

Crawl

**A Living City Adventure for Characters Who Don't Mind an
Occasional Dungeon Crawl**

by Jean and Bruce Rabe

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Tier Structure

Add the levels of the PCs to determine which tier they are on. Tiered events and foes are marked throughout the text.

Tier 1:	Total levels 4-13
Tier 2:	Total levels 14-25
Tier 3:	Total levels 26-37
Tier 4:	Total levels 38-56
Tier 5:	Total levels 57+

Crawl consists of 14 pages, two player handouts, DM's maps, treasure certificates, and the Living City campaign background information.

DM's Background

Tromor Zem, a greedy wizard with more ambition than magical ability, had a hobby of researching local ruins in the hopes of finding great arcane treasures. He recently learned of a long-abandoned temple to Lloth buried near the trail to Mossbridges. Fearing that something deadly might still lurk inside, or that the place was guarded with traps and wards, Tromor decided to have a local group of adventurers search the

place for him. He does not intend to hire them, merely to *use* them. He will lure them to the temple with an old map, that he will have sold to them by a Ravens Bluff beggar. Then he will wait outside the temple.

If the adventurers do not come out, he intends to try the ruse again with a more powerful group.

If the adventurers come out injured, he intends to pounce on them and take any treasure they recovered.

If they come out looking strong and healthy and laden with treasure, Tromor intends to hire a thief to steal what goods they might have found (this is for a future adventure).

Read the following after the players have selected which characters they intend to take on the adventure.

On Your Own

Ah, another day in Ravens Bluff. No city officials have hired you to rescue an important person. No temple priests have summoned you to avert disaster to the realm. No war rages outside the city gates. No undead creatures have risen from the harbor.

So . . . you have the day to yourselves, and you have decided to spend it searching for a handful of kobolds said to be pestering merchants entering the city.

Normally, you would leave such a task to fledgling adventurers. Fighting kobolds won't even cause you to work up a sweat. However, there are no other prospects facing you. And you have decided to skip out the gates before any city officials, temple priests, undead, or warlords interfere with your day.

Tell the players to select spells for their characters and to indicate what magical items from their hordes they are toting with them. When they are ready, read the following:

You stroll through tent town and head down the road that will take you north of Ravens Bluff. All around you merchants hawk their wares, children play, and beggars work the crowd. Nearby, a tatteredly-dressed man shakes his head at a pair of young men in chain mail. He mutters something, then heads your way.

"You look like the type. Armor you've got on, and weapons. Heroes! Off to rescue some princess are you? Well, if you're not, I've got just the thing. Interested?"

The PCs should be interested, as they'll never find the pesky band of kobolds. If they don't act interested, the man, Enyar, persists until at least one of them pays attention.

“Found this map. Know it’s worth something. Tried to sell it to those two over there, but they wouldn’t meet my price. Treasure maps are valuable, I know. I want a hundred gold pieces. Won’t take a copper less.”

Enyar will settle on thirty if the PCs haggle. He’s very poor, and even a handful of gold pieces will feed and clothe him for a year. Enyar is a beggar, nothing more and nothing sinister. He simply was charmed by Tromor into thinking he found the map and that he wants to sell it to adventurers.

* If the PCs ask to see the map, he charges them five gold pieces for just looking. It looks and feels old.

* If they purchase the map, hand the PC who forked over the money **Player Handout #1**. The map looks genuine.

* If they cast *know alignment*, they learn he is Chaotic Good. Indeed, his demeanor is quite pleasant.

* *Detect lie or rings of truth* reveal that he is telling the truth. He is certain he found the treasure map.

If the PCs cast *detect charm on him*, Enyar registers as charmed. However, he has no recollection of being charmed. The PCs cannot find Tromor through this method. The wizard is watching Enyar from a safe distance.

* If the PCs have some nifty magical item or ability or spell that allows them to see beyond all of this and find Tromor Zem, turn to the end of the module for his stats. He knows the PCs are tougher than he is, and he will confess to his scheme. He’s not truly evil. He’s really only guilty of casting a *charm person* on a beggar, and he won’t serve much time for that offense (some of the PCs have charmed people in the city often enough). It is likely the PCs will pursue the temple map anyway, as the map is legitimate, and it beats going after kobolds they won’t be able to find.

* If the PCs take the map to any city official, high-ranking priest, or guildmaster, they’ll be asked to check out the ruins.

PCs who attack and/or kill the beggar will be arrested and thrown in the Golden Ball for two years of game time. Their characters cannot continue the adventure.

Enyar: AL CG; AC 10; MV 12; HD 1; hp 5; THAC0 20; #AT 1; Dmg 1 (fist); SA Begging; SD Sad eyes; MR Nil; S M (5’9” tall); ML 17

He carries a pocketful of shiny pebbles and 14 copper pieces that he managed to beg today.

Toward the Temple

The parchment the map is scrawled on is old, and some of the landmarks have faded with the years. You found no trace of a carved willow icon in the shape of a large-headed man. And the druid’s marker is nowhere to be seen. However, you’ve managed to follow the map well enough.

The trail to the “Old Mossbridge Farmstead,” which must now be the village of Mossbridges, is clear.

So if this old map is legitimate, you must be very near to the Temple to the Dark One. Now it’s just a matter of finding the triangular-shaped stone and finding a way inside.

Determine what the PCs are doing to find the stone. The following will work:

- Spending one hour searching.
- Speaking with animals and describing a triangular slab.
- Speaking with plants: the trees in the area know that a patch of greenbrehlet moss has settled nicely over part of a three-pointed flat stone.
- Casting *detect magic*: the slab radiates magic.
- Casting *detect traps*: the slab registers as being magically trapped.

When the PCs locate the stone, describe the following, and determine what they are doing.

The edges are worn with age, but you can still make out the slab’s roughy triangular shapes. There are words written on the slab, and there is a symbol.

Give the PCs the next player handout and allow them to puzzle over it for a few minutes.

PCs who can read Common can decipher the main symbol as a Harper’s mark meaning Dangerous Place. This symbol is not as old as the writing.

The older message is written in Espruar, or the moon elf alphabet. The alphabet appears in the Forgotten Realms’ boxed set. Any PC who can read Elvish has a chance to decipher this message. He or she must roll against the language proficiency with a -2 penalty. Thieves with the read languages ability also have a chance to read the message.

It reads:

Below lies the dark goddess’ temple. Vacant--we sought too much power.

The slab is trapped with a magical glyph. Moving the slab releases a spell effect that temporarily blinds all those within 10 feet of the slab--save drow. Non-drow PCs caught in the effect can save versus spells at a -4 penalty to avoid the blindness. Those PCs who fail the saving throw are blind for the equivalent of 10 rounds.

When the temple was in operation, the glyph blinded trespassers, giving the priests below time to come up and capture the intruders.

The glyph can be neutralized for 10 rounds by a *dispel magic* spell.

When the slab is moved, read the following:

Into the Temple

You move the old slab and peer down into darkness. At the edge of your vision, you spy what looks like the remains of a rickety ladder. The years rotted away the twine that held the rungs together.

It's about a 60-foot drop, so the PCs will have to lower themselves down magically or with rope. It will take more than one 50-foot length of rope to handle the job. Make climbing checks for all PCs, adding +10% of they use ropes, as per the Dungeon Master Guide. Failure means the PC climbing down falls and suffers 3d6 points of damage. Be careful not to kill low-level characters who haven't even had a chance to get in the dungeon yet.

Room 1: Strands and Such

Beyond is a shadowy chamber that once served some foul purpose. Twin slabs of stone sit in the center of the room, the shackles affixed to them rusted and long unused.

The place smells musty and dank, and the strands of dirty cobwebs that hang from the ceiling high overhead are dotted with the husks of dead insects.

You can't make out all the details of the room, as the place is so dark. However, you spy some cobweb-covered shelves, and at the edge of your vision is a wooden door that looks to hang slightly off its hinges.

As you move in farther to investigate, you hear the flap of wings. Bats perhaps?

The room the PCs enter is large--roughly 40' square. It is shadowy-dark, almost unnaturally so, do to some miscast *darkness* spells that are now a permanent part of this place. Infravision will not help, as the walls, floor, and occupants are roughly the same temperature.

Torches, however, will shed some light, though at no point will it be enough to show the entire room or

the ceiling high above. The flickering light should only cause the shadows to dance and make the place seem even creepier.

This chamber is occupied by webbirds, heinous creatures trapped here decades ago by priests who intended to use them for spell components.

The webbirds which survived the priests' experiments have adapted well to the dismal surroundings and have multiplied. They attack when the PCs reach the center of the room, diving on them from all sides. The webbirds gain a +2 bonus to surprise the characters.

The following describes the basics of the creatures, regardless of party tier:

Webbirds are more arachnid than avian. They have two wings, two lower legs for perching, and two smaller hooked appendages for grasping. In addition, they have whip-like tails. The creatures are black, except on the underside where their bright green eyes shine.

Though webbirds normally fear fire, these are practically drawn to it, as it represents the only light they have seen in a long time. The webbirds attack by emitting a strand of webbing from their tails. This sticky strand is 1d6+6 feet long and is strong--able to immobilize even human-sized creatures.

A victim struck by a strand of web must make a successful saving throw vs. paralysis or become entangled and immobilized. For every three webbirds attacking a single target, that target's saving throw is reduced by one. For example, if six webbirds attack a fighter, that fighter suffers a -2 penalty to his saving throw. The entrapping web strands last for 1d4+4 rounds, though a being with a Strength of 18 or greater can break free in one round.

The webs are immune to fire. However, alcoholic liquid will destroy the webs in one round. Entrapped creatures cannot attack or cast spells, and they lose all Dexterity bonuses to Armor Class.

After a victim has been immobilized, the webbirds will land and begin feasting and laying eggs. For the purposes of this tournament, any victim who has been injected with eggs will suffer 1d10 points of damage and will incur a -2 attack penalty for the remainder of the tournament unless a *cure disease* spell is cast on him.

Tier 1: If the PCs' levels total 6-13:

Webbirds (10): AL N; AC 8; MV 3, Fl 18 (B); HD ½; hp 4 each; THAC0 19; #AT 1; Dmg 1; SA webs, egg insertion; SD Nil; MR Nil; S S (5" long, 1' wingspan); ML 7

Tier 2: If the PCs' levels total 14-25:

Webbirds (10): AL N; AC 8; MV 3, Fl 18 (B); HD 2; hp 12 each; THAC0 18; #AT 1; Dmg 1; SA webs, egg insertion; SD Nil; MR Nil; S S (5" long, 1' wingspan); ML 7

Tier 3: If the PCs' levels total 26-37:

Webbirds (12): AL N; AC 8; MV 3, Fl 18 (B); HD 3; hp 15 each; THAC0 17; #AT 1; Dmg 1; SA webs, egg insertion; SD Nil; MR Nil; S S (5" long, 1' wingspan); ML 7

Tier 4: If the PCs' levels total 38-56:

Webbirds (20): AL N; AC 8; MV 3, Fl 18 (B); HD 3; hp 15 each; THAC0 18; #AT 1; Dmg 1; SA webs, egg insertion; SD Nil; MR Nil; S S (5" long, 1' wingspan); ML 7

Tier 5: If the PCs' levels total 57+:

Webbirds (20): AL N; AC 8; MV 3, Fl 18 (B); HD 5; hp 20 each; THAC0 15; #AT 1; Dmg 1; SA webs, egg insertion; SD Nil; MR Nil; S S (5" long, 1' wingspan); ML 7

After the PCs deal with the webbirds, they can search the room. There are a few areas of interest: the slabs, the web-covered shelves, and the door.

The twin slabs: The stone is discolored. PCs with herbalism or healing nonweapon proficiencies can determine that the stains are blood and plant residue. The chains were used to hold the prisoner in place while they were sacrificed or experimented upon. The iron is old and rusted and can be broken easily.

The web-covered shelves: These contain an assortment of scrolls, books, vials, and boxes. If the PCs cast any fire-based magic in this room, nothing can be salvaged. Otherwise, they discover these rotting books: *Spider*, *Spider Burning Bright*; *Greater Spiders of Faerun*; *Spiderheart*; *The Spider-Fancier's Handbook*; *Practical Applications For Spider Venom and Leg Hairs*. Because of the books' condition, they are not worth more than 10 gp each. However, the PCs may want to keep them as a remembrance of this place.

The far door: Careful examination reveals that this door was ripped halfway off its hinges. The handle is broken, and the wood is splintered. It is impossible to tell if the door was pulled inward from the direction of the web-lab, or if it was pushed--from whatever might lie in the room beyond.

Room 2: Hallway of the Hopeless

Beyond the ruined door is a musty hallway lined with barred doors. This is where prisoners were kept until the Lloth priests were ready to use them in experiments. There are 13 doors, 12 of which lead to the prisoners' cells, which are locked. The final door leads into another chamber. Each cell is detailed below. The cells can be opened with a successful pick locks roll or by applying 30 points of Strength.

Stepping into the corridor activates a special *magic mouth* that moans loudly as if it were in pain. The cries are so realistic, loud, and unnerving that anyone who hears them will suffer a -2 penalty to surprise rolls and a -1 to all combat rolls while in this area.

If the magic mouth is quieted with either a *dispel magic* or *silence* spell, a glyph is triggered. All those in the corridor and doorway suffer half their remaining hit points in damage as they are wracked by intense pain (this is a variation on the *harm* spell). The glyph also can be negated with a *dispel magic* spell--**only** if the caster targets the glyph and not just the area of the glyph and magic mouth.

Drow PCs are not affected by the *magic mouth* or the glyph.

#1: Two skeletons sit side by side on a straw mattress. Around their feet are the skeletons of about a dozen rats. If the PCs enter the cell, the skeletons animate and attack. Use the following stats, regardless of PC tier. One of the skeletons wears an iron holy symbol of Tempus about its neck. Both have been dead too long for the PCs to use *speak with dead* spells on them.

Skeletons (2): AL N; AC 7; MV 9; HD 1; hp 8 each; THAC0 20; #AT 1; Dmg 1-3; SA Nil; SD edged weapons inflict ½ damage; MR Nil; S S (6' tall); ML 20

#2: Straw is strewn about the floor of this cell, as if a wind had kicked up inside. PCs who investigate feel instantly chilled, as if they'd been hit by a blast of cold wind. The sensation passes within a few moments if the PCs leave. If they stay to investigate, the temperature continues to drop, and they suffer one point of damage for each round they stay in the room.

However, they cannot drop below 1 hp. This room was used to torture prisoners by exposing them to unnatural, magical cold. PCs protected by *rings of warmth* and other such magical devices are not affected. There is nothing of value or particular interest in this cell.

#3: There is a pile of bones in the cell. Searching the remains proves that humans were kept here. If the searchers have the healing nonweapon proficiency, tell them that there are bones for two necks, four legs, twelve arms, two rib cages, and two skulls.

#4: There is a pile of bones. Searching the remains proves that humans were kept here. If the searchers have the healing proficiency, tell them that there are bones for three necks, 24 arms, three rib cages, and three skulls.

#5: A skeleton hangs from a rotting rope in the center of this cell. Tattered clothes cling to the bones. The unfortunate prisoner couldn't take it any more and did himself in using a beam in the ceiling and his rope belt. The priests kept him here, letting the smell of his rotting corpse sicken the remaining prisoners. If a PC cuts the skeleton down and searches it, he or she discovers a large case filled with a set of obsidian thieves tools stuck to what is left of the skin on the skeleton's right thigh.

The tools do not detect as magic. However, they are magical. Note whether a PC takes the tools or leaves them behind. If the tools have not been picked up by the time the adventure concludes, tear up the thieves' tools certificate. The prisoner was a thief, and the tools were concealed within his arm. However, as the flesh rotted away, the thieves' tools were exposed.

#6: Three skeletons, all large, lay in the center of this cell. The leg bones are thick and long and might lead the PCs to believe they belonged to gnolls or flinds.

However, if any PC enters the cell and closely examines the bones, he discovers they are human, not quite thick or large enough to belong to giants. And they are definitely not flind or gnoll bones.

Any PC who makes a successful animal lore, spellcraft, or healing proficiency check can determine that the bones were unnaturally augmented, as if the humans had grown through magical means, perhaps by the Lloth priests' experiments. An altered *enlarge* spell might have been responsible. It is impossible to determine if the magic killed the people or if they died of starvation.

#7: The cell appears empty. However, note if the PCs enter it to investigate. The first PC to walk past the door is automatically possessed by the spirit of a once-powerful human wizard named Gybsyn the Gray--unless that PC is a drow. Gybsyn hates drow. In this event, he'll go for the next PC. The spirit will not come to the fore until the PCs enter the lab, detailed as room #4 on the DM's map. Consult the Gybsyn entry there.

#8: A forlorn woman sits on a straw pallet in this cell. She looks alive, and appears to breathe. However, she gives off no heat. Read the following when the PCs look through the bars of the door:

She is beautiful, this pale, thin woman. Dressed in worn clothes that hint they had been costly, she seems so out of place. Her chest rises and falls faintly, and her eyes stare blankly ahead. Then she spots you, and she raises a thin arm. A shiny charm dangles from a bracelet on her wrist. Her lips part and mouth the words "Help me. Help us all."

The woman is a permanent *programmed illusion*, crafted by a high-level illusionist who had been a prisoner of the priests. The illusionist was held in this cell with a follower of Waukeen, and he used her image in his spell. The illusionist's components and magical items had been stripped from him. However, he was able to find enough components from the insects and other creatures that came into the cell to craft this spell. So weak, the illusionist hoped the spell would speak for him, in the event rescuers came in time to him or at least some of the other prisoners.

PCs who enter the cell discover her bones on the pallet behind the woman. The illusion continues to mouth, "Help me. Help us all." PCs who search through the bones discover a silver chain with the symbol of Waukeen--a disc with the profile of a woman's face on it. The woman's visible eye is a cracked blue sapphire. PCs with the appraising nonweapon proficiency can tell the gem is worthless, likely damaged by being struck against something hard. The chain and charm are valued 80 gold pieces.

#9: Empty.

#10: A pile of bones rests in the corner of this cell. Glints of metal can be seen through gaps. Chainmail perhaps? Silver coins? The PCs will have to enter the cell and check it out to tell for certain what glimmers. Worry them a little bit, as they pick through the bones. But there is nothing here to menace them. The metal is a chainmail shirt that would fit gnomes or halflings. There is nothing special about it. In fact, it is in rather poor repair.

#11: This cell has a large pallet against the far wall. Two skeletons dressed in tattered clothes lay side by side on it.

Searching the room reveals 12 gold coins that were in the pocket of the larger skeleton on the bed. The coins are old, worth four times their face value--in other words worth 48 gp. The smaller skeleton has a necklace. It does not look particularly valuable, though it is striking. The chain consists of polished black

beads. A bronze medallion of a dragon hangs from it. Any PC with the jewelers nonweapon proficiency can note a craftsman's initials on the back. Note whether the PCs take the coins or the medallion. There is a certificate for the medallion at the end of the tournament. It is valuable because of its age and who designed it--worth 3,990 gold to the right collector.

#12: The floor of this cell is covered with straw. Odd-looking bones are scattered here and there atop it. There are a few scraps of cloth and leather visible, but nothing else can be discerned without going inside. PCs who enter the cell discover the skeletal remains of several creatures. PCs with the animal lore nonweapon proficiency can tell that most of the skeletons are chitinous, and are actually the exoskeletons of insects and a few giant spiders. There is nothing of value in the room.

The 13th door is at the end of the hallway and leads into another chamber. The door is not locked or trapped. However, the PCs detect a filmy green material on the door handle. The material is harmless mold. Opening the door triggers another *magic mouth*. Like the one at the opposite end of the corridor, it moans long, loud, and hideously. PCs who try to quiet the *magic mouth* with a *silence* spell or a *dispel magic* spell trigger a glyph that deafens them for the equivalent of two turns unless they successfully save versus spell at a -2 penalty.

Room 3: Spiders from Snakes

The room beyond the prisoners' cells is filled with webs and odd-spiders. These creatures were created by the priests who were researching a variation of the *sticks to snakes* spell. They were attempting to create giant spiders from sticks, but were not entirely successful. The results of their spell finished off the experimenting priests. Other priests, who protected themselves against the creatures by *slow poison* and *neutralize poison* spells, studied the creatures and attempted to domesticate them.

Though they were successful in domesticating them as pets, their efforts were for naught in the end. They did not take the mutated spiders with them when they left. When the PCs enter this room, read the following:

The room beyond is large and is draped with unusual webs. The webs are brown and pulpy, brittle like dry twigs, but definitely patterned like a spiderweb.

Perhaps they are the result of some magical spell or experiment. The odd webs cover the walls and ceiling, making it impossible to tell if there are any other doors in this room.

As you take in the scene, you hear the webs rustle, like branches on a tree might move in the wind.

Give the PCs one round of actions, then the woodspiders attack. If the PCs attempt to burn the wooden webs, they can do so. Consult the following:

- Burning the webs with natural fire inflicts 3d4 damage on the spiders--as well as on the PCs from the smoke and heat--even if the PCs stand in the cell hallway. PCs with *rings of fire resistance* and other protections from fire suffer half damage because of the smoke. The webs are dry, like kindling, and go up in a blaze within one round. The spiders concentrate their attacks on any PCs carrying fire sources.
- Casting spells such as *fireball*, *flame strike*, *burning hands* and the like inflict the spells' damage on the spiders. However, the PCs suffer 2d12 damage from intense heat and smoke as the webs burn, half that from smoke damage if they have devices and spells that protect them from fire.

Burning out the spiders is the quickest way to deal with them. However, magical fire will ruin the treasure: a four-book collection of exotic drow cookbooks, and a spellbook, all left behind on a wooden shelf. There are certificates for both items. If the PCs used fire, inform them when they search the room they discover the ashes of a large book. Tear up the certificates. If they did not use fire, they can discover the books.

Tier 1: If the PCs' levels total 6-13:

Woodspiders (3): AL N; AC 6; MV 15, Jp 12; HD 5; hp 20 each; THAC0 15; #AT 1; Dmg 1-8; SA poison--save or suffer an additional 1d8 points of damage; SD blunt weapons inflict ½ damage; MR Nil--fire and lightning spells cause one additional point of damage per die; S M; ML 11

Tier 2: If the PCs' levels total 14-25:

Woodspiders (6): AL N; AC 6; MV 15, Jp 12; HD 5; hp 20 each; THAC0 15; #AT 1; Dmg 1-8; SA poison--save or suffer an additional 1d8 points of damage; SD blunt weapons inflict ½ damage; MR Nil--fire and lightning spells cause one additional point of damage per die; S M; ML 11

Tier 3: If the PCs' levels total 26-37:

Woodspiders (6): AL N; AC 6; MV 15, Jp 12; HD 5; hp 35 each; THAC0 15; #AT 1; Dmg 1-8; SA poison--

save or suffer an additional 2d8 points of damage; SD blunt weapons inflict ½ damage, immune to charm spells and illusions; MR Nil--fire and lightning spells cause one additional point of damage per die; S M; ML 11

Tier 4: If the PCs' levels total 38-56:

Woodspiders (6): AL N; AC 6; MV 15, Jp 12; HD 5; hp 40 each; THAC0 15; #AT 1; Dmg 2-8; SA poison--save or suffer an additional 2d8 points of damage; SD blunt weapons inflict ½ damage, immune to charm spells and illusions; MR Nil--fire and lightning spells cause one additional point of damage per die; S M; ML 11

Tier 5: If the PCs' levels total 57+:

Woodspiders (6): AL N; AC 6; MV 15, Jp 12; HD 5; hp 40 each; THAC0 15; #AT 1; Dmg 2-8; SA poison--save or suffer an additional 3d8 points of damage; SD blunt weapons inflict ½ damage, immune to charm spells and illusions; MR Nil--fire and lightning spells cause one additional point of damage per die; S M; ML 11

Once the spiders have been dealt with, the PCs can search the room. They can find the remains of tables and benches and a fireplace that served as a cooking area. A large iron basin was obviously used to wash dishes in. The shattered remains of ceramic plates also can be found.

The spellbook, once owned by the drow wizard Rouartheik, contains these enchantments: *affect normal fires, burning hands, pyrotechnics, fireball, flame arrow, fire shield, wall of fire*, and *Quimby's enchanting gourmet*. The new spell is detailed in the spellbook certificate.

Remember to tear up the certificates if the PCs burned the room.

Room 4: Lair of the Spider-Mage

The room beyond is a laboratory, where the drow priests conducted much of their work on spiders. They were aided by a pair of human mages, who believed working with the priests would gain them stature and some measure of power, and who were especially interested in spiders.

As the months went by, the priests discovered that the mages were a little too power hungry and slew them after they believed their usefulness had ended. The spirit of one of the mages--Jalan Teng--haunts the lab still. The spirit of the other mage, Gybsyn the Gray,

who died in a prison cell, might have latched onto one of the PCs--see cell #7 in Hallway of the Hopeless. If one of the PCs is so inhabited, pass him the appropriate **player handout**. Make sure you are familiar with the handout, too.

About Gybsyn: He was never as powerful as Jalan, and so takes orders from the ghost. Feel free as the ghost to order the Gybsyn/PC around--tell him to count the potion vials, rearrange the shelf, etc. Hopefully the possessed PC will be a good sport about the matter.

To add to the situation, one of Jalan Teng's creations, a permanent *unseen spider servant*--an *unseen servant* in the form of a spider--was also left behind. The spider servant busies itself cleaning the lab, making sure no speck of dust survives.

When the PCs enter this room, the PC inhabited by the spirit begins to act, demanding Jalan show himself. If no PC is inhabited, Jalan shows himself anyway.

Initially, the spirit of Jalan Teng only wants to communicate with them. The spirit will continue to talk with them until they . . .

- Leave back the way they came--in which case the spirit will do nothing. He insists they leave their possessed friend behind so he has company.
- Try to pass through the lab to the doorway beyond--in which case the spirit does nothing if the PCs leave the lab alone and do not nose through it. Nosey PCs are attacked. The PC inhabited by Gybsyn could complicate this, as Jalan could order him to attack his friends.
- Examines the far bookcase, which contained the wizards' notes--in which case the irate spirit demands 10 years from each of them. Those who do not agree to be aged are attacked.
- Threaten the spirit or attack it, in which case it retaliates by first aging the offending PC. If that is not a sufficient warning, Jalan attacks.

Note: Jalan will do everything to avoid attacking the PC that houses his former friend Gybsyn's spirit. However, even the spirit can have limits with what he'll put up with.

Read the following when the PCs open the door to the lab. Adjust your description of what happens based on if one of the PCs is possessed by Gybsyn.

The room beyond is spotless. It is a laboratory filled with shining counters, glistening vials and glassware, polished tiles, and scrubbed walls.

It looks as if it were brand new. An antiseptic clean smell, faint but distinct, fills the air.

Looking about, you spot eight dust cloths whirling practically in unison atop a long, wooden table. As you try to take in more of the room, the air swirls

about in the center, coalescing into the wispy pale blue form of an elderly bearded man.

Pause for player reactions.

The spirit speaks. "Intruders, you are a welcome sight. For indeed I have seen no beings here for longer than I care to remember. I would first know who has disturbed my unhappy rest. I would know thy names and lineage. I would then know what brings you to this old temple and what you seek here. I would know if you mean to steal from me. Talk quickly, for I never was the kindest of souls."

The PCs looking inside the room must immediately make a successful saving throw vs. spells or run away in fear 2d12 rounds. Those who make their saving throw can stay and talk to the spirit or foolishly fight it.

Restless Spirit of Jalan Teng of the Green Robes:

AL LE; NA 1; AC 0 or 8; MV 9; HD 15; hp 120; THAC0 5; #AT 1; Dmg age 10 years by touch or inflict 2d8 points of grave-chilling cold damage; SA Regeneration--three hit points a round; SD +1 or better weapons to hit; MR Nil; S M; ML 16

The spirit is a form of a ghost. It does not automatically age individuals; it has to *want* to age them. Jalan can steal only 10 years of an individual's life per attack.

If it appears a high-level group of PCs can actually defeat the ghost, he makes himself insubstantial and drifts into the floor. He will rise behind a lagging PC and age him or her just for spite after he has recuperated a few hit points. Jalan is not stupid and under no circumstances will fight to the "death."

If he is successfully turned--he turns as a ghost--he comes back to the lab 10 rounds later. This is his lair and he will not leave it permanently.

He can only be truly killed if the PCs strike him with blessed weapons. He cannot regenerate any damage from blessed weapons.

If the PCs opt to converse with the spirit, and ask the right questions, they can learn:

- "I am the spirit of Jalan Teng of the Green Robes. In life I was a great wizard. A human of some renown, I began my studies in the Greyhawk, in the thieves guild of Org Nenschen. I became too powerful to run with a group of thieves, albeit a strong and orderly group. So I sought my destiny outside the city's walls."
- My travels took me far across Oerth. I saw many strange and wondrous things. Through portals I discovered I expanded my journeys. Coming with my associate, Gybsyn the Gray, to this place called

Faerun. There were areas of magic we could not master--clerical studies. So together, we sought out a group of unscrupulous priests, black elves, hoping to learn from them. These priests lived here."

- Many priests once occupied this temple, and this level of the ancient place, this level filled with spider-things, is but a part of the great edifice. The greatest part of this underground temple was destroyed when the earth shook. Now all that remains is this level, and the temple room below. Not all the priests were involved with corrupting arachnids, as those who worked with us were. Heh! Corrupting. They called it enhancing. Most had a more significant goal in mind--dominating the land, stealing children, people, gems. But the priests I chose to study with on this level more suited my appetites. They were more vile, base, pleasing to my lack of sensibilities. Together, we worked on spells to transform spiders and other creatures. In the room you just exited, there were woodspiders. These I helped form. The magic had not quite the intended effect, but I was pleased with the results."
- Some great catastrophe was befalling this place--even after the earth shook so violently. I sensed the black elven priests about me grow nervous and suspicious. Too late I realized some of that suspicion was leveled at me and at Gybsyn. They believed we had made the earth shake. Further, they were insistent that we were too hungry for humans, that we intended to eventually dominate this temple. How they discovered my ultimate plan, I know not. Spells they cast at me, most of which I shrugged off. However, one got through my defenses and I found myself magically held. They slew me, the fools, left my spirit to haunt this place. They carted Gybsyn off to a cell. But at last our spirits are together again. We can plot now for all of eternity."
- I do not care what happened to the treacherous black elven priests who once lived and worked here. They left in a panic one day, amid whispers of doom. My spirit watched them leave, glad to see them go, sad to be left alone here these passing centuries. Few visitors find their way here, adventurers only, I'm afraid. Foolish ones."
- If you seek true wisdom in this temple, take care to light the fire in the room below. The flame inside the bowl will bring insight to the one who lights it."
- I will not attack you if you stay away from all the objects in this lab. I have chosen this as my earthly lair, and I will not tolerate nosey adventurers poking through it. Besides, there is nothing here that could possibly interest you."

- If one of you gives me 10 years of their life, I will tell you where you can find something quite valuable.” [If a PC complies--] “There is something of value in the row of cells that once housed the prisoners of the priests. The priests--and sometimes myself--would experiment upon the poor souls there. It is something shiny, a necklace worth a considerable amount of coins. A dragon dangles from it. The priests cared not about it, else they would have taken it from the dead man.” (The ghost is hinting about the necklace.)
- If you do not want to incur my wrath, you must either leave, back the way you came, or you must walk straight ahead to the door that leads deeper into this complex. Take care not to get the floor dirty, or my servant will become very upset. Take care not to touch anything in this lab, save that door.”
- You will leave your friend with me. This husk is but a small price to pay for your meeting me. If you object, I suppose we can discuss terms. I am a somewhat reasonable spirit.”

If the PCs either leave the lab or walk straight to the door on the other side of the room, the ghost will not attack them. It is up to the PCs to retrieve any comrades who were frightened by the ghost and who fled. Further, it is up to the PCs to decide whether their possessed friend stays with the ghost or comes with them.

In exchange for their possessed friend, the ghost of Jalan Teng of the Green Robes demands one of the following:

- Thirty years of life freely given from one or more PCs--in combinations of 10 years. He will not age the body housing the spirit of Gybsyn. He prefers to take the years from any drow PC. If more than half of the party is demihumans, Jalan asks for sixty years.
- One permanent magic item that he can add to his horde.
- Four potions that he can add to his horde.

If the PCs meet his terms, he forces the spirit of Gybsyn the Gray out of their friend’s body. Gybsyn’s spirit returns to the cell. However, Jalan now knows where to go to visit him.

If the PCs go through the far door without incurring the spirit’s ire, continue to the next room.

If the PCs opt to examine the lab, the spirit attacks. When the PCs give up their explorations, he calls off his attack. Safe ways to examine the lab include by a *wizard eye* spell, by being in *gaseous form*, or through

other similar magical means. The areas of interest in the lab are outlined below.

The Unseen Spider Servant: No matter what the PCs do in the lab, the *unseen spider servant* follows them, making a general nuisance of itself. It has eight dust cloths, which it will rub over the PCs’ boots and armor, and it will pick away at any dirt and lint they have, straighten their collars, and brush the hair out of their faces. The *unseen spider servant* cannot be killed with weapons, though a *dispel magic* spell will remove it--which will make Jalan angry. The PC who does so will have 10 years stolen from him. The servant is harmless, but it is very annoying.

The Lab Tables: There are three tables in this room, each filled with an assortment of vials, balances, mortars, pestles, and glass bowls. All of the equipment is spotless, and all is in fine shape. One mortar and pestle set is made of polished alabaster and has etchings of spiders on the outside. It is not magical, but a PC with the appraisal nonweapon proficiency can tell it is valuable: worth 500 gp.

The Shelves of Scrolls: Most of the scrolls contain notes about experimentations with spiders, spider parts, spider-related spells, and combining humans and spiders. The notes are interesting and disgusting, but not valuable. These notes were all pinned by Jalan and Gybsyn.

The Glassware Shelves: Along one wall are row upon row of shelves filled with vials, beakers, cups, bowls, and drinking glasses--all made of highly-polished glass and crystal. There are stoppers for all the vials, and felt bottoms on all the beakers and bowls. If the PCs need an inventory, here it is:

- 38 vials with stoppers, suitable for potions
- 12 cups, all matching
- 15 small glass bowls, grapefruit-sized
- 4 large bowls, pumpkin-sized
- 35 drinking glasses, all matching

The Chest Under the Table: This chest is locked, but not trapped. The priests put Gybsyn’s body in here. They intended to animate it later. However, they never got the chance and had to flee the temple.

PCs opening the chest--brute force will do it if the PCs aren’t able to pick the lock--must make a saving throw vs. paralyzation or become ill for 1d4 turns (10 to 40 minutes) because of the stench. Affected PCs suffer a -2 attack penalty during this time and gain no Dexterity bonus.

Inside is a human skeleton with bits of rotting flesh clinging to it. It was partially preserved because the chest was airtight. The skeleton is wearing robes that

stink, but are in reasonably good condition. The pouches contain spell components. Their hands are bare, as their rings were taken off by the priests. There is nothing of value in here, though Jalan considers his bones priceless.

The Far Door: This leads to the next chamber. The door is locked, as the priests did not want whatever happened to be on the other side at the time from getting into the lab. Because the lock is old and simple, a thief gains a +10% chance to open it.

Room 5: Spider-Gate

The drow priests, with the help of the two human wizards who at one time aided them, crafted a gate that would bring in spider-creatures from other parts of various planes. The stranger the creature the better, as far as the priests were concerned. They would place the gated creatures in the specially-crafted cells in this room.

The cells currently contain only the remains of the creatures once coveted. However, even though the priests have long since left this temple, the gate continues to function. Spiders and spider-creatures have continued to come and go through the gate.

The room's current occupants are wraith-spiders, which are not at all happy about being here and which have not yet been able to access the gate to get out. They know they can eventually leave this room--they know the gate functions every hour, it's just a matter of waiting it out. The hour should be up any minute now. Unfortunately for the PCs, the hour isn't here quite yet.

The wraith spiders will attack the PCs shortly after they enter the room. Intelligent, they sense the drow magic about the gate and will attack any drow PCs first. They follow their preference with elves, humans, halflings, and dwarves.

Read the following as the PCs come into the Spider Gate room:

It is an amazing place you've stumbled into. The room is round, immense, and the floors, walls, and ceilings are covered with thousands of small spiders that scurry here and there and work at building networks of tiny webs.

There are a few round, odd-barred cages in this room, holding the remains of what appears to have been giant spiders or spider-things.

And there is a most unusual sculpture opposite the door you entered. Two bronze spiders, rearing back on two legs so that their six other legs are in the air, are poised across from each other. The air shimmers with glitter in the slight space between the sculptures.

There is a large cloth web near the sculpture, gray-black and looking like a shadow.

Pause here for PC actions.

The little spiders on the floor scurry out of your way as you advance, afraid of you and not wanting to be stepped on. There are tiny red ones, thumb-sized black ones, big granddaddy long legs. You spot palm-sized wolf spiders, green spiders that you've never seen before. There are even small spiders with four eyes. They move randomly about the room, some spinning webs, all trying to avoid your feet.

The small spiders are all harmless and don't want anything to do with the PCs. The wraith spiders are another matter, however.

Wraith spiders: These spiders appear as dark shadowy shapes, the legs of which trail off into mist. They have no real physical substance, attacking with dark mandibles that seem insubstantial, but that leave visible wounds.

If the PCs were not wary entering this room, the spiders gain a +2 bonus to a surprise roll. Surprised PCs do not get to count any Dexterity bonuses toward Armor Class.

The spiders' bodies are circled with glowing pinprick red eyes that can see in all directions and that look positively eerie. Their bite inflicts 1d4 points of cold damage. At higher tiers, each bite also drains 1 level from the victim. Lost experience can be regained by a *restoration* spell.

To make matters worse, the bite also injects a poison that remains active for 1d4+1 rounds and drains 1 point of Constitution per each active round. The victim must roll a successful saving throw vs. poison each round not to suffer the Constitution loss. A *neutralize poison* spell alleviates the effects of the poison and restores any lost Constitution points. A *slow poison* delays the effects. Constitution points can be regained at the rate of one per week. Note temporary hit point losses that correspond to any Constitution drain.

Tier 1: If the PCs' levels total 6-13:

Wraith-Spider (2): AL LE; AC 5; MV 15, Wb 18; HD 3+2; hp 18 each; THAC0 17; #AT 1; Dmg 1d4; SA poison; SD immune to cold-based spells as well as *sleep*, *charm*, and *hold*; MR 15%; S M (4' in diameter); ML 15

Tier 2: If the PCs' levels total 14-25:

Wraith-Spider (4): AL LE; AC 5; MV 15, Wb 18; HD 3+2; hp 22 each; THAC0 17; #AT 1; Dmg 1d4; SA poison; SD silver or +1 or better weapons to hit,

immune to cold-based spells as well as *sleep*, *charm*, and *hold*; MR 15%; S M (4' in diameter); ML 15

Tier 3: If the PCs' levels total 26-37:

Wraith-Spider (4): AL LE; AC 5; MV 15, Wb 18; HD 3+2; hp 26 each; THAC0 17; #AT 1; Dmg 1d4; SA energy drain, poison; SD silver or +1 or better weapons to hit, immune to cold-based spells as well as *sleep*, *charm*, and *hold*; MR 15%; S M (4' in diameter); ML 15

Tier 4: If the PCs' levels total 38-56:

Wraith-Spider (6): AL LE; AC 5; MV 15, Wb 18; HD 3+2; hp 24 each; THAC0 17; #AT 1; Dmg 1d4; SA energy drain, poison; SD silver or +1 or better weapons to hit, immune to cold-based spells as well as *sleep*, *charm*, and *hold*; MR 15%; S M (4' in diameter); ML 15

Tier 5: If the PCs' levels total 57+:

Wraith-Spider (10): AL LE; AC 5; MV 15, Wb 18; HD 3+2; hp 24 each; THAC0 17; #AT 1; Dmg 1d4; SA energy drain, poison; SD silver or +1 or better weapons to hit, immune to cold-based spells as well as *sleep*, *charm*, and *hold*; MR 15%; S M (4' in diameter); ML 15

After the spiders die, the PCs can search the room.

There are three cages. The first contains the remains of a giant spider. The second cage contains three sets of remains--a PC with healing or animal lore can determine that the bodies were half-men, half-spiders. The third cage contains lots and lots of webs, so thick the PCs have to cut them away. Inside are the remains of four large spiders, about the size of a bulldog, and lots of little harmless spiders which had made a home of this place.

If the PCs take time to investigate the three cages, or anything else in this room, the gate becomes active again and spews forth another spider-like creature. Enraged, the creature attacks immediately.

PCs looking at the spiders-sculpture see the creature emerge through the shimmer patch of air. Such PCs can roll initiative. Other PCs suffer a -2 penalty to their surprise rolls.

The creature is a wall-walker. And its toughness and number depends on the PCs' tier. A wall-walker is spiderlike, but has reptile qualities as well. In fact, it looks like a big green, scaly spider.

If presented a good opportunity, the creature leaps on a wall above its prey and stings the victim with a retracting tail-stinger. Though this does no appreciable

damage, the victim must save vs. spells or be paralyzed for 1d6 rounds.

If the PCs inflict more than two-thirds of a wall-walker's hit points in damage, the creature will attempt to escape--though there is really no place for it to go. Clever PCs can heard the wall-walkers out of the room and into the spirit's laboratory--where he will kill them by aging them and where his *unseen spider servant* will clean up any carcasses.

Tier 1: If the PCs' levels total 6-13:

Wall-Walker (1): AL LE; NA 1; AC 3; MV 9, CI 12; HD 6; hp 30; THAC0 15; #AT 3 or 1; Dmg 2d4/2d4/2d4 or sting; SA paralyzation; SD immune to fire; MR Nil; S M (5' long); ML 15

Tier 2: If the PCs' levels total 14-25:

Wall-Walker (2): AL LE; NA 1; AC 3; MV 9, CI 12; HD 6; hp 36 each; THAC0 15; #AT 3 or 1; Dmg 2d4/2d4/2d8 or sting; SA paralyzation; SD immune to fire; MR Nil; S M (5' long); ML 15

Tier 3: If the PCs' levels total 26-37:

Wall-Walker (3): AL LE; NA 1; AC 3; MV 9, CI 12; HD 6; hp 36 each; THAC0 15; #AT 3 or 1; Dmg 2d6/2d6/2d8 or sting; SA paralyzation; SD immune to fire; MR Nil; S M (5' long); ML 15

Tier 4: If the PCs' levels total 38-56:

Wall-Walker (3): AL LE; NA 1; AC 3; MV 9, CI 12; HD 9; hp 42 each; THAC0 12; #AT 3 or 1; Dmg 2d8/2d8/2d10 or sting; SA paralyzation; SD immune to fire; MR Nil; S M (5' long); ML 15

Tier 5: If the PCs' levels total 57+:

Wall-Walker (4): AL LE; NA 1; AC 3; MV 9, CI 12; HD 10; hp 52 each; THAC0 11; #AT 3 or 1; Dmg 2d8/2d8/2d12 or sting; SA paralyzation; SD immune to fire; MR Nil; S M (5' long); ML 15

The Gate: If the PCs investigate the bronze sculptures of the twin spiders, tell them the work is magnificent, lifelike. If they detect magic, a strong aura is revealed, some type of summoning magic. The gate functions once an hour, so the PCs will have to state they are staying in this room an hour for it to function again. This time it does not bring in another spider-creature. However, it shimmers wildly. PCs who step into the shimmering air are transported far away and are taken out of the tournament. Inform them that they end up in Kara Tur and can eventually make it home. They can either take their character out of play for eight months of game time (the time it would take them to

work for their passage back) or they can pay the equivalent of 5,000 gold (their passage) and can play in the next available tournament.

If the PCs want to stay in the room an additional hour, throw some more wraith-spiders or wall-walkers at them.

The gate can be destroyed if 30 points of damage are inflicted on it. Treat the bronze spiders as AC 2. Removing one of the spiders also serves to render the gate inoperative. A spider weighs 200 pounds and is too bulky to remove from the temple.

The Web Curtain: Moving aside the web curtain, the PCs discover the last room on this level. The web feels silky, like finely-woven cloth. It could be made into garments. There is enough silky webbing for three human-sized cloaks or two robes or two dresses.

Room 6: Spidery-Fine Thoughts

This chamber was used by the drow priests when they wanted to meditate about the majesties of Lloth. Read the following when the PCs enter the chamber:

The room is odd-shaped, mysteriously lit by magical light sources that are the eyes of spider-sculptures that ring the room. There is no furniture here, but the carpets that dot the floor are thick and inviting. One wall contains spiderwebs fashioned into tapestries, the designs all gray and black, but fascinating to look at.

Another wall contains mosaics of all manner of spiderlike creatures--all colors, all artfully rendered, and all looking somewhat creepy. The far wall has a series of pegs sticking out of it. The pegs look to be spider legs--real ones.

Pause here to see if what the PCs do.

As you move into the room, a large, transparent spider drops from a strand of web and waggles its feet at you. The spider's face is of a beautiful woman with piercing black eyes.

"Welcome, loyal priests of Lloth. Let your minds today be filled with visions of spiders. Let your hearts beat in homage to Lloth, the Queen of the Drow."

All PCs who can hear the spider-woman's speech must make a saving throw vs. spells or find themselves instantly relaxed and unworried. They are not in a hurry to accomplish anything or go anywhere. They only want to rest for a while and think about Lloth. They feel such a wonderful sense of peace. And they begin to

babble praises to the drow's spidery-god. Affected PCs can be snapped out of it if their comrades inflict physical damage on them or wait for 2d4 turns, when the magical effects wear off.

The spider-woman disappears after her speech. However, if any PCs leave the room and then reenter it, she appears again and recites the message word for word. Again, PCs must make saving throws.

If the PCs search the room, consult the following areas and note any special properties or effects.

Thick rugs: These are in remarkable shape given the age of the temple. There are four.

The first is made of lamb's wool and dyed dark red. It is so thick it feels as if it were made for sleeping.

The second is purple, made of the soft hide of some unknown beast. It is shot through with metallic threads.

The third looks as if it were woven from strips of colorful cloth. It is, in fact, a creature. Any PC stepping, sitting, or laying on it, will be attacked. Use the following creature, regardless of PC level. The creature is a variation of a raggamoffyn, and it has been in hibernation. It came in through the gate in the other room. It tried to leave this place, but the *unseen spider servant* in the other room kept chasing it further back into the temple. So the creature has been waiting for a hapless adventure to come along. The creature intends to possess the PC and find a way out of this horrid place--and past the unseen spider servant. The raggamoffyn is not afraid of the ghost, as it cannot be harmed by the ghost's aging attack. The raggamoffyn is not evil, just desperate, and once outside of the temple, it will flow off the affected PC like water. However, it is possible the other PCs will do it in before that can happen.

Any damage done to a raggamoffyn wrapped around a PC is also done to the PC.

Unless the PC stepping onto the rug is being especially wary, the raggamoffyn will automatically surprise him. Otherwise, the creature gains a +2 surprise bonus.

Raggamoffyn, common (1): AL N; AC 5; MV 12, Fl 8 (E); HD 3; hp 24; THAC0 17; #AT 1; Dmg 1-6; SA control host; immune to mind-affecting spells; MR Nil; S M; ML 11

To "enfold" a victim, the creature must make a successful strike against the target's Armor Class, counting only Dexterity and magical bonuses, not counting any actual bonuses of the armor or shield. If an attack is successful, the creature's body flows around the target, covering the victim in a tight sheath, as if the victim were bundled up against the elements. Once so "bundled," the victim must carry out the raggamoffyn's bidding--which in this case is to leave

the temple. However, victims are allowed a saving throw vs. spell to resist the effects of a raggamoffyn.

Remember: If other PCs attack the raggamoffyn that is wrapped around their friends, whatever damage is inflicted on the raggamoffyn is also inflicted on the enfolded PC.

If the PCs try to communicate with the raggamoffyn, via a magical form of communication such as a *tongues* spell, the creature explains it only wants to be released from this horrible place. If the PCs agree to carry it out with them, the raggamoffyn will not attempt to enfold anyone.

The fourth rug is gray striped with off-white. It is made of the hide of a bear. If the PCs move this rug aside, they discover a secret compartment in the floor.

Secret compartment: Inside is a jet-black box inlaid with tiny silver spiders. It is locked (and trapped with a tiny poison needle that inflicts 1d12 points of damage, save for one-half). The drow who fled this place left in too much of a hurry to grab everything. Inside is a black silk handkerchief wrapped around three green candle and a large vial of green oil (*snake oil*, see the certificate at the end of the tournament).

Spider mosaics: Dozens of different types of spiders can be seen all over this wall. The mosaic chips are mostly common stone. However bits of mother-of-pearl, onyx, jasper, and jade are scattered here and there. The PCs can chip out the stones, though they won't get enough to make it worth their while. The chips are too small, and they are damaged as they are removed.

PCs with animal lore recognize only half the spiders. Some appear almost fantastical. If the PCs look closely, they see tiny wings on the backs of some spiders; spiders with human feet; with catlike tails; spiders in tiny vests, etc.

Spiderweb tapestries: There are four tapestries, each of which will radiate a faint aura of alteration magic if such is detected for. They are only magical when they are hanging from this wall, and they function nowhere else.

Spiders and Unicorns: The first tapestry shows large spiders riding the backs of unicorns. They prance in the woods, about a pond that is in the shape of a massive spider. PCs who touch this tapestry lose all spells currently in their memory. This has no effect on non-spellcasters. The priests used this to completely clear their minds and focus only on meditating about Lloth.

Spiders of The Vast: This depicts all the spiders common to this area. However, each is garbed in fine clothes, and several of them wear crowns. PCs who touch this tapestry lose all memory of what occurred

to them today. They remember nothing of the previous rooms in this complex that they visited, nor do they remember why they came into this complex. This was used by the priests to cleanse their concerns.

Spider, spider: This shows an idyllic countryside. Squinting, the viewer can make out spiders hidden in the whorls of treebark, disguised as flower petals and mushrooms, rendered in the clouds, etc. PCs touching this tapestry temporarily lose 6 points of Constitution (the tapestry will not drop them below 1 point). This was used by the priests to teach humbleness before Lloth. Flesh is weak, but the dark goddess is strong.

Behind the spider, spider tapestry is a stairway that descends to the next level of the temple. It is marked as an "S" on the DM's map.

Spider-god: A massive spider with dark, oval eyes makes up this tapestry. PCs who touch this tapestry gain a foreign memory. Four memories are currently available. Tell the affected PCs to role-play being these new individuals. The memories persist for 10 minutes of real time. Consult the **Player Handouts** and give out any appropriate borrowed memories. They are presented here for DM reference. The priests used this to better understand those they worked with, dominated, and tried to teach.

- You are an old drow woman, feeble of limb yet powerful of mind. You worship spiders, covet anything that looks like a spider, revere Lloth above all else, and you hope that when you die you will return to this land as a giant, poisonous spider capable of killing all those who hate arachnids and who do not embrace the teachings of Lloth.
- You are a young drow acolyte, new to this temple. You are not sure if you have chosen the right course, as you sometimes believe that killing is wrong and that experimenting on prisoners is a foul act. Perhaps you are not as evil as you thought and were not meant to live with your kinsmen. You must either purify your soul and leave this place, or you must commit a heinous act to push you over the edge so that you can belong.
- You are a giant spider, confused, angry. You were brought here magically--through the gate in the other room, and you slipped inside this place hoping to avoid capture by the men in the black robes. You ran about this room, chased, becoming more frightened. Then you touched this tapestry and were flooded with unusual memories. You can't bear the thought of anyone touching you now. They might capture you, kill you. No one must touch you!
- You are a half-elven wizard, young and foolish to have ventured into this place with your fellow adventurers. The ghost aged them. But somehow you were able to slip by, to get inside this room.

You touched a tapestry and were flooded with images, touched another and lost spells from your memory. You want only to get out of here and to find another band of adventurers to travel with--a band that promises never, ever to go into abandoned temples again.

There is nothing else of interest in this room. The PCs can either descend to the next level if they find the stairway behind the "spider, spider" tapestry, or they can go back the way they came. Make sure to have the ghost pester them on the way out when they leave.

Secret Door and the Way Below

The secret door is not locked or trapped. The drow left in a hurry. However, the long stairway that twists and turns down into the earth is trapped. There are three glyphs, each 20 feet apart. They can be found through *detect traps* or *detect magic* spells. And they can be canceled--only individually--with *dispel magic* spells. Otherwise, they are triggered. Note if there are any drow PCs in the party. These characters are not harmed by the glyphs.

Glyph one: Once triggered, all PCs within 10 feet of the glyph suffer numbing cold damage (*rings of warmth*, etc. can reduce that). Tier one: 2d4 points; tier two: 2d6 points; tier three: 2d10 points; tier four: 3d8 points; tier five: 3d10 points. All PCs save versus spell for ½ damage.

Glyph two: Once triggered, all PCs within 10 feet of the glyph are struck with a *slow* spell. In centuries past, this would have slowed intruders, allowing the drow below to swarm up and overwhelm them. PCs who save vs. spells are not affected by the slow.

Glyph three: All PCs within 10 feet of the glyph when triggered are struck with a *heat metal* spell. They will not suffer damage until the following round.

Once at the bottom of the stairwell, they see a large black wooden door banded with iron. An image of a spider with a woman's head is carved in the center. The door is not locked or trapped. If the PCs open the door, continue to the final room in the temple.

Spider Temple

You open the door and see an oval-shaped room. The floor is black marble, shot through with silver and white grains that seem to create a spiderweb pattern. The ceiling is black, and is dotted with images of the spider with a woman's head. The images glow faintly, providing an eerie pale gray light. Two round diases

are near you. In the center of the room is a black slab, perhaps an altar. Eight doorways lead from this room.

Determine what the PCs are doing and where they are going and consult the text below. The doors are marked A-H on the DM's map and are described on the following page.

The twin podiums: it appears as if these are made of single pieces of obsidian carved to resemble a portion of a spider's leg. There is nothing else special about them.

The altar: in the center of the altar is a small silver bowl with a powdery substance in it. There is also a residue of oil. It appears that this is a miniature brazier and that the temple occupants burned the powder in it. The small brazier is affixed to the altar and cannot be removed without breaking the bowl. If a PC lights the brazier, the temple guardian is summoned, appears between the podiums, and they must deal with it. The fire went out shortly after the drow fled the temple, and the guardian vanished with the flame. The guardian appears as a spider with the face of a drow. The head constantly shifts visages, displaying the faces of the male and female priests who worshiped here. The spirit of Jalan Teng of the Green Robes might have suggested to the PCs upstairs that they light the fire below to gain wisdom. He was merely doing this to be nasty. He knew the guardian would appear. However, he was not entirely untruthful--the PC who lights the flame could gain insight . . . insight that he or she should not be so trusting of evil spirits.

Tier 1: If the PCs' levels total 6-13:

Temple guardian (1): AL Nil; AC 5; MV 18; HD 7; hp 35; THAC0 14; #AT 4; Dmg 1d4/1d4/1d4/1d6 (bite); SA venom, save vs. poison with a -1 penalty or lose four points of strength for the equivalent of four turns. The poison will not drop a PC below a 1 Strength; SD immune to mind-affecting spells, immune to fire, regenerates 3 hit points a turn; MR 10%; S S (2'); ML 20

Tier 2: If the PCs' levels total 14-25:

Temple guardian (1): AL Nil; AC 3; MV 18; HD 7; hp 50; THAC0 12; #AT 4; Dmg 1d6/1d6/1d6/1d8 (bite); SA spells, venom, save vs. poison with a -1 penalty or lose four points of strength for the equivalent of four turns. The poison will not drop a PC below a 1 Strength; SD immune to mind-affecting spells, immune to fire, regenerates 3 hit points a turn; MR 10%; S S (2'); ML 20

Spell: *magic missile* for 3d4+3 points of damage

Tier 3: If the PCs' levels total 26-37:

Temple guardian (1): AL Nil; AC 0; MV 18; HD 9; hp 65; THAC0 10; #AT 6; Dmg 1d8/1d8/1d8/2d6 (bite); SA spells, venom, save vs. poison with a -1 penalty or lose four points of strength for the equivalent of four turns. The poison will not drop a PC below a 1 Strength; SD immune to mind-affecting spells, immune to normal and magical fire, immune to normal and magical cold, regenerates 3 hit points a turn; MR 20%; S S (2'); ML 20

Spells: *magic missile* for 3d4+3 points of damage, *lesser fireball* for 3d6 points of damage, *lesser cone of cold* for 3d6 points of damage. The creature can cast spells, an at-will ability, and physically attack the same round.

Tier 4: If the PCs' levels total 38-56:

Temple guardian (1): AL Nil; AC -2; MV 18; HD 9; hp 75; THAC0 10; #AT 6; Dmg 1d8/1d8/1d8/2d6 (bite); SA spells, venom, save vs. poison with a -1 penalty or lose four points of strength for the equivalent of four turns. The poison will not drop a PC below a 1 Strength; SD immune to mind-affecting spells, immune to normal and magical fire, immune to normal and magical cold, regenerates 3 hit points a turn; MR 20%; S S (2'); ML 20

Spells: *magic missile* for 5d4+5 points of damage, *fireball* for 6d6 points of damage, *lesser cone of cold* for 4d6 points of damage. The creature can cast spells, an at-will ability, and physically attack the same round.

Tier 5: If the PCs' levels total 57+:

Temple guardian (1): AL Nil; AC -2; MV 18; HD 12; hp 95; THAC0 7; #AT 6; Dmg 1d12/1d12/1d12/2d8 (bite); SA spells, venom, save vs. poison with a -1 penalty or lose four points of strength for the equivalent of four turns. The poison will not drop a PC below a 1 Strength; SD immune to mind-affecting spells, immune to normal and magical fire, immune to normal and magical cold, regenerates 3 hit points a turn; MR 20%; S S (2'); ML 20

Spells: *magic missile* for 5d4+5 points of damage, *fireball* for 6d6 points of damage, *greater cone of cold* for 10d6 points of damage. The creature can cast spells, an at-will ability, and physically attack the same round.

The doors: There are eight doors, each representing a spider's leg. Each passage way is described below:

A: The door is dark gray and has one dozen spiders arranged in a circle at roughly eye-level to an elf. The door opens automatically for any drow or half-drow PC. Otherwise, 20 points of damage must be inflicted to the door, or the lock successfully picked. The hallway

leads to a dead end. Broken bits of wood at the end suggest that a chair or stool used to sit here. Ages past drow priests would sit here and pray to Lloth for their spells.

B: This door is dark green, nearly black, and there is a worn painting of a drider in the center of it. The door is magically held and cannot be forced open unless 40 points of damage is inflicted. However, depressing the drider's eyes will effortlessly open the door. The corridor leads to a dead end and an intact stool.

C: This door is a pale green streaked here and there with a dark, oily substance. PCs studying the door see the surface move, as if it were liquid being stirred. This is where the drow kept their relics. The door is locked and trapped with a glyph. Setting off the trap releases a *hold person* spell. The corridor is filled with a permanent *darkness* spell, which even infravision or magical light sources cannot penetrate. Brave PCs who venture down this corridor will come to a round room that is not coated in magical darkness. Infravision and other light sources will function.

The room contains: 5,000 ancient silver pieces (which are now each worth one gold piece), four suits of fine chainmail (this is drow chainmail and will be rendered useless when the PCs take it from the temple), six rotting tapestries depicting drow and driders worshiping Lloth--which at one time were worth several thousand gold pieces but are now worthless, a small wooden box containing a brass ingot and black velvet bag containing a single earring (*earring of arachnid control*, see certificates), and a vial (*potion of extra-healing*).

D: This door is gray streaked with black as if it were granite. Around the latch are etchings of small spiders. The door is stuck and cannot be forced open unless 25 points of damage is inflicted. The corridor leads to a dead end and an intact stool.

E: This door is slightly ajar, its hinges battered as if someone broke in. The PCs can move it aside to enter the corridor. The corridor is empty and cobwebs cling thickly to its ceiling.

F: This door is black as midnight, made from an ebonwood tree. The pale silver outline of spider covers its entire surface. The door is magically held and cannot be forced open unless 40 points of damage are inflicted. However, touching each of the spider's legs will effortlessly open the door. The corridor leads to a dead end and an intact stool.

G: This door is shiny, painted midnight blue. But the paint is old and flecking, revealing a plain oak door beneath. The latch is broken. The door can be pushed open. The corridor leads to shattered wood, the pieces of a chair.

H: This door is oak and is banded by iron. A thick, rusted padlock hangs from the latch. Because the latch is rusted, a thief suffers a -15% chance to open it. The

door can also be opened by inflicting 30 points of damage on it.

Webs fill whatever lies beyond this doorway. Thick and gray they hang from floor to ceiling. And they are so dense, you cannot see through them.

PCs can either cut through the webs, burn them away, or ignore this corridor. At the end of the corridor is a large circular room filled with the husks of giant, dead spiders. There is nothing of value in this room.

Returning to Ravens Bluff

The temple explored, the PCs can return to Ravens Bluff. If they exit the temple and appear robust and healthy, Tromor will leave them alone (see DM's background at the beginning of the tournament). However, if they appear haggard and bloody--in other words they didn't heal themselves very well before leaving, Tromor will pounce on them from cover. He doesn't want to kill anyone, just beat them down so he can take any treasure they found. His tactics are simple: use non-damaging spells and demand that they relinquish their treasure. These spells are marked with an asterisk.

If the PCs retaliate and look as if they can best him, he tries to run away. If the PCs catch him, he admits to his scheme and reveals that he was trying to trick a group of adventurers into gaining any treasure inside for him. If the PCs take him to city officials, he will be charged with casting a *charm person* spell on the beggar who sold the PCs the map. He will not be charged with assaulting the PCs, as that crime occurred beyond the jurisdiction of Ravens Bluff. They will have to take him to Mossbridges to be tried for assault--and that would be after he served time for charming the beggar.

Tromor: AL CN; AC 6 (Dex); MV 12; HD 6; hp 18; THAC0 18; #AT 1; Dmg 1-4 (dagger); SA spells; SD spells; MR Nil; S M (5'3"); ML 8

Tromor has one packet of *dust of disappearance*, which he will use on himself when he spies the PCs. Then he will cast his spells in an effort to gain the magic they found in the temple. He carries non-damaging spells.

Spells in memory: *charm person* x2, *detect magic*, *web*, *fly*, and *hold person*

Tromor talks in a weak, nasal voice, and sounds whiny. If he *holds* or *webs* more than half the PCs, he tells the remainder to throw down the treasure they got from the temple, and he'll not attack them further. He'll also try to *charm* a PC into persuading the party to give up the treasure.

If he is attacked, Tromor attempts to flee via his *fly* spell. He'll use his dagger as a last resort to defend himself. He's not trying to kill any of the PCs--he considers that an evil act.

Conversely, if the PCs kill Tromor, and search his body, they find components for nondamaging spells. Good thing they killed him outside the city's jurisdiction or they'd be found guilty of murder.

If they are able to take him alive, he reveals his plan and tells them he's sorry. Under the Ravens Bluff court system, he'll be released right away: he did nothing to harm the PCs, and he was outside the city's jurisdiction.

The End

Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. Finally, multiply the total by the tier according to this chart:

Levels 6-13	Tier 1
Levels 14-25	Tier 2
Levels 26-37	Tier 3
Levels 38-56	Tier 4
Levels 57+	Tier 5

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and you have to bump the combats by one tier to challenge them, they still get the experience points for a Tier 3 group, not for a Tier 4 group.

Defeating the webbirds:	100 xp
Defeating the woodspiders:	100 xp
Defeating the wraith-spiders:	100 xp
Defeating the wall-walker:	100 xp
Destroying the spider-gate:	100 xp

Total Experience for Objectives:	500 xp
Roleplaying Experience:	0-500 xp

Total Possible Experience: 1,000 xp

For Tier 2:	2,000 xp
For Tier 3:	3,000 xp

For Tier 4: 4,000 xp
For Tier 5: 5,000 xp

Treasure Summary

Here's a recap of the treasure that can be gained in the spider rooms. The PCs can only have what is on this list.

- 5,000 sp worth 1 gp each
- Thieves' Picks of Stealth--magic item
- Dragon Necklace--3,990 gold
- Four Drow Cookbooks
- Spellbook with one new spell in it
- Snake Oil--temporary magic item
- Earring of Arachnid Control--magic item
- Potion of Extra-Healing--temporary magic item

Fame Award

None.

Thieves' Picks of Stealth

These magical lockpicks are a great boon to any thief or rogue. They do not appear to be made of metal, but instead appear to be constructed of a very dark, hard substance, perhaps obsidian. While they are magical, no means of detecting magic can reveal this fact. The tools confer a +5% bonus to a rogue's open locks rolls. The greatest power of the tools is revealed when they are placed inside their case, and the case is touched to the user's skin. The case magically melds into the individual's body. There the tools safely remain, until the owner concentrates on bringing them to the surface. If a rogue is slain while the tools are melded with his skin, the tools reemerge.

Copper Dragon Necklace

The piece is old and exquisite, crafted by a jeweler who signed her name Phantasm. The black beads sparkle with an inner light, and the dragon pendant that hangs from the necklace feels oddly warm to the touch. The Necklace is valued at 3,990 gold pieces.

Cookbooks of the Underdark

This set of four cookbooks is bound in fancy lizardhide. Each has ten recipes inside. PCs using any of the recipes do so with a +2 bonus to their cooking proficiencies.

Book One: Mushrooms

Mushroom Paste	Mushroom Steak
Spiced Mushroom Soup	Sauteed Mushrooms
Fungus-Breaded Mushrooms	Mushroom Salad
Spidermeat-Stuffed Mushrooms	Mushroom Gravy

Boiled Mushroom Surprise
Mushrooms

Slivered K'li

Book Two: Fungus

Hot Fungus Cereal
Scalloped Gray Fungus
Pungent Fungus Rolls
Marinated Fungus Spread
Fragrant Fungi Pie

Dried Fungus Treat
Fungus in Wine Sauce
Spongy Fungi Dip
Fungus Cake
Fungus Fingers

Book Three: Molds and Spores

Fried Mold Muffins Under Glass
Golden Moldies
Glazed Mold with Spore Icing
Mold and Spore Casserole
Fluffy Spore Cake

Thick Mold Pudding
Moldenberry Sauce
Chocolate Spores
Spore Delights
Moldy Bread

Book Four: Meat Lovers

Steamed Mice Casserole
Batwing Salad & Spore Dressing
Sauteed Bat-Rat Turnovers
Glazed Cave Cricket Tenders
Pureed Slug Over Otyugh Roast

Hot Rat Haunches
Eyeless Fish Steaks
Carrion Crawler Soup
Minced Kobold Flanks
Twice-Basted Stirge

Rourathek's Spellbook

Contains these enchantments: *affect normal fires*, *burning hands*, *pyrotechnics*, *fireball*, *flame arrow*, *fire shield*, *wall of fire*, and *Quimby's enchanting gourmet*.

Quimby's enchanted gourmet

(Conjuration/Summoning)

Level: 2

Components: V, S, M

Range: 0

Casting Time: 2

Duration: 6 turns + 1 turn per level

Saving Throws: None

Area of Effect: 40-foot-radius of spellcaster

Definition: The fat, food-loving wizard Quimby devised this improved *unseen servant* magic as a means of providing himself with gourmet meals while studying in solitude or traveling alone. It is a magical force under the control of the wizard, able to stir, carry pots, measure ingredients, cut, garnish, turn hot food while it is cooking, and so on. It is no stronger than an unseen servant, nor more dexterous than its caster, but it can cook without the direct concentration or supervision of the caster, if the menu is a meal the wizard has prepared or has seen prepared at some time. The enchanting gourmet can be dispelled (at will by the caster, and by the use of *dispel magic* by others), or destroyed by dealing it six points of damage. The material components are the foodstuffs to be prepared, a drop of the caster's blood, a piece of string, and a block of wood of any size.

Note: This spell cannot be shared with any other PC once it is copied into a spellbook. The certificate must be present for the PC to cast the spell.

Snake oil: When a green candle is anointed with this oil and burned, it will *cure disease* as the spell. Up to four individuals can be healed with one use. The oil cannot cure magical afflictions like lycanthropy. One use.

Earring of arachnid control: A tiny black spider dangles from this silver earring. The earring is a specialized version of a *ring of animal control*. The wearer of this ring may control one giant or 10-40 normal-sized arachnids of any type. This includes spiders, scorpions, mites, and ticks. The arachnids are allowed a saving throw vs spells to resist the effect. The wearer must be able to see the arachnids to control them. Control lasts as long as the wearer concentrates on the arachnids and does not fight. (The wearer may move slowly if doing so does not break the line of sight.) When the wearer stops concentrating, the arachnids are free to run away or attack. This earring can be used for a full turn once per adventure.

Player Handout--Gybsyn the Gray

The spirit of a long-dead human wizard inhabits your body. He slipped inside your mind while you were exploring one of the prison cells, and he remained dormant until this very moment.

His name is Gybsyn the Gray. And in life he was calculating, ambitious, greedy, and not at all a nice man. He was friends with a man named Jalan Teng of the Green Robes. Always subservient to Jalan, Gybsyn sought (and now still seeks) to follow Jalan's orders.

Be a good sport and role-play Gybsyn as excited to see his old friend, delighted to stay with Jalan, and willing to do whatever Jalan's ghost wants him to. Gybsyn wants to make sure Jalan is happy, and he doesn't give a wit about the other player characters. Don't worry, Gybsyn will make sure your body is not harmed by himself or Jalan.

Player Handouts

Cut apart and hand out as needed

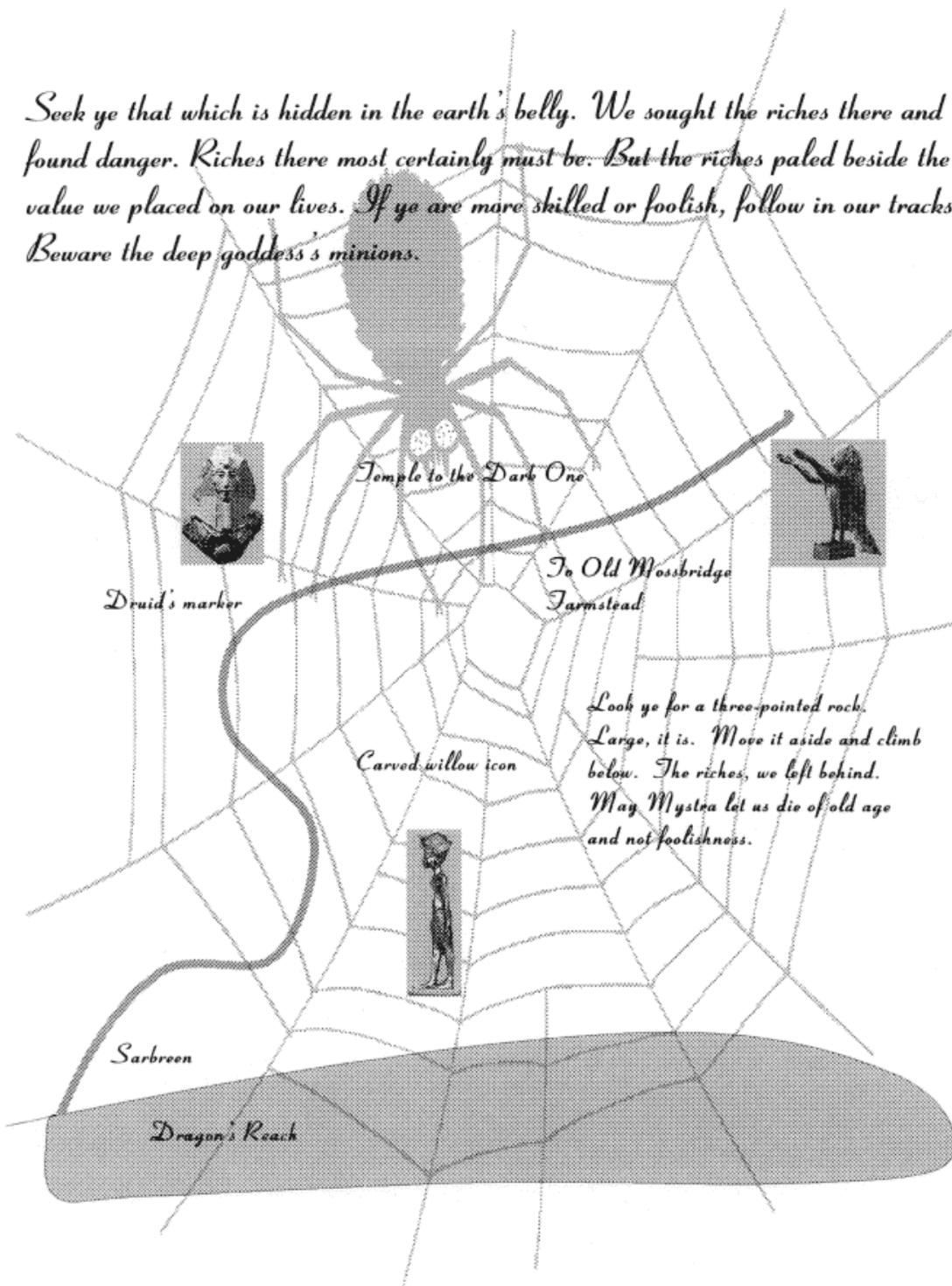
You are an old drow woman, feeble of limb yet powerful of mind. You worship spiders, covet anything that looks like a spider, revere Lloth above all else, and you hope that when you die you will return to this land as a giant, poisonous spider capable of killing all those who hate arachnids and who do not embrace the teachings of Lloth.

You are a young drider acolyte, new to this temple. You are not sure if you have chosen the right course, as you sometimes believe that killing is wrong and that experimenting on prisoners is a foul act. Perhaps you are not as evil as you thought and were not meant to live with your kinsmen. You must either purify your soul and leave this place, or you must commit a heinous act to push you over the edge so that you can belong.

You are a giant spider, confused, angry. You were brought here magically--through the gate in the other room, and you slipped inside this place hoping to avoid capture by the men in the black robes. You ran about this room, chased, becoming more frightened. Then you touched this tapestry and were flooded with unusual memories. You can't bear the thought of anyone touching you now. They might capture you, kill you. No one must touch you!

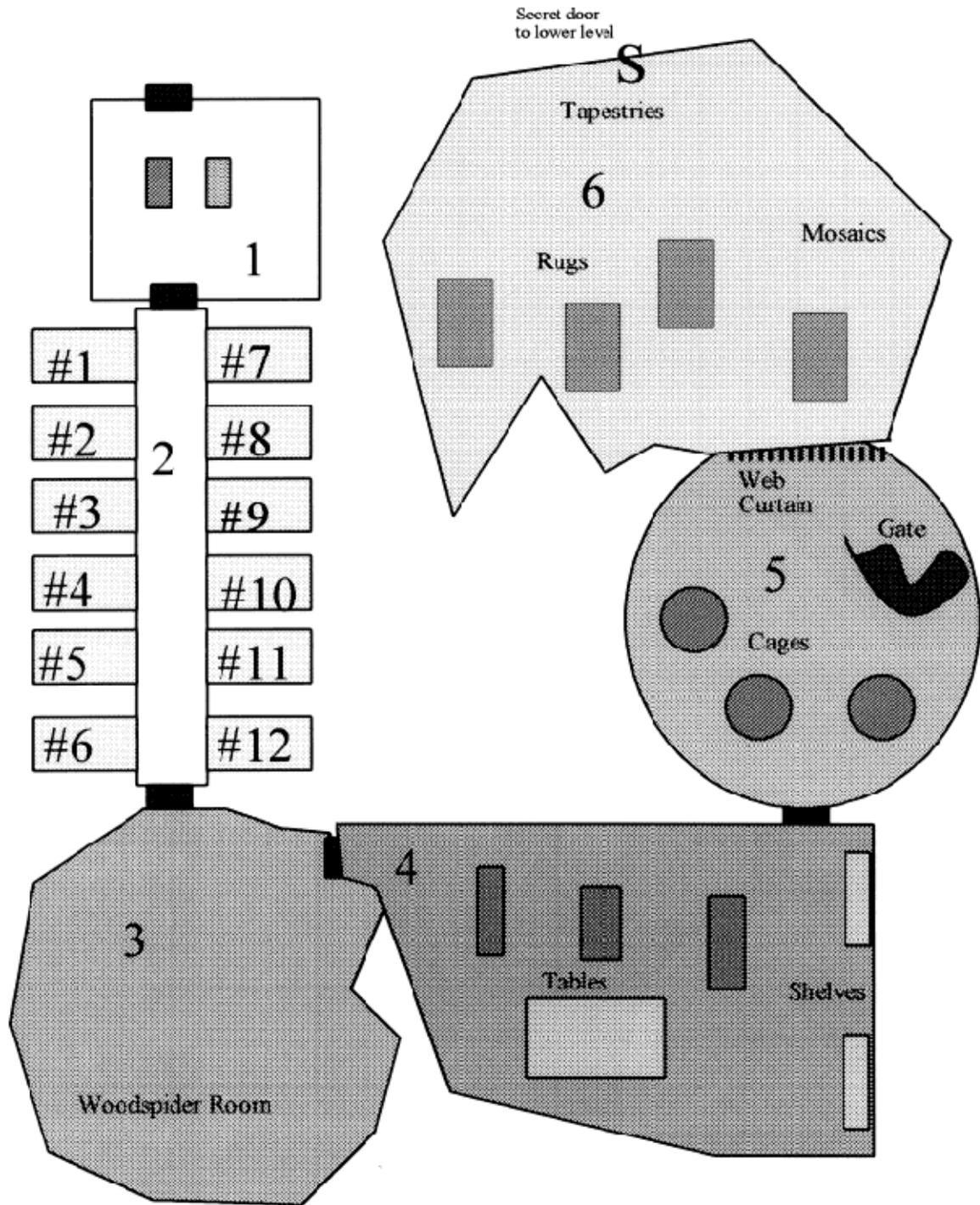
You are a half-elven wizard, young and foolish to have ventured into this place with your fellow adventurers. The ghost aged them. But somehow you were able to slip by, to get inside this room. You touched a tapestry and were flooded with images, touched another and lost spells from your memory. You want only to get out of here and to find another band of adventurers to travel with--a band that promises never, ever to go into abandoned temples again.

Seek ye that which is hidden in the earth's belly. We sought the riches there and found danger. Riches there most certainly must be. But the riches paled beside the value we placed on our lives. If ye are more skilled or foolish, follow in our tracks. Beware the deep goddess's minions.



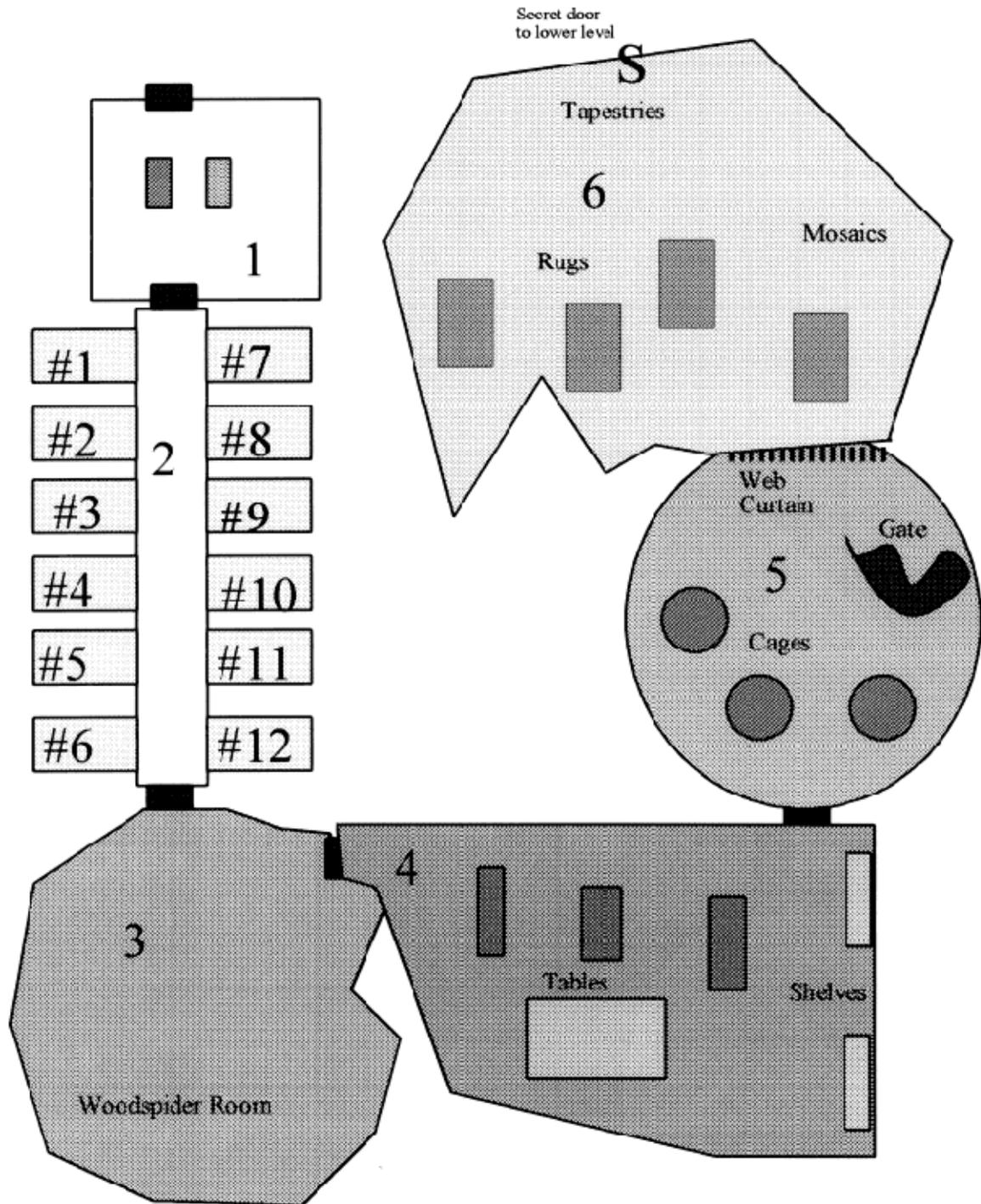
Temple to the Spider-Creatures

DM's Map



Temple to the Spider-Creatures

DM's Map



Temple to the Spider-Creatures, Lower Level DM's Map

