

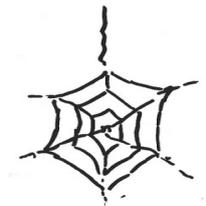
The Spider Invasion

This is an adventure for Halloweenia. It is intended to be played in one session, by a small group of players. The goal is to scare them, but still have fun.

Background

Long before the strange things started to happen in town an explorer in the Amazonas came across an old abandoned temple. The explorer then brought with him a number of objects that he thought he could sell and become rich. One of those objects was an obsidian plaque, about 30 cm in diameter, and with strange inscriptions, and the image of a spider inlaid with gold. The plaque then ended up being sold to a collector, and many years later one of his adult grandchildren was going through an old storage-crate and accidently dropped the plaque, so it broke in half. That released the spider demon, who managed to scatter away and hide in a corner in the large shed that was used as storage space. There it laid its eggs.

Over the past weeks, the demon has grown, both in size and power. The plaque is magical, and can still weaken the demon, even if it can not trap it again.



Scene 1: Where is Alice?

A ten-year old child by the name Alice has gone missing in the outskirts of town, and the characters are helping trying to find her. They are a long way away from the mystical mist that surrounds the town.

Alice had run off to get her cat that ran away, and ended up near a small lake where she was confronted by a swarm of spiders. She took refuge with her cat on a small rock in the lake, as the spiders do not want to enter the water, but they are also preventing her from getting home.

The characters should be able to distract the spiders, and save Alice, who points out where the spiders came from.

Scene 2: A Tangled Web

Near the lake is an old house. Both the house, and all the trees around it are covered in spiderwebs, and it is eerily silent. Here and there are large cocoons. They contain various animals, as well as Mr Morris, who owns the house. They have all been caught by the spiders. He is very weak and will require medical attention. The cocoons are surprisingly strong, and quite sticky, making them hard to open.

Inside the house, the characters can find the broken plaque on a table. The area around the plaques is free from spider webs, and the spiders will not come near it.

The best way to deal with the swarm of spiders is probably by using fire, as there are too many to kill them by any other means, and they will come rushing to defend the demon. The webs are highly flammable

Aftermath:

If the characters save Alice and Mr Morris, they will be hailed as heroes for a while. People will of course be skeptical about any talks about the spider demon, unless they can offer proof.

If the characters do not do anything about the spider demon, it will continue to gain power, and lay more and more eggs, to increase the swarm. They will then spread over a much larger area, and will begin to hunt anything that they consider to be food. Once the demon reaches 10 in vitality, which will take another month and a half, it will start to telepathically influencing people nearby to offer other humans as sacrifice.



Critters

Spider Demon

The Spider demon has a vitality of 4. It takes a form of a large black hairy spider, with glowing red eyes, and large mandibles that are as sharp as knives. The body is about 1 meter long, and the legs are even longer. The demon is still weak after having spent many centuries trapped.

At the moment the demon is only interested in eating, and regaining strength. It has laid tens of thousands of eggs that has hatched, and its children will bring it food.

The demon will try to get away if possible, by climbing on walls, and even the roof. If cornered, and unable to escape, it will let out an ear-shattering shriek, that will cause everyone that hears it to lose 1 point of vitality. It will then go all out in its attacks against the nearest target.

The Swarm

The Swarm consists of tens of thousands of small spiders that are up to 1 cm in length. Each spider on its own is not dangerous, but they are aggressive and will bite anything that gets in their way. The bites are painful, and if enough bites are accumulated, the target will be disoriented, and then slowly paralyzed from their venom. The spiders will then spin a cocoon around the victim, to keep it alive until the demon and the spiders can eat it. A person that is affected in such a way from the venom needs medical attention to recover, and will have to be carried as they can not walk by themselves.