

The Barrowmaze

Session 82 11-12-25 Spidersilk Hunter Rescue 1 (side trek)

Next Session 17-12-25 19.00

Tuesday the 30th day of Patebrius 08:00

Helix

In Helix, a spidersilk hunter has gone missing and the badly wounded remnants of the silk gathering party report unusually aggressive giant spiders attacking on first contact. Two of their party are dead and the leader, Aldo Sorenson, was dragged away as he covered their escape. Imprisoned in a spidersilk cocoon he will suffer the gruesome fate of being used as a live nursery for spider hatchlings.

Gerald persuades the enthusiastic young Ranger, Tamson not to head off by himself, joining him along with Bella, the Priest of St Ygg. Fortunately for all concerned; Fenella, Leo and Luna are visiting Helix to see their friends so off they go along with surviving hunter, Karla Monson, to find their way through the winter forest to battle the giant spiders to save the lost hunt leader, Aldo Sorenson, and to investigate the cause of this unnaturally heightened aggression amongst the spiders.

Arriving at The Blackened Forest they dismount and proceed on foot with their faithful retainer, Shadwell maintaining camp at the forest's edge with the horses.

The Blackened Forest

With a Ranger, a Druid and the surviving hunter Karla, they are quickly able to locate the spider colony where the hunter/gatherers were about their dangerous work. The area is festooned with spider webs which glow with an eerie fungal iridescence that is somehow both unpleasant and beautiful as it highlights the scurrying presence of its inhabitants both big and small.

Proceeding with caution, they are quickly attacked by multiple groups of Web Spiders and a couple of Hunting Spiders. The Hammers succeed in despatching them easily enough, however both Gerald and Bella bear wounds, fortunately not poisonous. Investigating a pair of cocoons yields nothing further than animal remains and bones so they probe more deeply into the Spiders' Nest.

Notes

This session was unfortunately cut short due to my misunderstanding regarding the use of Foundry VTT *secret* tokens, which caused a lot of wasted time. We will do our best to conclude this pre-Holiday Side Trek, in the next session.

Spider Silk farming

Somewhat akin to a much more dangerous form of bee-keeping, the hunters can usually fend off the spiders with quarterstaves and use techniques such as smoke and repelling scents to persuade the spiders to seek easier prey. It's a dangerous job but very highly paid since the spider silk is prized and possesses excellent anti-cold properties as Fenella can testify with her spidersilk cloak. Helix has a few spinners who are skilled enough to weave the supple threads into beautiful fabrics.