

SPIDERS!

Sample file



by Keith Nielsen

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Written by Keith Neilsen
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The party sits around the campfire, resting up from a hard day of questing and planning how they intend to handle their upcoming battle with the dragon. As someone reaches for another piece of wood to throw on the fire, the biggest spider they have ever seen scurries out of the hollow log. No big deal, right? After all, a party of hardened adventurers wouldn't be scared of a spider, right? Even if it is the size of a small rabbit.

Don't be so sure.

In game terms, the typical spider is not a real threat. The SRD attempts to make spiders more of a challenge by merely increasing their sizes. In a fantasy world, a spider the size of a horse would definitely be a challenge. But for those who want to use spiders in a more realistic way it just doesn't work. Spiders are not so much challenges in and of themselves, but complications to challenges. This product offers ideas on how spiders can impact even the most mundane activities and add a unique glitch to a party's plans. From arachnophobia to spider familiars, SPIDERS! offers a new perspective on this eight-legged critters.

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