnefera, centered on a point she can see. These webs are difficult terrain and lightly obscure the area. Any creature that starts its turn in the webs or enters them during its turn must make a DC 16 Dexterity saving throw or be restrained by the webs. A creature restrained can use its action to make a DC 16 Strength check, freeing itself on a success. The webs last until Arachnefera uses this lair action again or until destroyed (AC 10, 15 hit points, vulnerability to fire damage, immunity to bludgeoning, poison, and psychic damage).
- Arachnefera targets up to three creatures she can see within 30 feet of her. Each target must succeed on a DC 18 Constitution saving throw or take 2d8 necrotic damage, and Arachnefera regains hit points equal to the total damage dealt.

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