



# Avalon Adventures

## Scary Secret

By Jennifer Seiden

Because sometimes you really don't want to know.

This adventure takes place in a larger town or city where competition amongst vendors occurs frequently. It would also be helpful if it is established that this is an old city with plenty of history, the solid stone stores and bottom floor establishments supporting newer second story apartments alongside streets paved with ancient cement.

The player characters should be in this town for a while before springing this adventure on them, long enough that residents can pass on that the PCs are for hire. You could even use the Lady Weaver's store prior to beginning this adventure should the player characters need fine cloth or padded armor. The other seamstresses and weavers of the city are suspicious, however, of the speed at which the Lady produces custom-made orders, and usually at high quality.

The rival weavers believe that Lady Weaver has a contingent of imprisoned workers somewhere in the building that allow her to produce large amounts of goods. City law outlaws all slavery and inhumane treatment where workers toil without rest, and states that all employees must be paid for their services in either monetary units or food and board.

If the rival seamstresses can prove that Lady Weaver is operating illegally, they can remove the competition. They will pay 10 gold (about \$1000) for them to snoop and find out what is going on.

Unfortunately, the Lady knows what they all look like, so the PCs are hired to come in looking for padded armor and maybe some other clothing. However they snoop around is up to them but they must come back with evidence that will shut Lady Weaver's place down for good.

### Lady Weaver

The Lady Weaver owns the entire building; the rivals believe she lives upstairs, has the store and living quarters on the main floor, and has the slaves in the cellar. Although many of the more modern buildings have little more than a root cellar or underground wine storage, it is known that many of the older buildings have access to catacombs and larger networks of connected rooms below.

Lady Weaver's shop is well-kept, with many incredibly made padded jerkins and light armor on display. The store is set up so that the main entrance opens into a large display area. Along the back is a tall counter with chairs, several bolts of finished cloth standing upright along the back wall, and two doorways: an open one to the left and a sealed one to the right. Standing behind the counter is a young woman dressed in a simple frock with dark straight

hair tucked behind her ears. She asks if she can assist and, if needed, will move through an invisible door in the counter off to one side.





Should the PCs ask for the Lade Weaver, the young woman moves to the open door and talks quietly to someone before moving out of the way and letting the lady through.

Lady Weaver is tall at six feet, and foreboding, with a beaked nose, piercing green eyes and reddish hair pulled back in a tight bun. Her outfit is black but beautifully made if a large overskirt. She will answer any questions regarding the craftsmanship of her work and custom-made order-she really knows her stuff and is confident she can bring in an order overnight if the characters are will to pay through the nose. We're talking anywhere from 1 gold for gauntlets to 75 gold for an awesome set of padded body armor that is as strong as chain mail. If pressed, she comments that she and her assistance, Isha, work very well together and can work on the same garment with ease. Isha says little and does not make eye contact, but the PCs can read into the situation from their own perspective.

Checking around the back of the house, there is large back door that leads into the room the Lady Weaver came out of. Using measurements it is clear that the sealed door they saw would either lead into a closet before hitting the outside wall, or a staircase. Sneaking into the second floor reveals storage, Isha's bedroom and an empty room.

If the player characters wait for a few days to see what goes on, about once a week in the early dawn hours, Isha goes out and brings back a cow/bull, which she leads into the back door. Other than that, anything ordered by the player characters will be finished, packaged up and ready to go in the time they order it.

So, sooner or later the characters will simply have to sneak into the place and snoop around.

### What's the Answer?

Spiders. Lady Weaver is a half-demoness, Isha is her humanoid sister, and there are 10 basketball-sized spider sisters in the basement that contently weave all day. There is webbing lightly strewn throughout the store at night; Lady Weaver knows almost instantly when people sneak into her store. She actually has four additional legs and a bulbous thorax hiding under her bustle. Isha is human but will protect her sister and friends in the basement.

If the Player Characters Take out the Whole Web  
The sisters have thrown several snoops in the basement along with a lot of other things; if the characters pull this off they get rewarded by the rivals

and have a decent amount of wealth to go through, after removing the webbing. The finished cloth can be sold out through the markets and net another 100 gold or more.

### If the Players Negotiate

Technically, the spider demoness isn't doing anything wrong. There is no slave labor here and everyone is well-content. The Lady Weaver could be negotiated with to not cause any more trouble, although it won't be as much as what the rivals were offering. Lady Weaver is a bit annoyed with the rivals but will not say anything regarding what she plans to do with them. Figure she'll offer them 5 gold (about \$500). The player characters could accept the bribe and tell the rivals anyway but she will beat them to it and the player characters will walk in on the rival seamstresses and weavers being eaten by hundreds of small spiders. And the Lady Weaver hates being double-crossed....

### The Lady Weaver

**XP** 500 **CR** 1/2 **N** Medium Demon

**Senses** Darkvision 60ft., Tremorsense 60ft.  
**Perception** +4

**Init** +3

#### Defense

**AC** 14, touch 14, flatfooted 13 (+3 Dex, +1 natural)

**hp** 90 (12d8+3)

**Fort** +4 **Ref** +9 **Will** +4  
**Immune to mind affecting effects**

#### Offense

**Speed** 30ft (in dress 5 ft), climb 30 ft

**Melee** bite +2 (1d6+ poison)

#### Statistics

**Str** 11 **Dex** 17 **Con** 16 **Int** 17 **Wis** 12 **Cha** 10

**Base Atk** +2 **CMB** +2 **CMD** 15 (27 vs. trip)

**Skills:** Business, Craft (weaving) +16, Perception +4 (+8 in webs), Profession, Stealth +7

**Special Abilities:** Call Spider Swarm (swarm of hundreds of diminutive all with bite attack +2 (1d6 plus poison); Create Spider Minions (see below)