

Larituron's Pit

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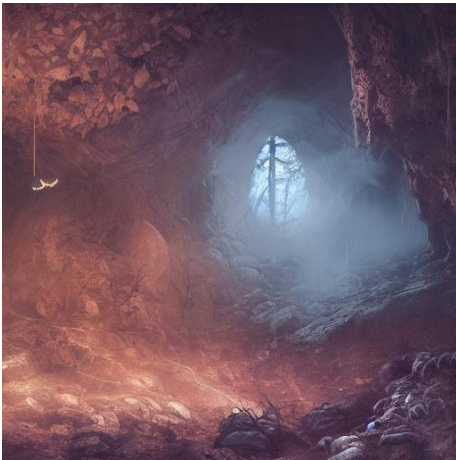
Introduction

A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 13 characters.

The party have just found the source of the raids on the Underdark settlements and cities and have found their way through the silken path to a large cavern.

A large central formation in the cavern looks to be made from calcified spun web that houses hundreds of innocent underdark residents who have been captured. But did the party get captured themselves? Will they free the captives or end their suffering and what happens when the ruler of this domain notices that her offerings have been taken? Those are the questions that we ask this adventure!

Deeper into the Lair Dragged away in silken bonds



The party were conscious throughout the entire ordeal. Their weapons and a few items were bound to their sides but their backpacks were left somewhere where they were captured. The ettercaps were ruthless ambushers and almost like a trained squad of assassins they had lunged forward and garrotted the party with a silken rope. A drider hung nearby and watched the ettercaps bind each of the party, but it looked down at them like they were subjects of interest rather than threats. Like its eyes

were not its own. Clearly the ambush and the illusionary spiders were part of a plan by a more powerful entity. One that was calling all the shots and pulling all the strings.

As they moved across the silken walkways the ettercaps hauled the party members one by one, dumping them on jagged rocks at the edge of one of the web-bridges. As the party lay there in the dark a rock or discarded blade jabbed into their side painfully, deep enough to hit armour and cut skin. But it also cuts at their web bindings.

A potential opportunity for an escape, a glimmer of hope but when was the right moment to use it. As the party member was then picked up and carried across the web bridge the cocoon came into better sight. Rows of people; drow, duergar, deep gnome (or svirfneblin), and some surface races were bound and lined up against what appeared to be giant cocoons suspended by webs throughout the cavern.

Each person was conscious, some were in pain and making noise but others were listless, barely holding onto whatever drove them to fight. But the party didn't have long to notice Viktira, Morali and Qistra all appeared before them lined up against the wall before they were unceremoniously discarded a few cocoons down from them.

A presence hung about them like the sensation of a thousand cicadas buzzing in a muggy evening, the presence was almost over bearing and a shape. A large mass of darkness given a monstrous form moved somewhere nearby. Something that dwarfed driders and made Ettercaps look like mice. The puppet master had revealed itself and it studied them for a moment before disappearing back into the voice beyond.

Avoiding the Ambush

The party looked down at the twitching bodies of the ettercaps and driders as they scraped off the webs from their Skin and gear. Luckily they had heard the creatures coming down the path around the same time that they realised that the spiders weren't real. But the wounds and pain that they had caused definitely were.

Leaving the pile of corpses they moved towards the entrance to the cavern. Something in here must

have sent the creatures to ambush them and orchestrated the phantasmic spiders to attack them. Something powerful. A Thrum of power could be felt coming from below much like at the Ice Spire and well of souls. Somewhere here they may find the answer to what Andrasa had investigated. A seal for a great calamity if what they have learnt so far was to be believed. But unlike the Spire where the giant defended a crumbling statue and the undead were drawn to the out of control Well of Souls. Here the energy was under control and it was growing, thriving in the dark.

Something was amiss here. A puppeteer worked the strings of fate and they were dangerously close to being caught in the web. But they could tell that the Pit of infinite darkness that lay at the bottom of the cavern was being fed energy, souls from the captives in the cocoons and they had to stop it by any means.

The cavern before them was still impossibly dark but they could make out what was near them. Bridges made from webs led to cocoons where the captives were calling from. They had seen some of the spiders using them and they were certain they had seen something larger, bigger lurking around these platforms. Moving forward they looked at how they could make it across and after a tense moment the web-bridges were proven to support their weight, at least for now.

As they scouted the bases of the giant cocoon-like structures they found human sized cocoons stuck to the base and familiar faces of the drow, duergar and svirfneblin, deep gnomes, staring back at them. Some of the captives were alert and pleaded to be let out but some were not so. Some were barely holding on to consciousness and upon further inspection, barely holding onto life. Something was draining their life essence here and as they moved across the captives the familiar faces of Vikтира, Morali and Qistra all appeared. Vikтира was barely conscious and she looked gaunt however Morali and Qistra had a lot of fight left in them.

Something moved in the dark. A presence like a thousand silent bats moving through the cavern in a swarm. Something that made the vampire form the carrion swamp feel like a stubborn teenager stomping its foot in impatience. This was ancient

and dark and without a doubt – the one pulling the strings and the caller of the shots here. But it watched and waited. A presence that dwarfed what they had faced so far hovered just outside of their vision, something made of smoke and shadow itself.

NPC's:

- Qistra Melarn
- Morali O'Lorun
- Ummel Melarn
- Vikтира Bronlock
- Many More

Encounter: The prisoners

Creature: Random Ettercaps, Phantasm Spiders
Map - N/A

The party has a few choices here once they escape the webs. They can either free the captives or put them out of their misery. As long as Vikтира, Qistra, Morali and Ummel survive then the rest 'are expendable'.

There should be Ettercap guards here and there but the party can either fight their way out or try a more tactical approach. That decision should be up to the party though.

Regardless if they euthanize or free the captives the story will progress (depending on if your party leans more towards evil or good aligned).

Confrontation

The Lord of the Pit

The party had moved on from where they first stepped foot onto the monolithic cocoons to explore further and handle more captives, very aware of the thing that lurked in the shadows. Moving silently and quickly as possible they were abruptly stopped by a shriek of unbridled rage. The echoes of fury resounded around the cavern and caused several cocoons with listless captives, and some not-so listless, to become dislodged and roll over the edge and into the darkness of the pit below.

The sound of something large moving through the cavern is the only thing more terrifying than the cries of fury and rage, that and the sound of a thousand legs on the move below them. While the party watched for the skulking foe they moved from

cocoon to cocoon completing the task at hand. As they freed one of the captives that were too far gone they felt a spark of power cross down their arms as the captive died at their feet. The spark of power, the energy that came from the contact of these ritual-bound souls revitalised them, making them feel as if they had been at rest for hours.

The magic user in the party felt a greater surge of power and they gained a greater control over the weave around them. The power surging from the cocoons and downwards into a pit of complete darkness was becoming to be visible with the more people they touched and the further they were in the process of the ritual the greater the surge of energy and power the party encountered. Silver strands of energy, of life force flowed into the pit and when the party came into contact with it they felt their own powers restored.

However, it was with a sickening realisation that they were absorbing the spiritual energy of those who were being treated like a power-food source. Like vessels for energy and every time they came in contact with this thread of power they were now supping from the cup – the same way that the creature in the cavern was.

The cocoon that they were standing on shuddered as something large moved across it. The sound of frantic breathing and rage came from all around them as a giant shape reared up in front of them.

“Found you little insects. The Master has bid that I end your life instead of feeding your power to him. I was going to make it quick but you have undone so much of my work. Those captives were mine to feed from and so now your death will be anything but quick. You will wish you never stumbled into my webs”.

NPC's:

- Larituron

Encounter: Confronting Larituron

Creature: 1 of Larituron, several Phantasm Spiders

Map - 345ThSoOTWe

A huge figure that looked to be a twisted drider crept before them. The top half could have been

described as beautiful if it wasn't for the random fleshy growths, and spider-like flesh that covered the rest of the mostly female-like appearance. A set of six eyes glowed as it stared at the party, one of which glowed a bright blue in sharp contrast with the gloom of the cavern.

As its many legs carried her easily 20 feet wide body form across the stone-like calcified webs her arms ended with three fingered hands that ended in sharp sword-like claws.

Larituron should act like the ambush predator she is. Making full use of her Enthrall and web spray ability. Starting off she calls her phantom spiders to her side to help keep the party occupied then she would attack with hit and run tactics, using web spray to bind opponents then stamping on them with her legs before moving with scuttle and shift to a better position. This movement would normally be over the edge of the platform then appearing on another ledge when she can next move (her turn)

She would prioritise lair actions in the order of summon spiders, knock prone then deal damage.

The Deep Dark

The aftermath of Larituron

The creature known as Larituron lay dead on the altar and the energy that was pulsing towards the Deep Dark, a binding ritual and portal to a pocket dimension, had vanished. The death of the fiend had caused the channelling of energy to beyond the portal was cut short of its endless cycle. But the choice of what to do lay with the party now as the fiendish creature had revealed that her master was beyond the portal and it was nearly at full strength. The cavern had gone silent once the death of Larituron with the spiders, remaining ettercaps and driders fled into the tunnels after the fiends' compulsion ended. The remaining captives in the cocoons were slowly dealt with and soon the party were left alone with the body of the fiend and a decision to be made.

The party managed to rest for the first time in what felt like days, eating from the supplies they had found and brought with them when leaving Kalehrul. The threat of something more powerful than the fiend that had to be bound by a powerful

mage and heroes from a distant age was not something they had planned for. The alternative, the promise loomed that the fiends master it was nearly strong enough to break through its bindings. If the tidings from the Ice Spire and Well of Souls beginning to fail, or having failed was anything to go by then it was only a matter of time before the creature broke through. The question remained, was the better idea to confront it beyond the Deep Dark or wait for it to appear in the material plane?

As the party watched the slow exodus of the cavern they noticed a few stayed back and watched the party nervously. The Melarn sisters, Morali and Vikтира had survived through it all and were walking over to the party.

Their faces were rife with nerves but that was probably due to the battle with the giant fiend, the capture and then life-draining that they had just witnessed and gone through. "So, you never mentioned that you were this powerful before. Do you mind if we stick near you for a bit? I figure it's probably safer by your side for the time being." Morali asked, with the Melarn sisters nodding in agreement, somewhat reluctantly.

The party looked into the small fire they had made and the many, many pyres that they had to burn some of the corpses that had remained after the fight. The survivors of the cocoons had nearly all left now as some had stayed behind to help move some of the bodies out of the calcified web and towards one of the cities.

Talking to Qistra and Morali the city of Duraegis was directly above them and a few tunnels lead up and out of this room. They had been told from some of the survivors that they had been taken directly from the city and down into the Deep Dark. But as the party listened to the sisters and the young Lolth priestess they couldn't help but notice another set of figures moving through the droves of people leaving. A bright torch moving into the pit itself, crossing the web-bridges and making their way to themselves.

The Drow with them, and Vikтира noticed and started to watch with interest as two cloaked

humans appeared next to them. "When we first met I couldn't imagine what you have been through," a familiar voice said as Lucille Bendercuff and Alex Portand pulled back their hoods. "We visited the Ice Spire, well what little remains of it. There wasn't much apart from the remains of a dead giant in a ruined building. But my scout let us know that you had been seen moving towards Ferklend and the well of souls." she paused as she sat down and pulled out a map.

"We found a man named Rike who told us all about you. He said that you had saved the town from the undead and then headed off into the swamp to stop a catastrophe. And we found a bunch of rotting corpses and ruins." Lucile paused as she revealed the parchment she held. "We deciphered the runes and each of these places form some kind of seal. Two of them have failed completely but this one," she nodded towards the Dark pit at the centre of the ritual circles, "looks to be fine. The issue we have now is that it's now just a matter of when, not if the creature can come through this 'Deep Dark' as it acts like a portal. I theorise it may be able to be sealed from the inside permanently based on some other books and scrolls I read from Andrasa."

The party looked between the scribbles in common, the still slightly thrumming portal to another dimension where some fiendish master was contained and the notes around the ritual's failure and how to prevent it. Other notes theorised what the creature could be but most of them settled on a greater fiend or some nature. Something that was powerful enough to warrant the greatest sorcerer of these lands and a group of heroes from a bygone age's combined strength to best.

More questions came up unbidden but conclusive answers were few. The matter of the Portal, the ritual and how to deal with the creature remained a decision for the party.

NPC's:

- Qistra Melarn
- Morali O'Lorun
- Ummel Melarn
- Vikтира Bronlock
- Alex Portand
- Lucille Bendercuff

Encounter: True Colours

Creature: Alex Portland

Map - 346ThCaItPi

The encounter here is optional and dependant on player involvement and a few **IF's**.

The first "IF" is easy. The party decide to confront the creature beyond the veil and both Vikтира and Lucile have theories on how to get beyond the portal, the deep dark. If they do then there is no confrontation but there are some concerns shed by Morali and the Melarn sisters who try and talk them out of it.

The second option(s) are less evident.

1. The party wake up after a very restful rest feeling revitalised to realise that Alex is sitting there sharpening his short sword and waiting for them to wake up. Vikтира, Morali, Qistra and Umnal are bound and gagged nearby but Lucile is nowhere to be seen. Alex explains that this was the only way that Lucile had worked out a way to stop the creature from coming through the portal.

But Vikтира protests and either when she is ungagged, or she wriggles free she explains that she had heard a voice guiding her here since the swamp. Telling her to do things that led to the collapse of the well of souls as well as to her capture and 'safe delivery' to this place. She had realised too late what it was and through force of will, during the parties battle with the fiend something triggered and she realised what it was. The fiend wanted her to come through the portal, to be a host for the creature and to set it free.

She felt the same presence from Lucile as she bound her and walked towards the deep dark. She believes Lucile is being used by the creature and that she will free it willingly or otherwise.

2. The alternative is that the party interrupts the above and Lucile is used as a channel for the creature beyond the veil. The deep dark's seal will break in less than a lunar cycle at which point the creature will be free. The creature is

actually bluffing here (a successful insight vs deception contest will reveal this). It is currently weakening the bonds and will be out within a few minutes now that it has a vessel nearby that is under its full influence. Lucile carries several magical items on her and a few of them are for her protection, spells stored in items that will provide her a sanctuary. If the ruse is seen through the creature will use the items to create a transparent force field and a powerful sanctuary effect. People would need to pass a wisdom saving throw to break the compulsion to not attack the forcefield or Lucile and then they would need to get through it (Leomund's tiny hut).

She will then start channelling a ritual and the creature will start to manifest within the centre of the ritual - but only partially - this is where the party needs to defeat a weakened creature as it is split between planes.

To get to either of these points you, the DM, will need to assess the party's plan and see what is the likely outcome of these. This helps drive to the final story component, next adventure, so it ties in quite heavily with the story there.

Alex is a very easy encounter but it's all story based here and you could easily ignore the combat - The players are very strong by this point.

Lore & NPCs

Larituron (Lore)

The creature marvelled at its minions ability to siphon souls to it through the binding that the witch Andrasa had placed upon it. The energy that was coming through was enough to sate its appetite and help regain its strength. Being tracked in a pocket dimension wasn't such a big deal for a being of kind. But the binding, the three separate places of power that were guarded by champion, civilization and location had bound its power.

But with the fall of the giant, the betrayer, the gradual destruction of the well of souls (aided by a vampire that was foolish enough to believe it could control the necromantic energies) and now, its servant siphoning energies through the deep dark...

The time of the creature's emergence was nearly here. However, these adventurers have proven difficult to manipulate and they keep showing up. The first instance they helped with the frozen seal, in a way. At the jungle they nearly stopped its plan, but it was too far gone. But here they may actually stop it.

It was not powerful enough to push through and be in a state to fight. No he needed more time and more souls. His servant had better kill these adventurers before it was too late, or they could ruin everything.

The creature in the darkness stirred as thoughts, projections from beyond the veil came to her. As she hung from the webs and ceiling she looked over the cocoons that she had provided to the deep dark as an offering. Satisfied that her servants had captured the intruders and had dealt with them she had left them alone for some time now.

But the voice, her master, came crashing like a cacophony of sound through her mind as the urgency in killing them turned from a suggestion to a demand. It was useless arguing with her master, it was too powerful and despite her own strength she learnt a millennia ago that to go against the one that watches was something not done, or possible.

Moving slowly through the cavern she measured the souls she had provided, a talent she had and she lamented. The interlopers were strong enough to count for several souls and their death would not feet through to the deep dark and onto where her master was. She would need to raid another town to get enough energy to sate her master's demands and needs. Whatever... The hunt and the planning was exciting to her and watching her brood do her bidding was fine. Her master would have to wait longer but that was something she was fine with.

Besides, she needed to get more servants after these adventurers had killed so many.



The fiend known as Larituron is the mistress of the deep dark. She serves the creature that the mage Andrasa bound using three points and has grown to some considerable strength since escaping the purge of the mage and the heroes that aided her in the final conflict that bound her master. Working diligently to build up her own strength and to siphon energy to her master she has claimed the deep dark, and some of its denizens, her own.

She fights in hit-and-run tactics (comical for a creature as big as this) and looks like a huge, fiendish drider. Thick chitinous plates cover her body and she uses her sharp legs to impale prey if they get too close.

She has called the cavern where she lives in home for centuries and knows how to read its latent magical properties as well as use what she has constructed here to her advantage.

Prescience beyond The Deep Dark (Lore)

Larituron had been defeated and the flow of energy had ceased. What's worse is that the fiend had borrowed some energy from the creature to corrupt and use the ritual the witch Andrasa had used to bind it in the pocket

dimension. Upon the fiends death that energy was lost forever and as the ritual to siphon souls to it was ceased, permanently now, the creature was nowhere near strong enough to emerge itself, yet.

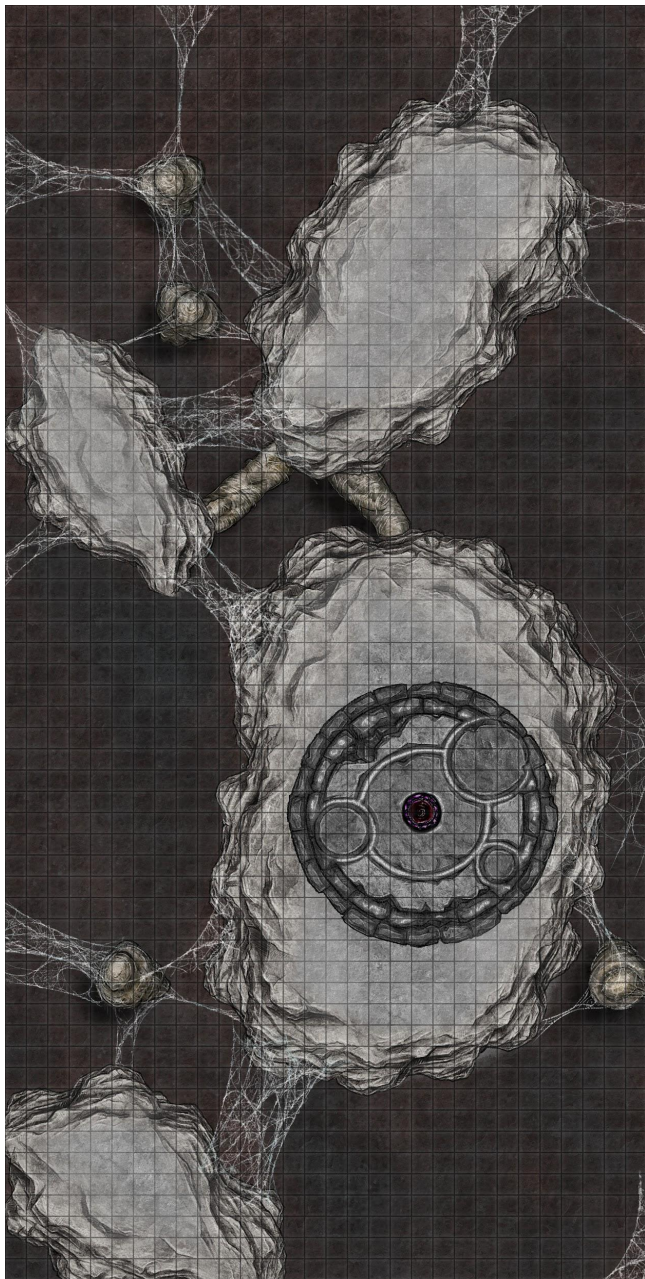
However the adventurers who had defeated Larituron still stayed close to the Deep Dark. They had proven themselves capable enough and their essence, if consumed, would be enough to break out of the pocket it was contained within. But, the creature hesitated on that thought, that would mean confronting

these adventurers and that was something it didn't like the odds of. Well, perhaps a fair fight would be one sided in their favour but it was rare when there was a fair fight.

The creature had one or two more agents at play and eventually it would find a way out, but it needed these adventurers dead. Calling in a deal the creature expended some of its precious energy to reach out to the mind of one that had been foolish enough to barter with it. Soon the mortal would find out what it truly means to sign a deal with a devil.

Maps

345ThSoOTWe



Monsters

Adventure Encounters

Larituron

LARITURON

Huge Fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	14 (+2)	14 (+2)	20 (+5)

Saving Throws Dex +7, Con +10, Wis +7, Cha +10

Skills Insight +12, Perception +12, Stealth +7

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities acid, fire, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., truesight 120 ft., passive Perception 22

Languages Common, Infernal, telepathy 120 ft.

Challenge 13 (10,000 XP)

Mistress of the Webs. Larituron knows exactly where creatures are while touching her webs. She has advantage on attack rolls for creatures who are in contact with her webs.

Magic Resistance. Larituron has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Larituron makes three attacks, only one can be from her bite.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage plus 13 (3d8) poison damage, and the target must succeed on a DC14 Constitution saving throw or be poisoned.

Eight legs. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Enthrall. Larituron can select a creature she can see within 30 feet of it must succeed on a DC 18 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys Larituron's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

Larituron can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

LEGENDARY ACTIONS

Larituron can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Larituron regains spent legendary actions at the start of its turn.

Stamp out. Larituron can make an attack with her eight legs against one target within range.

Scuttle and shift. Larituron can disengage and move up to her move/climb speed.

Web Spray. Larituron can create webs (as per the web spell) without casting the spell or using material or verbal components.

LAIR ACTIONS

When fighting inside its lair, Larituron can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), Larituron can take one lair action to cause one of the following effects:

- Larituron summons 2d4 phantasm spiders that act on initiative 20 that start 60 feet below the centre platform.
- All creatures on top of one of the platforms in Larituron's lair must make a DC 15 Dexterity saving throw. On a failed save they fall prone and are pushed 5 feet towards the nearest edge of the platform.
- Creatures within a 30ft radius of a point of origin that Larituron determines must make a DC 16 constitution saving throw or suffer 13 (3d8) negative damage. In addition on a failed save its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Larituron can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

Phantasm Spiders

PHANTASM SPIDER

Medium Beast, unaligned

Armor Class 13

Hit Points 5 (1d8 + 1)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

Skills Perception +3, Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages —

Challenge 0 (10 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

Alex Portand

ALEX PORTAND

Medium humanoid (Human), Neutral

Armor Class 16 (chain shirt, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	13 (+1)	11 (+0)	10 (+0)

Skills Athletics +4, Insight +2, Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/4 (50 XP)

ACTIONS

Short Sword. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Random Encounters

Ettercap

ETTERCAP

Medium Monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Spider Climb. The ettercap can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the ettercap knows the exact location of any other creature in contact with the same web.

Web Walker. The ettercap ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The ettercap makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Web (Recharge 5-6). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage and immunity to bludgeoning, poison, and psychic damage.

Variant: Web Garrote. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Medium or Small creature against which the ettercap has advantage on the attack roll. *Hit:* 4 (1d4 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the target can't breathe, and the ettercap has advantage on attack rolls against it.