



# RIVERAXE VILLAGE



---

# RIVERAXE VILLAGE

## *Rumours & Hooks:*

The *Riveraxe* barbarians of the old forest are the unmatched masters of herbalism in the midlands. They have a place of special importance amongst the tribes.

*Mistress Rhea*, a herbalist from *Crow's Keep*, wants an order of rare herbs and poultices collected from Riveraxe village in *Drennor Forest*. She offers her expert services in return for completing this task.

*Lord Bergolt* of *Northgate* is dying of the *White Ash Rot*. He believes the healers of Riveraxe village in Drennor Forrest have a cure for him, and is willing to pay handsomely to get it.

## The Tribe

Few forest tribes have the luxury of settling in one area, but the small (less than 100 members) Riveraxe tribe have earned themselves a permanent home by becoming experts in herbalism.

The larger tribes rely on their secret skills for rare healing remedies, and the Riveraxe clan stay out of the various blood feuds and turf wars that erupt from time to time, maintaining a scrupulous neutrality.

Unfortunately for the tribe, a plague of giant tree spiders have decimated their ranks and taken over the area. By the time the adventurers arrive, the spiders have eaten most of the barbarians, and cocooned the remainder in a handful of huts.

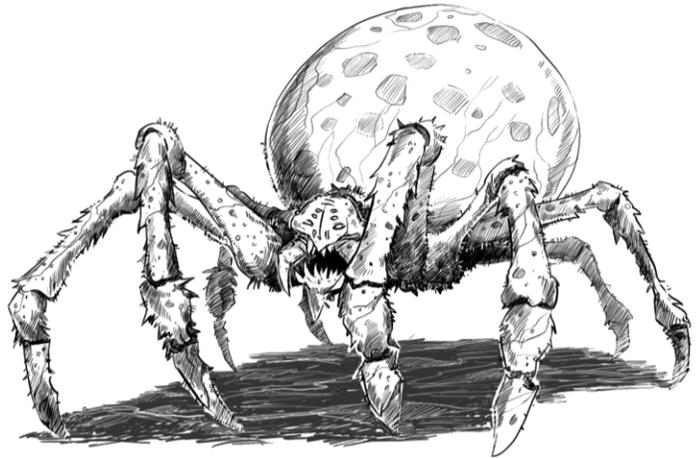
The village appears strangely quiet. If the adventurers study the area before entering, they notice no voices or people moving about the huts, and there is no challenge by any sentries at their approach. If they arrive at night, there are no cook fires or light sources visible.

A successful Perc (Detection) Test also notices that there are few birds or other game in this area, which is unusual.

Unlike most giant spiders, the tree spiders do not build obvious webs. Instead, they lurk high in the trees, waiting to drop their webs on unsuspecting victims. After a successful hunt, the spiders gather up their silk, which is re-absorbed and reused.

Although there is no obvious webbing, an adventurer carefully studying the trees might notice stray strands of black silk (caught on a tree branch, tangled around a protruding root, etc) with a successful Perc (Detection) test at disadvantage.

100 ft up in the trees, behind trunks and in the shadows of the thick canopy, the spiders wait with nets of silk to catch their next meal. Areas 1-4 on the map (p.3) indicate the trap sites. There are 2d4 spiders at each site.



## *Giant Tree Spiders*

*No. Appearing: 3d4*

*Armor Class: 13*

*Hit Dice: 3+1*

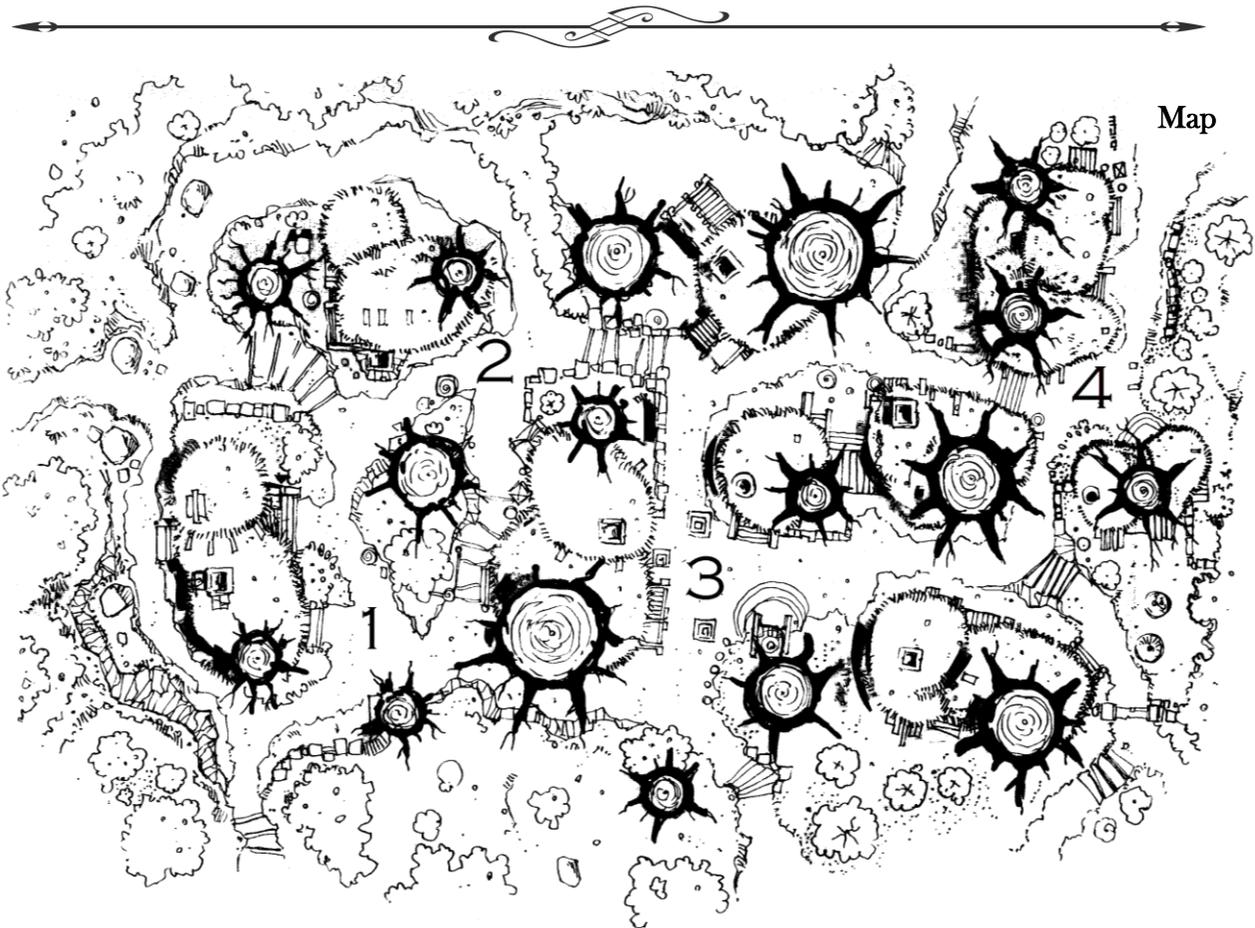
*Attacks: Bite (1d6+1 + poison)*

*Nat 19: special*

*S:14 D:16 C:12 I:2 P:12 W:10 Ch:4*

*Luck: 6*

*Move: 50 ft and may climb walls, ceilings, etc*



Map

Male Giant Tree Spiders are 7 ft long, camouflaged like the leaves and branches they hide within (+2 bonus on hide checks). They display basic teamwork and hunt in packs, stalking their prey from the high branches before dropping 5 ft nets of black silk. A *Luck* (Dex) save is required to prevent becoming entangled and helpless. On their turn, a trapped victim may spend an action to attempt to break free (an opposed Str check vs Str 17). On a natural 19 attack roll, the victim is subject to a web attack.

The spider's poisonous bite causes 1d2 Con loss (a *Luck* (Con) save resists). An adventurer reduced to zero Con falls into a coma, and is later eaten or used to lay eggs in. An adventurer has a 25% chance of harvesting 1d3 doses of poison from a dead spider.

The spiders have strands connecting all of the trap sites, enabling them to signal each other. Once an ambush is triggered at one site, the spiders at the next closest site will converge on the

same area in 1d4+1 rounds, and so on, attacking the party in four waves.

If the male spiders are defeated, there remains one other threat to contend with: high in the trees, in the very uppermost canopy, sleeps the female brood mother. This horrific beast is 15 ft long, and takes 3d4 rounds to awaken after the last set of male spiders signals her.

The brood mother is a canny, ancient creature, and will observe the party before deciding what to do.

If the party appears badly wounded, or splits up, she will attempt to pick off individuals with her web hooks, hoisting victims into the canopy to face her alone.

If the party appears strong, and stays together, she will attempt to avoid them whilst she sneaks through the branches. If she gets the opportunity, she will seek to retrieve some of her eggs and/or baby spiders from the huts.

---

### *Brood Mother*

*No. Appearing: 1*

*Armor Class: 12*

*Hit Dice: 14*

*Attacks: Bite (1d10+1 + poison)*

*Nat 19: special*

*S:18 D:16 C:16 I:4 P:12 W:15 Ch:5*

*Luck: 13*

*Move: 50 ft and may climb walls, ceilings, etc*

The Brood Mother is 15 ft long, possessed of sly cunning and often hunts in packs with her smaller males. As an action, she may drop web hooks onto a target below her, hoisting them up into the trees at a rate of 60 ft per round (a *Luck* (Dex) save resists). Such a victim is not entangled, but cannot move away from the monster without spending an action to cut themselves free (requires a Dex check). The brood mother makes *Off Turn Attacks*.

On a natural 19 attack roll, the brood mother leaps onto the target, crushing it beneath her bulk and forcing a roll on the *Injuries & Setbacks* table.

The brood mother's poisonous bite causes 1d6 Con loss (a *Luck* (Con) save at a -2 penalty resists). An adventurer reduced to zero Con falls into a coma, and is later eaten or used to lay eggs in. There is a 25% chance of harvesting 1d3 doses of poison from a dead female.

### **The Huts**

If the party investigates the huts, roll 1d8 to determine what is inside:

- (1) 1d4 cocooned tribe members, each with a 50% chance of being a corpse implanted with eggs or 6 inch baby spiders. Otherwise the victim is still alive.
- (2) A ramshackle hut of broken furniture, shelving and rugs: nothing of value.
- (3) Amongst the ruins are 1d4 clay pots of healing poultices. The poultices have a

50% chance of curing any disease or restoring lost Str, Dex or Con, within 1d4 days.

- (4) 1 x Carry Loot (LFG p.136) stashed under a fur rug.
- (5) A lone male spider, tending 1d3 cocooned tribe victims. The victims are still alive and awaiting being implanted.



- (6) A female child named *Barbula*, who somehow managed to hide from the spiders. She is scared but hopeful at the sight of the party. She is ravenously hungry and thirsty. Reroll subsequent (6) results.
- (7) 1 x Potion (LFG p.150) in a clay bottle decorated with teeth.
- (8) A blood stained willow staff adorned with green crystals. The staff is magical, a relic from a lost druidic order. Once every 1d4 days the user may cast *Speak with Plants*. In addition, hostile plants will only target the wielder if there are no other potential targets. Reroll subsequent (8) results.

---

### Aftermath

If any of the villagers are saved, they are indebted to the party, and will provide them with numerous instances of free healing poultices, food and shelter.

They can also offer passage through the forest under the auspices of their tribe, providing protection against rival barbarian clans. This requires particular paint markings and the wearing of a “safe passage” necklace.



If the adventurers are here on behalf of the dying Lord Bergolt, one or more of the surviving villagers might be able to make up a healing elixir for him (80% chance).

If none of the villagers are saved, their secret healing skills are lost to the ages. If they're lucky, the party might locate a healing salve suitable for Lord Bergolt's condition among the ruins (30% chance).



---

## CREDITS

Author: Stephen J. Grodzicki. Copyright © 2016.  
Artwork: Some artwork copyright William McAusland, used with permission.  
Some artwork copyright Maciej Zagorski and The Forge Studios LLC, used under licence, all rights reserved.  
Website: **\$1 Adventure Frameworks** Patreon: <https://www.patreon.com/user?u=645444>  
**Low Fantasy Gaming:** <https://lowfantasygaming.com/>



## OPEN GAME LICENCE

Open Game Content may only be Used under and in terms of the Open Game License Version 1.0a (OGL).

This entire work is designated as Open Game Content under the OGL, with the exception of “Low Fantasy Gaming”, “LFG”, “Low Magic. High Adventure”, the LFG logo (LFG in serpent ring), “Crow’s Keep”, “Riveraxe”, “Northgate” and all artwork. These and the Trade Dress of this work (font, layout, style of artwork, etc.) are reserved as Product Identity.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

Definitions: (a)“Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b)“Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)“Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any



Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

**Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

**Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

**Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

**Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

**Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

**Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

**Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Swords & Wizardry Core Rules, Copyright 2008 Matthew J. Finch.

13th Age, Copyright 2013 Fire Opal Media.

END OF LICENSE

