

The Spider Cave

The mountain cave above Manschmied Farm. Where Screech Sagg was found. Where the Astral Plane pulled them through.

Overview

A cave system in the cliffs above Manschmied Farm, accessed by following spider tracks up the rock face. The party found it after leaving the ogre farm and noticed a concentration of spider activity leading upward. They climbed. The cave was not small.

Layout

- **Entrance area** — Cliff-face opening. Four spiders on guard at first approach. Party fought them.
- **Guardian column room** — Large chamber. Four broken stone columns, described as "once anchors for beings, now broken — the beings likely escaped." Later confirmed: Bubble Bomb repaired the columns; they became active.
- **Stone tower / gatehouse** — Locked structure inside the cave. Stone construction. Thievery DC 20 to open (Sneaky passed twice, roll 26 both times). Interior contents not fully documented.
- **Corridor system** — Upper corridor with stone walls, lower cave passages. Multiple locked doors (axe trap behind one — animated flying axe, fought and defeated).
- **Spider nests** — Lower left sections: heavy spider population throughout multiple sessions.

Enemies Encountered

The cave required multiple sessions to clear: Tarantulas, Spider Swarm, Dream Spiders, Pale Hunting Spiders, Joyous Hunting Spiders, Animated Axe (Softcore). Princess Crackling used fire breath extensively. The cave is the most combat-intensive location in the campaign record.

Key Events

- **Screech Sagg found here** — Cocooned in a corridor. Spiders had taken his boots. The party freed him. He joined the party. This was the 30.11.2024 Sandhausen session.
- **The Astral Plane pull** — During combat near the stone tower, the party was pulled into the Astral Plane one by one. Order: Sneaky Scorch first, then Princess Crackling, Rrrahah Bäähh, Bubble Bomb, Shvub-Mah, Screech Sagg last. They woke on a beach. The party reached Level 5 as a result.
- **Guardian columns repaired** — In a later session (addendum, no precise date), Bubble Bomb repaired the four broken columns. They activated. What exactly they anchor is not recorded.

Status

The cave's interior was not fully cleared when the party was pulled to the Astral Plane. On their return (via Nettlewood beach), they did not go back. The cave and whatever the active Guardian columns now hold is unresolved.

Location

Clifftop above [Manschmied Farm](#). Access via climbing. Spider tracks led upward from the farm area. Below the Devil's Platter region.

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