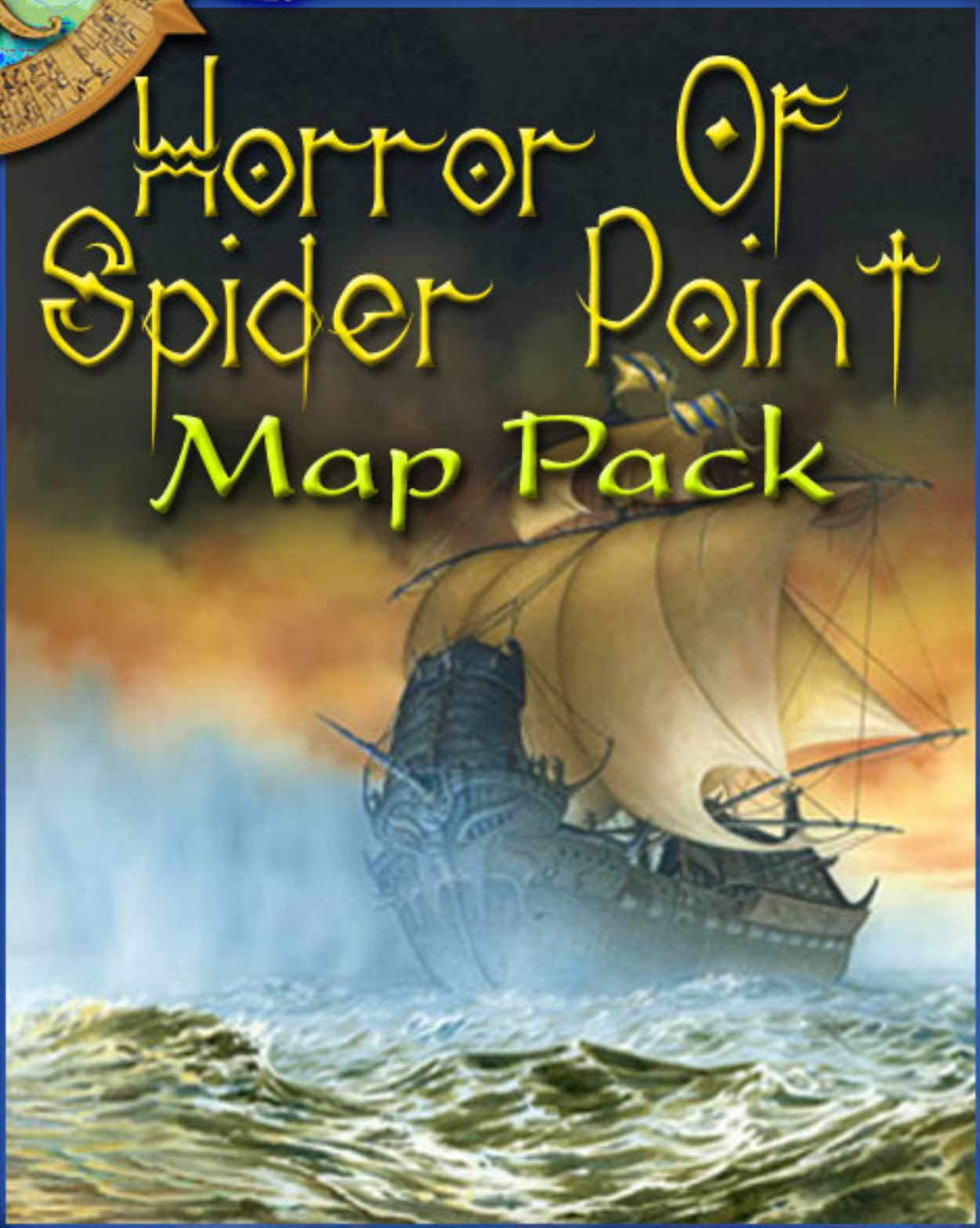
DRAGONSFOOT

DF6

Horror Of Spider Point

Map Pack



A Roleplay Resource

Compatible with 1st Edition Advanced Dungeons & Dragons

By Mark O'Reilly

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Horror of Spider Point

Map Pack

Additional Resources Pack

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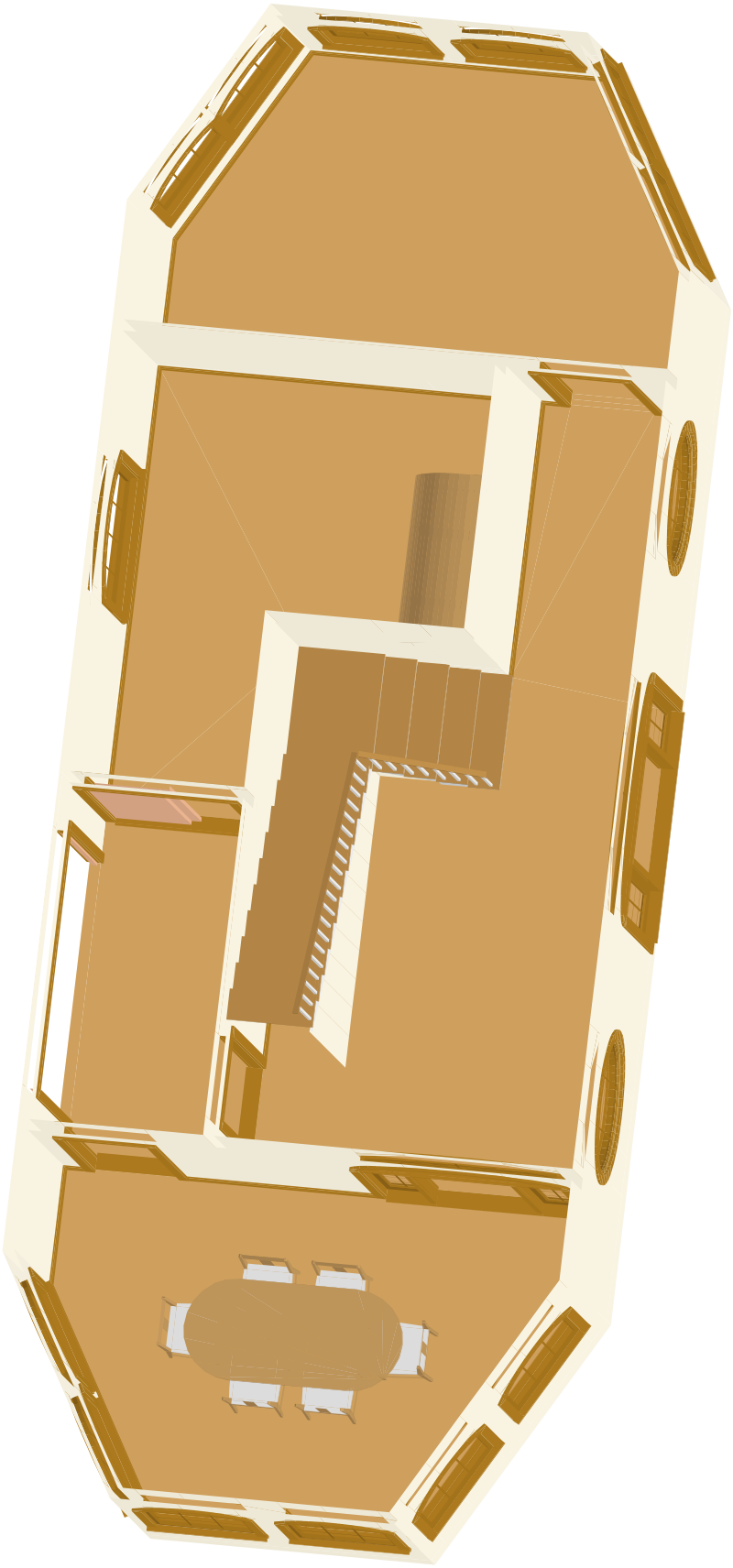
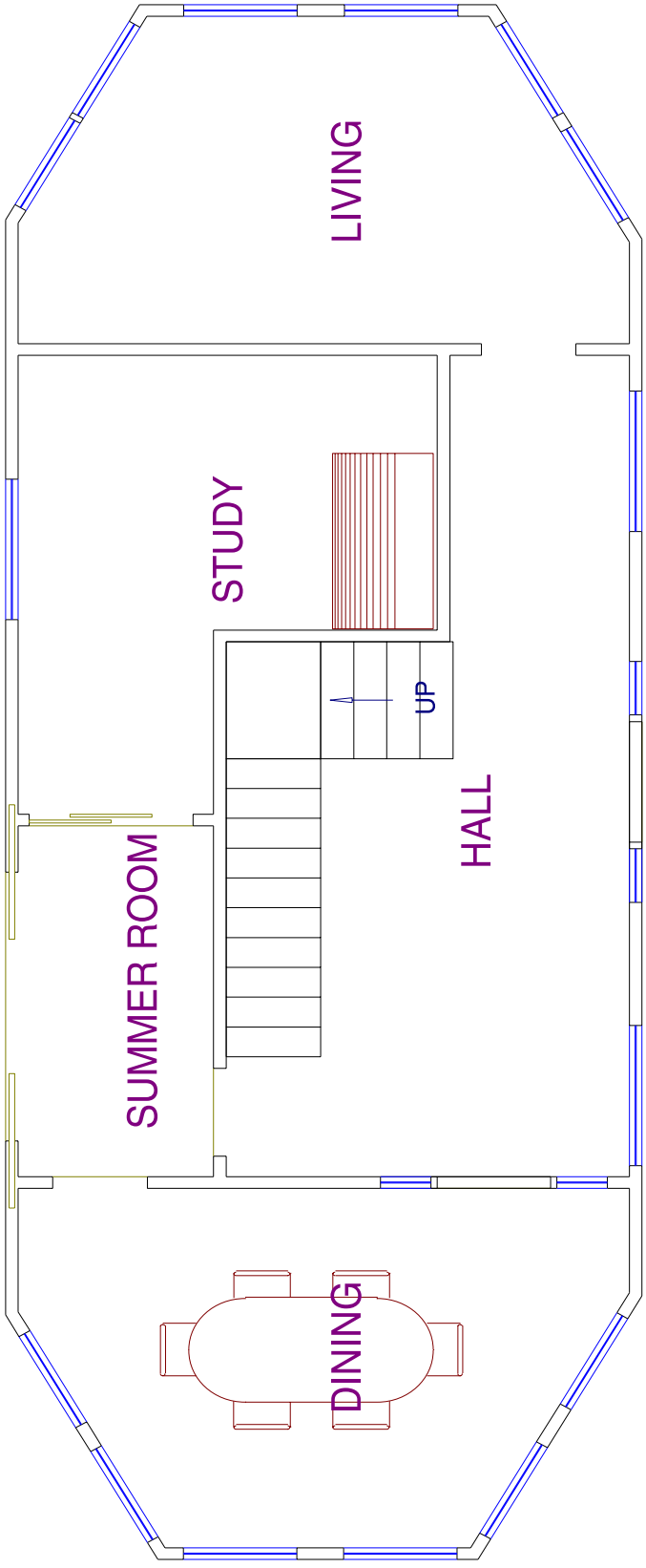
This module has been downloaded from www.dragonsfoot.org - The best in first & second edition AD&D.

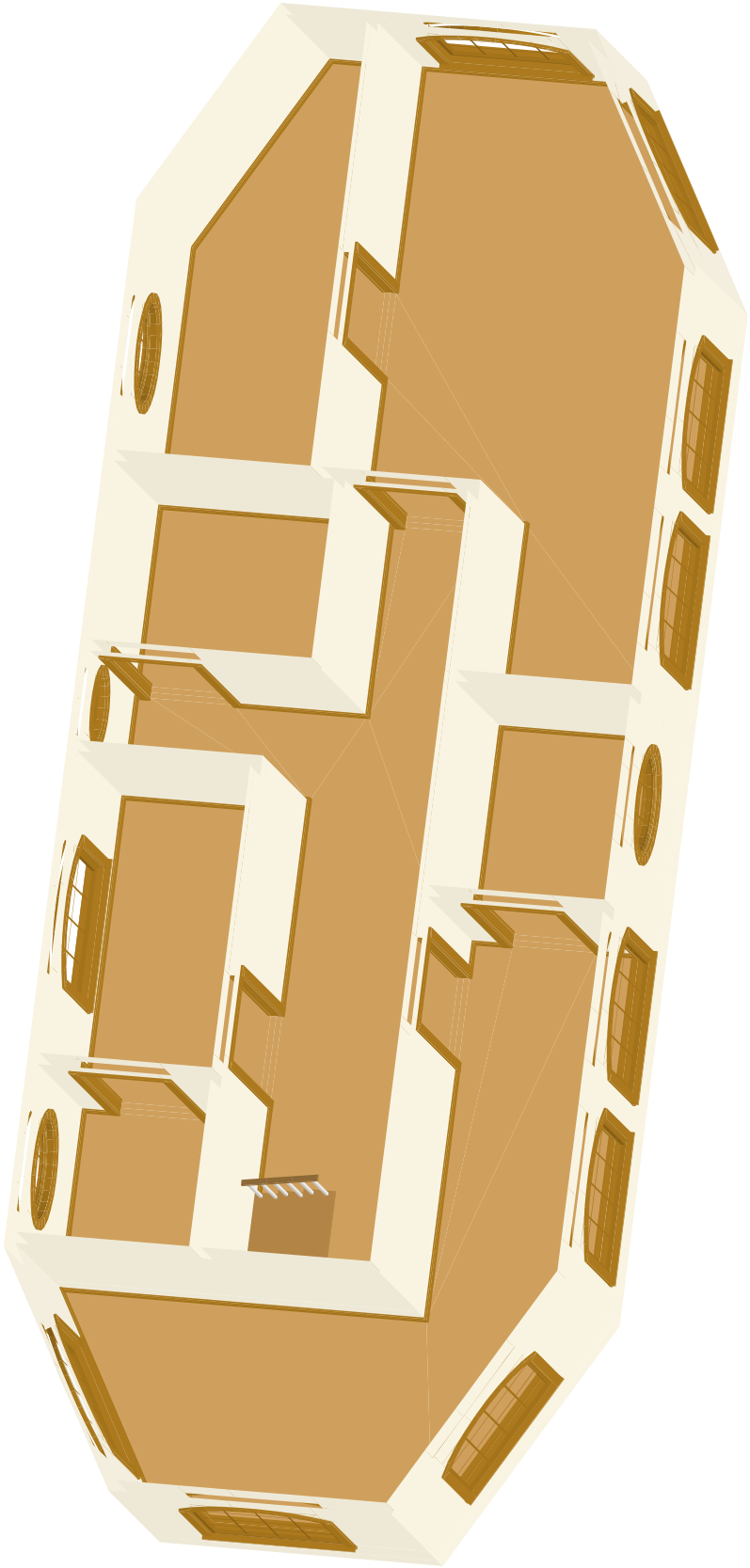
The House - First Floor - 3D View



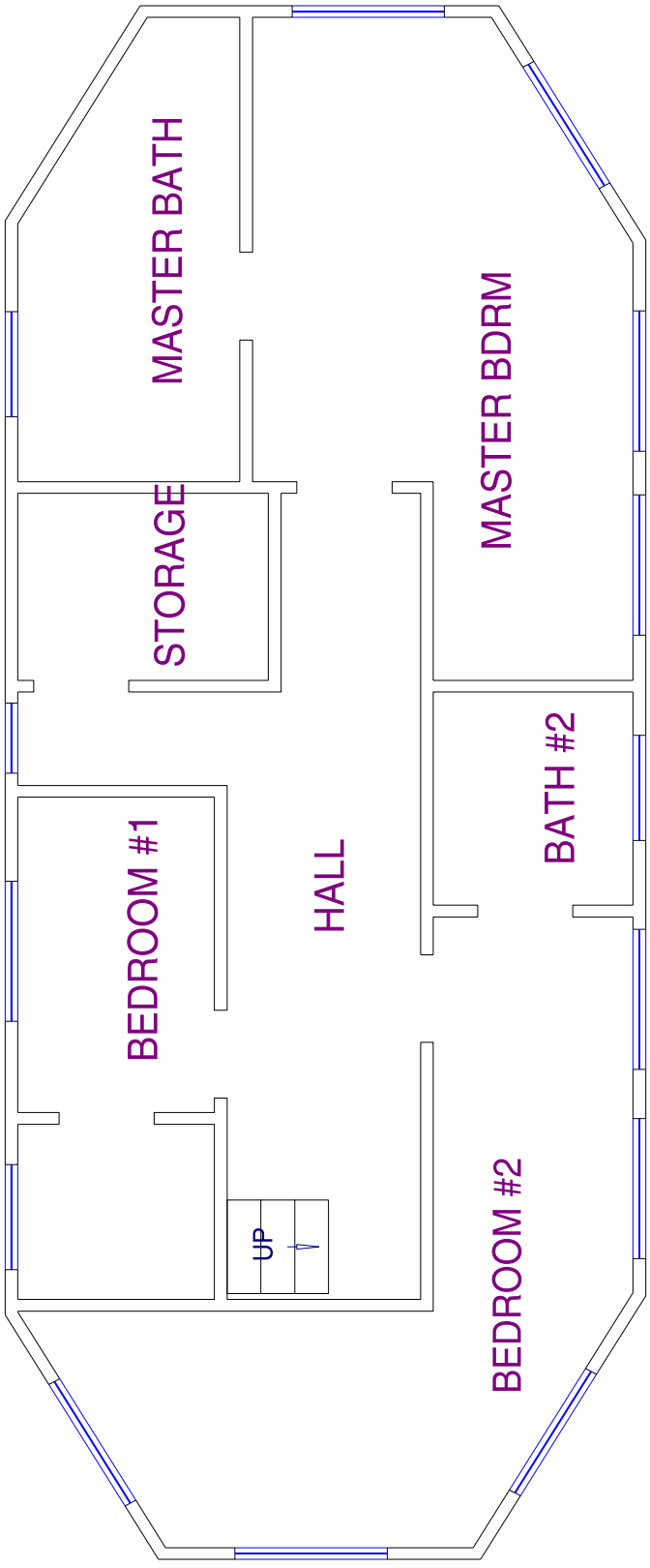
The House - First Floor - Plan View



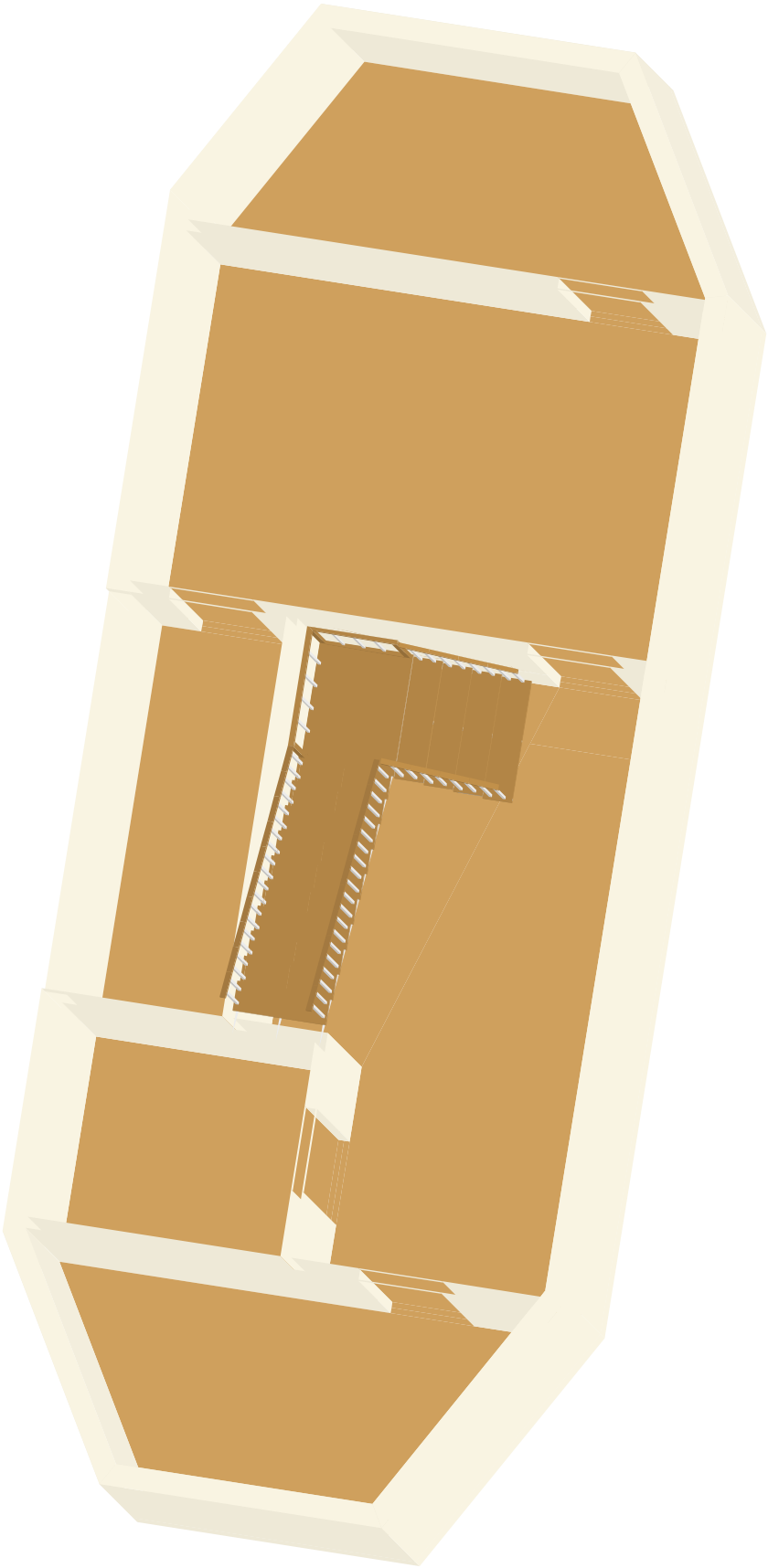
The House - Second Floor - 3D View



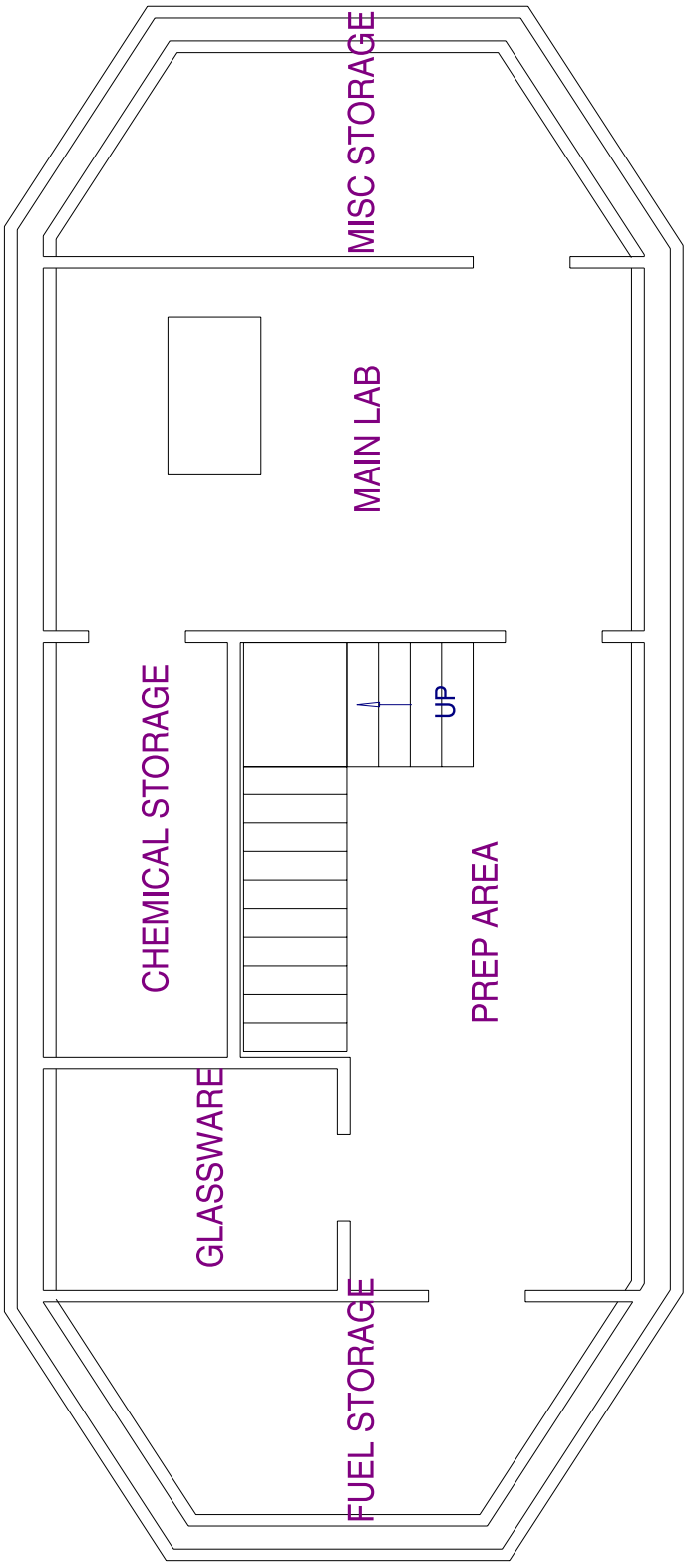
The House - Second Floor - Plan View



The House - Basement - 3D View



The House - Basement - Plan View



Handouts

To assist you, each page of the Journal has been placed on a single page.

Cut around the dashed line to remove handout from booklet.

To aid realism, the entry number is detailed at the top of the page. Do not inform the players about what journal entry number each page is as each journal entry would be found on an individual, and separate pages.

DRAGONSFOOT
Internet Village

Entry 1

The villagers have found out about my wife, they suspect that I have murdered Neina. I can feel the undercurrent of hate flowing under the unconvincing smiles I received this morning as I collected my lamp oil from the market.

Entry 2

It was that spell, how could it force Neina into such a deep state of sleep? I must try to resolve what has happened to my dear love. I need to concentrate my efforts on this most important setback.

Entry 3

I have just received a visitor from the town, probably the only member of this town that doesn't despise me. He warns me about a visit from the local justice that will happen in 3 nights time. He has been instructed to arrest myself for the 'murder' of my wife. This is something I cannot get involved in. There is a fair chance that I will be separated from Neina. I cannot even think of the effect on her poor soul. I will need to flee.

Entry 4

I have found a house that I can afford on an island off the coast of a town called syrus. The folk in the area seem very pleasant. They, of course, believe me to be single, as Neina will not be seen until her rising from her sleep. I have managed to escape the clutches of the townsfolk that wished to lynch me. But I have been very fortunate to find such a secluded part of this land to work.

Entry 5

The people here are most kind, offering fish and fine lobster whenever they travel back from their fishing trips every evening. I wave to them as they continue there voyage back to there loved ones. I must go back to mine.

Entry 6

Foggy tonight, I couldn't even see the coast, just the beacon that guides the fishermen home, back to safety. I hope that they get home soon. It can be dangerous when you don't know what's in front of you.

Entry 7

A very energetic storm raged around the skies. To night I had a strange visitor. He is called Dravis and he has promised to help me find a cure for Neinas situation. He wants me to help him with some 'research'. Already, with just his presence, Neina is a healthier colour. He will develop a cure for me, so long as I follow his instruction without questions. I agreed. May his cure work, and his instructions be honest and true. I would pray, but I have long lost my religion. I worship no goddess that allows Neina to be punished without reason.

Entry 8

Every night since the deal was made with Dravis there has been a fog covering the sea and land. It seems that with commands from Dravis this fog bank gets thicker and much more treacherous. Soon the villagers will have to light a beacon every night to guide the boats home.

Entry 9

My duties have been explained to me and I must say that my conscience is heavy at the moment. What Dravis asks me to do is barbaric, evil, twisted. But he promises me that Neina will be well soon and we can move away together. I must say that this thought of being with Neina at last does seem very attractive to me. I would do almost anything to bring Neina back. But this .... I have no choice in the matter. The deed will be done tomorrow night.

Entry 10

I have done as Dravis has told me. As the fog got thicker, I constructed a beacon at the end of the island, where sharp, spider like legs rise out of the ocean, ready to catch and devour any ship that wander into its grasp.
I lit the beacon and retreated to my lab, where I sat with my head in my hands. I sat and heard the screams and shouts for help of the fishermen who were drawn to the rocks. The screams quickly silenced.
I went outside, the fog had thinned greatly, but I could see no sign of the boats or boat debris. Dravis was standing next to the burning fire. He instructed me to visit Neina to check, I did and she looked much better. My disgust of my actions was soon wiped from my mind as for a brief moment Neina squeezed my hand, but then she slid away again.

Entry 11

So far at least four boats full of fishermen have been slaughtered on the rocks. The killing of these fishermen no longer bothers me. In fact to speed up the removal of these souls I help Dravis with the slaughter of the survivors that manage to crawl onto the island, with their hand out, crying for help.
Neina gets so close to awaking, but our efforts were obviously not enough. We must do better next time.

Entry 12

Dravis has come up with such a wonderful plan. At the memorial service for the last boatful of subjects that 'went missing' I heard that a passenger ship carrying at least 300 people will be navigating across this bay in a couple of months time. Dravis will cause a dense fog to descend on the bay, while I must work on a method of producing a strong light can be directed out to sea. I start work, I can't wait.

Entry 13

I feel such a fool. Such a bloody fool. I have worked hard on creating the powerful lamp to attract the passenger ship. It is complete.
I went to find Dravis, but I over-heard him talking to someone. He was addressing a disgusting scaled and barbed demon creature. He is obviously a messenger of the evil domain he inhabits. Dravis was telling him to pass the message to his master (the creature or Dravis I am not sure) that his (Dravis) tasks are almost complete. He also describes how he has gained the assistance of a pig headed mortal fool (me) that has been corrupted very well. I have been tricked. Dravis must die. I will start to make a plan to destroy this creature. I will pretend that I am still 'with him'.

Entry 14

I have created a disc in four parts; they must be put together while the first spell is cast. When each of the four parts has been joined together, the ring is active, ready for the second spell. Unfortunately, the second (and triggering) spell can only be started when direct line of sight with the creature is established. I hope that I have time to cast it.

Once the second spell is cast, then this nightmare will be over. If I could only make sure that Dravis is .....

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