
HEROES OF HIGH FANTASY



CREAKING IN THE DARK

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CREDITS

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INSTRUCTIONS

This adventure module is designed to be played at any level and in any campaign setting. The appendix includes statblocks for all of the monsters within this adventure at 'Beginner', 'Intermediate', and 'Advanced' challenge ratings. Beginner challenge rating is considered level 1-5, intermediate is 6-10, and advanced is any level 11 or higher. You are free to add more monsters than stated in each section of the encounter to make things more difficult if needed.

We've also included this beginner / intermediate / advanced challenge rating mechanic within the adventure itself. Various skill checks will require higher or lower numbers depending on which difficulty setting you're running. It's presented as follows: Make a **DC 10** (beginner)/**15** (intermediate)/**20** (advanced) Dexterity check to unlock the door. This way you can keep the adventure flowing nicely without flipping back and forth to determine the appropriate challenge.

RESOURCES

Beginner **pre-generated characters** for this adventure can be found at www.nordgamesllc.com. They include a novice fighter and cousin to the boys in the adventure, an elderly tiefling alchemist visiting the market for rare and unique ingredients, an elf rogue with a score to settle with the tavern owner, a young and excitable halfling fresh out of an idyllic farming community who has traded a spade for a shortsword, and a caring and confident healer with a soft spot for children.

Additionally, a digital version of the **map** in this module can be found at www.nordgamesllc.com. We recommend that you have a full poster-size version if you intend to use the map with miniatures.

EXPERIENCE REWARDS

Experience gained during this module will vary depending on difficulty level of the monsters (see appendix A-C). Experience rewards based on player actions are at your discretion, but it is recommended to average around 100 XP per player, per hour. If using level one characters, they will likely level up before Part 4, which will aid them greatly in their final fight. Also, make sure to award experience for roleplaying, especially when using the pre-generated characters as they each have a connection to the story or the NPCs within it.

INTRODUCTION

This adventure is intended to be used in any campaign setting and at any party level (see ‘Instructions’). This particular adventure is an urban encounter that takes place in a settlement such as a trading post, village, town or city. Most of the NPCs within this adventure are human, but they can easily be substituted for other common races to best suit your campaign.

OVERVIEW

Creaking in the Dark is a short, simple adventure which should fill one average gaming session of 3-4 hours.

It begins after two brothers (13 and 7 years old) have broken into the local tavern cellar in a search for adventure. They explored a large hole in the wall of one of the side rooms, which lead to a network of tunnels where they were attacked by giant rats. They escaped through a different tunnel that was full of spider webs. Through a thin opening in the tunnel, they could see through into a side room in the cellar that was too small for them both to fit through. With only the dim light of their old lantern, they backtracked to find another way out. Set upon by giant spiders, they retreated back to the thin opening. The older brother fought off the spiders while the younger brother, who had already been bitten several times, squeezed through the crack and escaped. He staggered up the stairs and into the back alleys, calling for his mother. She, a server in the tavern, heard his cries and came out onto the streets where she found him lying unconscious.

The party must search the cellar to discover what harmed the boy, and to find his older brother, exploring tunnels made by giant rats and, more recently, taken over by spiders.

When the players return from the cellar with the boy, the townsfolk will sing their praises and they will be rewarded. If the players are wise and insightful, they will realize that the tavern owner knew of the spiders and was unwilling to deal with them himself; if this is pointed out the tavern owner will admit that he illegally purchased a colony of spiders a few months ago with the intention of making spider wine, an exotic delicacy, but the situation rapidly got out of hand.

PART 1: PANIC IN THE SQUARE

Read the following when you are ready to begin:

The streets become suddenly quiet as the sound of a mother's cries cut through the rabble. Many folk crowd around a woman sitting on the street beside a tavern, next to the open cellar door. In her arms she clutches a young boy of about seven, his limp body covered in cuts and bruises. The innkeeper bustles out of the tavern saying, "If I've told you boys once, I've told you a thousand times-" but cuts himself off when he sees the scene before him. An old halfling woman carrying bundles of herbs pushes through the crowd and kneels, examining the boy. The tavern owner quickly runs to the cellar door, slams it shut and slides the locking mechanism closed.

The party might speak to any or all of these three characters to learn more:

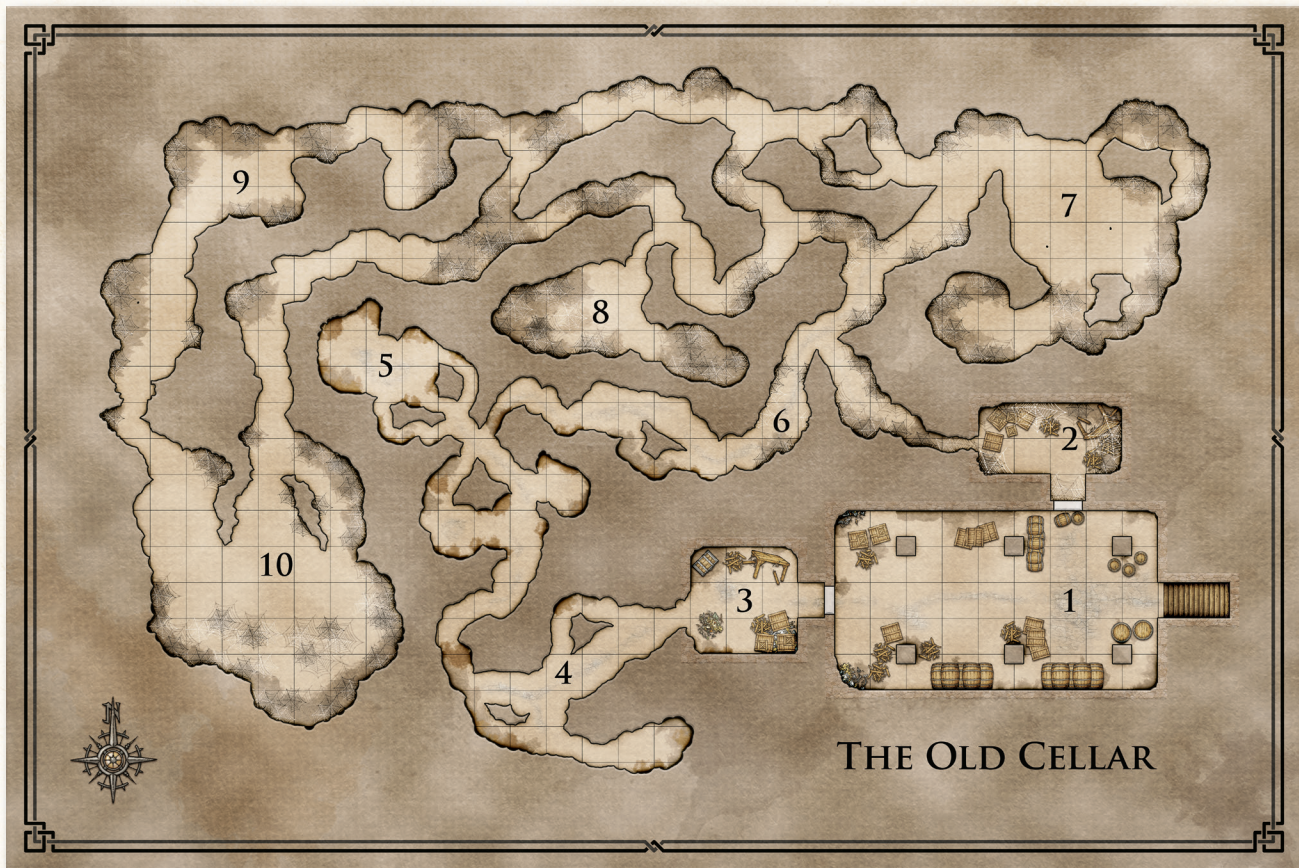
The boy's mother and a server in the tavern, a sandy-haired, middle-aged human woman named **Danyella Spring**, knows that her sons **Theo** (seven) and **Mallic** (thirteen) are known through the town as a pair of troublemakers, but they are generally good at keeping themselves out of any real mishaps. She heard **Theo** calling for help, so ran out to the cellar entrance, where he collapsed in her arms. The two boys are seldom seen far from one another, so **Mallic's** absence worries her, although she finds it difficult to concentrate on anything other than her wounded younger son, begging anyone who can hear for help.

The innkeeper, a short black-haired man with a pot belly named **Martyn Fenns**, has told the boys off on a number of occasions for trying to sneak into his cellar (he suspects they are trying to steal a taste of his cider). Privately, he knows exactly what attacked the boy, but is reluctant to say anything that might implicate himself. He makes an offer of **10** (beginner)/**50** (intermediate)/**200** (advanced) **gold pieces** to the party if they will investigate the cellar and "find out" what has made its home there.

The alchemist, an old halfling woman named **Ma Bravel**, can see that the boy is suffering the effects of some sort of poison. Given the nature of his wounds, her suspicion is that he has been bitten by a rabid animal, although he isn't showing signs of responding to the herbs she would normally use to treat such a disease. She suggests going into the cellar to find out what attacked the boy, and to bring back any samples they can to make an antidote.

Examining **Theo** will reveal that he has indeed sustained bite and scratch wounds from some sort of animal. A **DC 11** (beginner)/**16** (intermediate)/**21** (advanced) **Intelligence (Investigation)** or **Wisdom (Medicine)** check will discover another wound – a puncture mark on his neck. A **DC 12** (beginner)/**17** (intermediate)/**22** (advanced) **Wisdom (Medicine)** check will suggest he is suffering the effects of a poison.

If the party heals **Theo** with magic, he will fall into an exhausted sleep after murmuring, "Mallic. They took Mallic..." at which point **Danyella** will implore the party to look for her other son in the cellar.





PART 2: INTO THE CELLAR

1. COLD STORAGE

This is the main cellar of the inn. The innkeeper rarely ventures down here anymore unless strictly necessary, and keeps his business as close to the stairs as possible. The giant rats spend a lot of time in here, as evidenced by their gnawing and droppings, and come and go through the gnawed hole in the west door. The spiders do not have a presence here, preferring to hunt rats in the tunnels. There are **2 giant rats** hiding in this room that will attack when given the right opportunity.

When the party enters the room, read:

This disheveled room is stacked with barrels and crates, and gets progressively dustier and more covered with cobwebs as you move away from the entrance.

If anyone takes a closer look at the barrels, add:

You notice that only the containers close to the entrance, to the south and east walls, contain produce. The others are empty, or contain a few spoiled remnants.

As the party ventures further into the cellar, read:

To the north of the room, a few barrels have been knocked over in front of a door which has been opened a crack. To the west is a locked door, the bottom corner of which is splintered and missing a sizable chunk large enough for a child to squeeze through. Towards the west, the barrels get more and more damaged and broken.

There are a few bits and pieces of moldy food and animal droppings scattered about.

A party member proficient in **Survival** will know that this destruction is typical for giant rats.

2. NORTH ROOM

This room served as the innkeeper's hatchery when he was breeding the spiders, and still contains the remains of their cages. Theo fled the caves through here, barging open the door and knocking over barrels in the main cellar on his way out.

When the party enters the room, read:

This room is covered in cobwebs, and it is clear it has not seen use for a very long time. The walls are stacked with broken crates and fine wire mesh. To the west is a crack in the wall, large enough for a child to squeeze through, from which stale air wafts, disturbing the broken cobwebs hanging around it.

If the party investigate the room, read:

It is clear that a scuffle took place here not long ago. The disturbed dust on the floor and fallen barrels outside suggest someone fled in a panic.

3. WEST ROOM

The door to this room can be picked with thieves' tools or kicked down with a **DC 10** (beginner) / **15** (intermediate) / **20** (advanced) **Dexterity** or **Strength (Athletics)** check. Alternatively, a Small character can squeeze through the hole the rats have gnawed

in the door and open it from the other side. The room serves as storage for the inn's valuables; luxury items and Martyn Fenn's personal effects. It is also the rats' means of access to the cellar.

When the party enters the room read:

The floor of this room is covered in splintered wood, shattered glass and animal droppings. There were clearly once rows of shelves holding bottles, but all but the uppermost have been completely destroyed. A scratched, iron-bound chest stands in one corner. To the west, a rough tunnel has been dug through the stone wall into the surrounding earth, large enough for a human to crawl through.

TREASURE

The trunk requires thieves' tools and a **DC 10** (beginner) / **15** (intermediate) / **20** (advanced) **Dexterity** check to unlock. It contains a pouch of **1d8+10** (beginner) / **2d8+20** (intermediate) / **3d8+30** (advanced) **gold pieces**, and **20 glass bottles** containing a large spider suspended in the amber liquid.

A **DC 13** (beginner) / **18** (intermediate) / **23** (advanced) **Intelligence** or **Wisdom (Medicine)** check will identify the liquid in the bottles as "Spider Wine" which, while typically being a contraband item, has the following effects: Upon drinking the Spider Wine, roll a **DC 15 Constitution** saving throw. On a success you are granted resistance to poison for 1 hour. On a 7 or lower, you are poisoned for 1 hour.

PART 3: MICE IN A MAZE

4. RAT WARRENS

These tunnels are the dwindling territory of the giant rats who originally excavated the entire tunnel network, only to be displaced by the growing spider population. Up to **1d4 giant rats** are hiding in the narrow tunnels of the warrens and will attack if given the right opportunity.

When the party enters the tunnels read:

The walls of the cramped tunnel close in around you as you crouch and crawl through the dark. A strong, musky, animal smell fills your nostrils. Your hands occasionally come across scraps of fur snagged on the uneven, rough walls of the tunnel.

5. RATS' NEST

This chamber is the only safe refuge left for the remaining giant rats. This is where the **rat mother** lives, currently accompanied by **2 giant rats**. She has all the same attributes, except for having double the HP, as one of her giant rat minions.

When the party enters the chamber, read:

The musky smell grows even stronger as you enter a larger chamber. The floor is covered in damp shredded wood, straw and droppings. All around you, you can hear a twitchy squeaking noise. Ahead of you, you see two rats the size of spaniels piled on top of an even larger specimen, who hisses at you as you approach.

6. SPIDER TUNNELS

When the party crosses over into spider territory, read:

The musky smell of the rat warren fades; clearly the creatures don't spend much time in these tunnels. There is a thin coating of silvery web over every surface, and you occasionally pass insects and, on one occasion, a mouse, which have become ensnared. The air is stale and thick with rot.

7. NURSERY

This chamber serves as a crèche for spiders which hatch in the queen's lair. A **swarm of baby spiders** fills the body of one of the desiccated rats, ready to rush out and attack any investigators. Others are spread around the chamber camouflaged by their translucent bodies. **1 bone spider** lies in wait to ambush any intruders.

When the party enters the chamber, read:

The tunnel opens out into a large chamber. The walls and ceiling are covered in thick webbing, and hanging from the ceiling are the desiccated corpses of three giant rats.

If a character is proficient in Perception, add:

The middle body appears to be squirming, as if something is moving within.

8. SHRINE

This chamber serves as a repository for trinkets the spiders gather

from their victims and from foraying out into town under cover of dark. **2 bone spiders** lie in wait to ambush any intruders.

When the party enters the chamber, read:

There is a faint glimmer in this chamber, the walls of which are festooned with rat bones arrayed in 8 pointed stars amongst the webbing. In the center, pieces of colored glass, coins, and other trinkets hang on thin webs, roughly taking on the form of a crude, eight-legged effigy.

TREASURE

The spider effigy contains 2d10 gold pieces, and has eyes made of 2 rubies and 6 garnets, worth 20 and 5 gp each, respectively.

9. LARDERS

These chambers are where the spiders store any meat they come across, hanging it here until it has a chance to rot and become juicier and more flavorful. One larder contains a few giant rats (one of which still has a little life in it), another stores the bodies of 2 would-be-exterminators the innkeeper previously hired for his pest problem, and **Mallic Spring** can be found strung up in the third.

As the party investigate this area, read:

In these chambers the rotting smell is almost overwhelming, and it soon becomes apparent why; hanging from the ceiling are bundles of webbing containing corpses in various stages of decomposition and desiccation.





In the first chamber, four giant rats hang. One of them is still faintly squeaking and twitching.

If the party choose to free the living rat, it will attack the first person it comes across in a panic as it flees towards the rat warrens.

In the second chamber are the bodies of two humans who have clearly been dead for a few months.

Upon investigation, each body has a bottle of antivenom, some lamp oil, and a *potion of healing*. This suggests that the pair ventured into the tunnels knowing what they were facing.

You hear a weak shout from the third chamber and find, hanging upside-down in a cocoon of web, Mallic. "Help! Cut me down before it comes back!"

Mallic is thankful to his rescuers, and asks if his brother got to safety. He knows very little about the spider tunnels, as he was more-or-less unconscious when he was dragged to the larder, but he saw a particularly large spider moving towards the chamber to the south after coming to look him over in the larder.

TREASURE

2 bottles of antivenom (which removes the poisoned condition when consumed), 3 medium sized glass bottles of lamp oil, and 2 *potions of healing* from the bodies in the second chamber, and 2d6 pieces from their coin pouches.

PART 4: LAIR OF THE SPIDER QUEEN

10. THE QUEEN'S LAIR

This chamber is the home of the largest spider, and is where the colony's eggs are kept safe.

When the party enter the chamber, read:

As you pass the threshold of this chamber, a wall of stench hits you. The rancid smell seems to be emanating from an enormous spider squatting in the center of the cavern, surrounded by bulging sacks of eggs. The webs covering the walls and floor are so thick, it is difficult to walk. The spider queen watches you calmly with her eight eyes, and her mandibles clatter and creak, as if issuing a command.

LAIR EFFECTS:

Rotting Stench. Each character must roll a **DC 12** (beginner) / **16** (intermediate) / **22** (advanced) **Constitution** saving throw when entering The Queen's Lair. On a failed save that character has disadvantage on attack rolls for 1 minute.

Webbing. The floor, walls, and ceiling are covered in sticky webbing. Wherever a character chooses to move, it's considered difficult terrain. The webbing can be burned away, either by a torch, flaming oil or a magic spell. If a non-spider creature is knocked prone in the webbing, it takes their entire movement action to stand back up. If any of the webbing catches fire, the queen will become frenzied and take two turns per round (the *Hatchery*

lair effect continues to happen once per round, even if the queen becomes frenzied).

Hatchery. Every round, on the queen's turn, roll a d6. On a **5-6** (beginner) / **4-6** (intermediate) / **3-6** (advanced) the eggs in the Queen's Lair hatch **1** (beginner) / **2** (advanced) / **3** (advanced) **spider swarm(s)**. The **spider swarm(s)** take their turn immediately after the **spider queen**.

CONCLUSION

Upon exiting the cellar with **Mallic**, the boy's mother will run over to check on her son. **Ma Bravel**, the alchemist, will easily be able to create an antidote for the younger brother's condition if she is presented with a spider venom sac, or a bottle of antivenom from the corpses in the larder.

If questioned about the bodies, **Martyn Fenns** will admit that he paid a few regulars he knew no-one would miss to try and clear out the spiders, and he gave them his only bottles of antivenom.

Reluctantly, he will also reveal that it was he who introduced the spiders in the first place. He kept a small collection at first, hoping to make a bit of money selling spider wine (the venom from the spider's body infuses into the alcohol, giving it a unique kick). However, some must have escaped, and the situation quickly spiraled out of hand. He claims he has learned his lesson and offers a bribe of double the payment due to the party if they will keep his secret.

APPENDIX A: BEGINNER MONSTERS

GIANT RAT

Small Beast, unaligned

Armor Class 12

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	11 (+0)	6 (-2)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Keen Smell. The giant rat has advantage on Perception checks that rely on smell.

Surprise Attacker. The giant rat uses cover to hide and wait for the best moment to strike, gaining advantage and an extra 1d4 piercing damage from its bite on its first attack.

ACTIONS

Bite: Melee Weapon Attack: +2 to hit, reach 5ft, one target. Hit: 4 (1d4 + 2) piercing damage.

BONE SPIDER

Medium Beast, unaligned

Armor Class 13 (natural armor)

Hit Points 12 (2d8 + 3)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	6 (-2)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +7

Damage Immunities poison

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Spider Climb. The bone spider 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 bone spider knows the exact location of any other creature in contact with the same web.

Web Walker. The bone spider ignores movement restrictions caused by webbing.

ACTIONS

Bite: Melee Weapon Attack: +3 to hit, reach 5ft., one creature. Hit: 5 (1d6 + 1) piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (1d6 + 2) 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.

SPIDER SWARM

Medium swarm of Tiny Beasts, unaligned

Armor Class 13 (natural armor)

Hit Points 10 (1d10 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-4)	14 (+2)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned.

Senses blindsight 10ft., darkvision 60 ft., passive Perception 8

Languages —

Challenge 1/4 (50 XP)

Swarm. The spider swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny Beast. The swarm can't regain hit points or gain temporary hit points.

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

Web Walker. The spider swarm ignores movement restrictions caused by webbing.

ACTIONS

Bites: Melee Weapon Attack: +3 to hit, reach 0ft., one target in the swarm's space. Hit: 6 (1d8 + 1) piercing damage, or 3 (1d4+1) piercing damage if the swarm has half of its hit points or fewer.

BONE SPIDER QUEEN

Large Beast, unaligned

Armor Class 14 (natural armor)

Hit Points 30 (4d10 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	8 (-1)	13 (+1)	6 (-3)

Skills Athletics +3, Perception +3,

Damage Immunities poison

Senses blindsight 15ft., darkvision 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

Spider Climb. The spider queen 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 spider queen knows the exact location of any other creature in contact with the same web.

Web Walker. The spider queen ignores movement restrictions caused by webbing.

ACTIONS

Bite: Melee Weapon Attack: +3 to hit, reach 5ft., one creature. Hit: 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) 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.

Web (Recharge 5-6): Range Weapon Attack: +5 to hit, range 30/60 5ft., one creature. Hit: The target is restrained by the webbing. 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).

APPENDIX B: INTERMEDIATE MONSTERS

GIANT RAT

Small Beast, unaligned

Armor Class 12

Hit Points 18 (3d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	11 (+0)	6 (-2)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Keen Smell. The giant rat has advantage on Perception checks that rely on smell.

Surprise Attacker. The giant rat uses cover to hide and wait for the best moment to strike, gaining advantage and an extra 1d4 +1 piercing damage from its bite on its first attack.

ACTIONS

Bite: Melee Weapon Attack: +3 to hit, reach 5ft, one target. Hit: 7 (1d6 + 3) piercing damage.

BONE SPIDER

Medium Beast, unaligned

Armor Class 13 (natural armor)

Hit Points 24 (4d8 + 6)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	6 (-2)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +8

Damage Immunities poison

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

Spider Climb. The bone spider 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 bone spider knows the exact location of any other creature in contact with the same web.

Web Walker. The bone spider ignores movement restrictions caused by webbing.

ACTIONS

Bite: Melee Weapon Attack: +4 to hit, reach 5ft., one creature. Hit: 8 (1d8 + 3) piercing damage, and the target must make a DC 15 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.

SPIDER SWARM

Medium swarm of Tiny Beasts, unaligned

Armor Class 13 (natural armor)

Hit Points 16 (4d4 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-4)	16 (+3)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned.

Senses blindsight 10ft., darkvision 60 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Swarm. The spider swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny Beast. The swarm can't regain hit points or gain temporary hit points.

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

Web Walker. The spider swarm ignores movement restrictions caused by webbing.

ACTIONS

Bites: Melee Weapon Attack: +3 to hit, reach 0ft., one target in the swarm's space. Hit: 10 (2d8 + 2) piercing damage, or 5 (1d8 + 1) piercing damage if the swarm has half of its hit points or fewer.

BONE SPIDER QUEEN

Large Beast, unaligned

Armor Class 15 (natural armor)

Hit Points 80 (5d12 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	8 (-1)	14 (+2)	6 (-3)

Skills Athletics +4, Perception +4,

Damage Immunities poison

Senses blindsight 15ft., darkvision 60 ft., passive Perception 14

Languages —

Challenge 3 (700 XP)

Spider Climb. The spider queen 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 spider queen knows the exact location of any other creature in contact with the same web.

Web Walker. The spider queen ignores movement restrictions caused by webbing.

ACTIONS

Bite: Melee Weapon Attack: +4 to hit, reach 5ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 12 (2d8 + 3) 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.

Web (Recharge 5-6): Range Weapon Attack: +6 to hit, range 30/60 5ft., one creature. Hit: The target is restrained by the webbing. As an action, the restrained target can make a DC 16 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; HP 7; vulnerability to fire damage, immunity to bludgeoning, poison, and psychic damage).

APPENDIX C: ADVANCED MONSTERS

GIANT RAT

Small Beast, unaligned

Armor Class 12

Hit Points 28 (4d10 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	6 (-2)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Keen Smell. The giant rat has advantage on Perception checks at rely on smell.

Surprise Attacker. The giant rat uses cover to hide and wait for the best moment to strike, gaining advantage and an extra 1d4 + 2 piercing damage from it's bite on it's first attack.

ACTIONS

Bite: Melee Weapon Attack: +4 to hit, reach 5ft, one target. Hit: 10 (2d6 + 3) piercing damage.

BONE SPIDER

Medium Beast, unaligned

Armor Class 14 (natural armor)

Hit Points 48 (8d8 + 12)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	6 (-2)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +8

Damage Immunities poison

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Spider Climb. The bone spider 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 bone spider knows the exact location of any other creature in contact with the same web.

Web Walker. The bone spider ignores movement restrictions caused by webbing.

ACTIONS

Bite: Melee Weapon Attack: +4 to hit, reach 5ft., one creature. Hit: 14 (3d6 + 4) piercing damage, and the target must make a DC 20 Constitution saving throw, taking 16 (3d8 + 3) 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.

SPIDER SWARM

Medium swarm of Tiny Beasts, unaligned

Armor Class 14 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-4)	16 (+3)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned.

Senses blindsight 10ft., darkvision 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

Swarm. The spider swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny Beast. The swarm can't regain hit points or gain temporary hit points.

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

Web Walker. The spider swarm ignores movement restrictions caused by webbing.

ACTIONS

Bites: Melee Weapon Attack: +4 to hit, reach 0ft., one target in the swarm's space. Hit: 15 (3d6 + 5) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

BONE SPIDER QUEEN

Large Beast, unaligned

Armor Class 16 (natural armor)

Hit Points 152 (10d12 + 87)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	14 (+2)	8 (-1)	13 (+1)	6 (-3)

Skills Athletics +5, Perception +4,

Damage Immunities poison

Senses blindsight 15ft., darkvision 60 ft., passive Perception 14

Languages —

Challenge 7 (2,900 XP)

Spider Climb. The spider queen 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 spider queen knows the exact location of any other creature in contact with the same web.

Web Walker. The spider queen ignores movement restrictions caused by webbing.

ACTIONS

Bite: Melee Weapon Attack: +5 to hit, reach 5ft., one creature. Hit: 16 (4d6 + 2) piercing damage, and the target must make a DC 21 Constitution saving throw, taking 20 (4d8 + 2) 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.

Web (Recharge 5-6): Range Weapon Attack: +7 to hit, range 30/60 5ft., one creature. Hit: The target is restrained by the webbing. As an action, the restrained target can make a DC 21 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; HP 10; vulnerability to fire damage, immunity to bludgeoning, poison, and psychic damage).

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