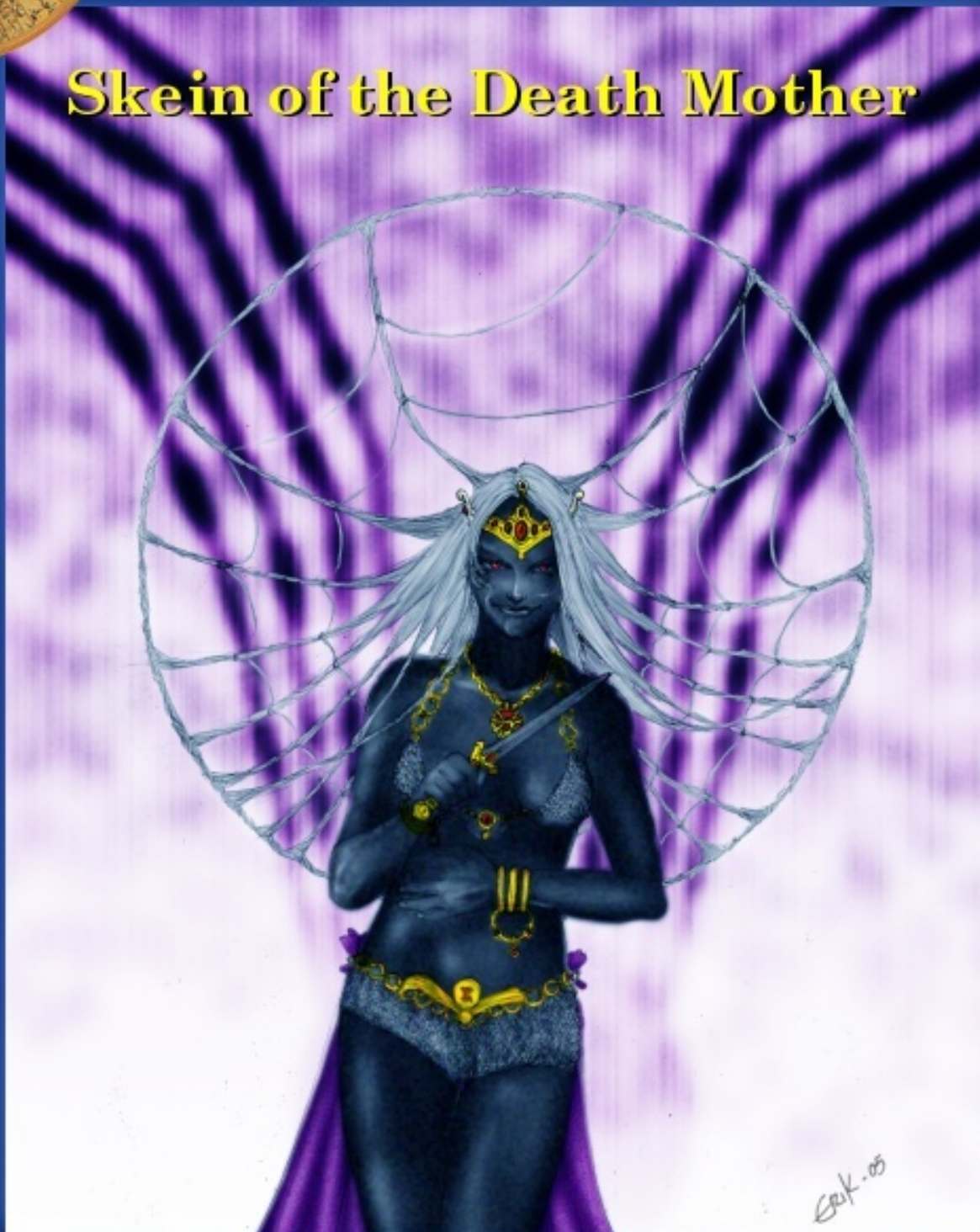




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Skein of the Death Mother



By John A. Turcotte

The Skein of the Death Mother

An Alternate Dungeon for use with *Queen of the Demonweb Pits*

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AUTHOR'S NOTE

This module is influenced, of course, by the 1980 module *Queen of the Demonweb Pits*, by David C. Sutherland, III with Gary Gygax, published by TSR Hobbies, Inc. This Author always felt that the dungeon presented therein, while entertaining, was of a decidedly different style than the modules leading into it, particularly *Vault of the Drow*. The following scenario is a revision of the portion of *Queen* that deals with Lolth's final lair. Instead of a "spider-ship," Player Characters passing through the bronze portals in the Demonweb find themselves in a series of twisting, lightless caverns, the titular Demonweb Pits themselves. Here, they assail the Mother of Lusts in her nightmare lair. If you, the Dungeon Master, choose to run this revision of the module, it begins at portal I on the Fourth Level of the Web.



Wandering Monsters

Wandering monsters may be encountered within the Pits. The DM should check every three turns; there is a 1 in 6 chance of encountering a wandering monster. To determine the type of monster encountered, consult the following table:

Die	Roll	Monster
1		1 Yochlol (demon)
2		1-2 Pedipalpi, Giant
3		1-2 Solifugids, Giant
4		2-5 Ogres
5		2-8 Spiders, Huge
6-7		1-8 Spiders, Giant
8		2-8 Spiders, Large
9		1-3 Trolls
10		1-2 Pedipalpi, Giant
11		2-8 Demons, Manes
12		1 Demon, Chasme

Notes for the Dungeon Master

The Demonweb Pits are located in a portion of the Abyss. Accordingly, the spell and magic item alterations appearing on pages 3 through 7 of *Queen of the Demonweb Pits* apply.

Key to the Skein

Except where otherwise noted, the tunnels and caverns of Lolth are pitch dark. Not only are they unlit, but the stygian darkness of the demon queen's lair actually *reduces* the illumination cast by light sources by one-half. Thus, torches would only illuminate a 20' radius, a *continual light* spell a 3" radius, etc.

The air in the Pits is foul, reeking of death and fear. Sounds fall dead, caught and strangled in the thick webbing that enshrouds the walls and ceilings of the caves. The sizes of passageways vary, due both to the tortuous nature of the tunnels and to the webs of Lolth's pets. In general, passages are 8'-15' in height, and 7'-14' wide.

Spiders are everywhere, in varieties both natural and unnatural. The webs are thick with them, and their captured prey hang like obscene fruit on the vine. Except for those encountered in a numbered area or as wandering monsters on the table above, however, these creatures will not harass the characters (although your players will not know that).

The pits are strewn with bones and the husks of numberless victims. The dried-out shells of many unnamed abyssal creatures can be found here, together with the remains of quasits, dretch, and far worse. In some places, the walls and ceilings are thick with web-encased corpses.

Where the webs have been removed, the walls and floor of the cave complex can be seen to be made of dull black stone, albeit stone from the Abyss. Therefore, spells that affect stone, such as *transmute rock to mud*, will work normally within the pits. Note, however, that most spider-like creatures can easily avoid the effects of this spell by moving along the walls and ceilings. The stone here is dry, thus lacking many of the spectacular features common in limestone caves. It is clear to any dwarf or gnome that these caves were not formed naturally. Rather, they seem to have been chewed out of the rock. The floor of the cavern complex is radically uneven and tortuous. All movement rates for those beings unable to make use of the webs for travel are reduced by 25% (round up); e.g., a PC with a movement rate of 12" would only move at a rate of 9".

L: These locations on the map of the Skein designate the ghastly larders of the Demonweb Pits. Here, the victims of Lolth and her pets await their doom. Each area holds victims tightly bound in webbing and suspended from the ceiling by their feet. Victims are kept alive, although bound and poisoned, and are 60% likely to be conscious. Contents of a larder are determined as follows:

% Roll	Victims
01-30	No living victims, only the remains of webbing and dried husks
31-50	Bugbears, 1-4
51-60	Gnolls, 1-6
61-70	Larvae, 1-6
71-80	Ogres, 1-2
81-90	Quasit, 1-3
91-99	Troll, 1
00	Lammasu (this victim will only be encountered once, and will be friendly to the party if freed)

W: These locations demarcate passageways completely blocked with webbing. They may be cut or burned through as if a web spell had been cast. These areas will be re-webbed if left unoccupied for more than 8 hours. Note that creatures able to move along webs can pass through these areas normally.

Note on burning webs: Although it is true that the webs within the Skein are susceptible to fire, they are by no means as flammable as oil-soaked rags. Flames and heat sources can be used to quickly clear large areas of webbing, but use of the same will not reduce the complex to a raging inferno. The burning will generally cease within 1'-6' of the flame or heat source and will not generally set large areas ablaze.

Note on the Spider Queen's strategies: There will be little rest for the PCs within the Pits. If they are detected, all those capable of doing so, including the Spider Queen herself, will *gate* in reinforcements to hunt the intruders down. Lolth will likely send at least one yochlol into the Demonweb to issue a call to arms to her servitors throughout. If the PCs retreat to the web to rest between sessions, they will likely find that the Skein's inhabitants will have been reinforced, set ambushes, etc. It is imperative that the DM takes into account Lolth's formidable intellect when planning the Skein's defenses.

HERE BEGINS THE SKEIN OF THE DEATH MOTHER

1. ENTRY HALL: The bronze portals open into what appears to be a natural stone passageway some 15' wide and 18' tall. The passageway slopes down into the darkness. The ceiling and walls are thickly strewn with webs. Through gaps in the webbing, the party can discern that the walls of the passage bear carvings of ghastly leering faces, demonic sacrifice and abominable, sickening practices.

A yochlol (HP: 33) waits in this area, greeting the favored guests of Lolth. She is in the form of a comely drow female wearing only a mauve gossamer shift. She will welcome the adventurers and seek to ascertain the purpose of their meeting. If the party is able to successfully pass themselves off as pilgrims, she will guide them to Area 6. If she becomes aware of the heroes' true purpose, she will assume her natural gaseous state and flee to Area 2 to alert the Matron. She will observe the battle and assist if it results in little risk to herself. If the Matron seems unable to repel the invaders, she will flee directly to Lolth's Court (Area 13) to warn her mistress. The yochlol has no treasure.

2. THE MATRON'S CHAMBER: A series of sloping terraces leads down into this hellish cavern. The area is thick with acrid smoke and vapors. The walls and ceiling are free of webbing. A viscid pool of bubbling acidic slime casts a leprous yellowish gloom. Two enormous braziers seethe with glowing embers.

This chamber houses the Matron, a type V demon (HP: 42), who guards the entrance into the Skein. If alerted by the yochlol at Area 1 or otherwise, she will *gate* in assistance and immediately move to intercept and repel invaders. The Matron is armed with the following weapons: **+1 khopesh sword**, **+2 bastard sword of wounding**, **battle axe of dancing** (as the sword of same name), a **+2 morning star**, a **+2 mace**, and a **+3 short sword** (of drow make). If attacked in this chamber, she will make full use of her *pyrotechnics* ability on the braziers to obscure her opponents' vision. The Matron will fight to the bitter end to repel invaders. She wears a wrought-gold

necklace worth 800 gp and 12 gold rings, each worth 100 gp.

3. STABLE: A narrow yet tall passage branches off the main hall and leads down to this chamber. The cavern is free of webs. Instead, thick tapestries of luxurious material have been hung from the ceiling to divide this cave into separate areas.

This area is used as the stable for Lolth's personal steed. The nightmare is of the greatest size and strength (HP: 54). It is attended by its valets, a pair of manes demons (HP: 6, 5). The stable area contains the finest tack and harness, but no monetary treasure. The nightmare wears **horseshoes of the zephyr**.

4. SENTRY CHAMBER: This cavern is heavily strewn with webs. Masses of webbing and web-enshrouded garbage give the appearance of freakish growths on the walls, ceiling, and floor.

Hiding amidst the refuse are a pair of large ropers (HD: 10; HP: 79, 68) who will bar the entrance to all who pass without the yochlol escort from Area 1. Also skulking in the webs are a pair of huge black widow spiders (HP: 17, 13), who will join in the attack.

5. HANDMAIDENS OF LOLTH: This large cavern is lit by violet witchfire, which casts a ghostly glow over heavy, sumptuous tapestries and rich divans decorated in unsettling phosphorescent patterns. The floor is deeply covered in rugs and furs. The roof of the cavern is cloaked with silky webs.

There are four distinct rooms in this area, separated by curtains hung from the ceiling of the chamber 25' overhead. This area houses those Handmaidens of Lolth who wait upon their queen when she presides over her court (Area 13). There are three yochlol here (HP: 57, 43, 40), one presently in giant spider form, one in gaseous form, and one in amorphous form. With them is a succubus (HP: 34), appearing as a beautiful female drow. The succubus is reclining on a couch near the center of the chamber. She will not be immediately hostile to

intruders but will instead seek to engage the party in a flirtatious conversation (while attempting to *charm* her victims, of course). Around her are plates of delicious delicacies and fine wines, all *illusions* masking the ichor and flesh of past victims. If given the opportunity, the yochlol will assume fair human shapes and emerge to join the group. If possible, the handmaidens will attempt to lull the party into resting before attacking at the most opportune moment.

Hidden among the vanity tables and lavishly decorated rooms of the handmaidens are three silver and ruby necklaces (with values of 700 gp, 800 gp, and 1,200 gp), as well as 4 **potions** (3 of **delusion** and one of **stone giant strength**). The succubus wears a gold torc set with diamonds (worth 3,000 gp) and the yochlol each have one in their quarters (and will don them if they take corporeal form to entice the adventurers) worth 4,000 gp each.



6. PILGRIMS' QUARTERS: Those brave enough to seek audience with their mistress rest here. Deeply engraved evil runes and prayers peek out from the walls through a haphazard mess of webbing. At the back of the chamber is a three-foot high idol of the Death Mother. Richly intricate spider-silk prayer mats have been laid before the evil goddess's burnished visage.

Only one such pilgrim is here, Goneril, a female drow, 6th level cleric/6th level fighter (HP: 34). She has recently been drained by the "welcoming" succubus in Area 5 and meditates before the idol. She is clad in **+4 chain mail** with a **+3 buckler**, both of dark elf make (AC: -4), and armed with a **+3 mace** and a **wand of webs**. This item is a bone baton that may unleash a web spell as a 6th level magic-user at the cost of one charge. At the cost of another charge, the wielder may enjoy the benefits of **free action** (as the ring) for 1 turn. The wand has 49 charges. In addition to the spells common to drow of her level and sex, Goneril has the following spells memorized:

First Level:	<i>cause light wounds, cure light wounds, curse, protection from good, sanctuary</i>
Second Level:	<i>augury, resist fire, silence 15' radius, slow poison, speak with animals</i>
Third Level:	<i>create food and water, prayer</i>

Goneril has made the pilgrimage with her pet, a giant funnel web spider of the largest size (use phase spider statistics, without the *phase door* ability, HP: 45). Its venom is especially powerful, requiring a penalty on saving throws of -3.

In addition to the typical drow accoutrements, Goneril carries 40 pp, and a gold brooch set with sapphires worth 800 gp. The idol is only gold-plated. Although some 1,200 gp worth of material could be stripped off the idol by those industrious enough to take the time, such defilers are immediately struck by a curse (no save) causing them to make all saves against poison at a -2 penalty until a *remove curse* spell is cast upon them by a cleric of 11th level or higher.

7. GUARD ROOM: This dank, odorous chamber is littered with dried and mummified husks and discarded bones. All webs have been cleared from this chamber. Along the walls, carved with perverse detail, an orgiastic procession of dark elves capers with spider-headed demons and worse. This area is guarded by a pair of ettins (HP: 68, 64) that watch the passageway leading from Areas 5 and 6. The ettins have no treasure. If possible, they will attempt to alert the guards at Area 8 to the presence of intruders.

8. GUARD STATION: This room is dimly lit by smoking braziers and fitfully sparking torches. The walls have been half-heartedly cleared of webbing, revealing the awful carvings beneath. The cavern itself is littered with filth, bones, and broken furnishings.

Five ogres (HP: 30, 25, 26, 23, 14) in scale mail (AC: 4) loiter here until called upon by their mistress. Both passageways into this chamber are always watched, for Lolth's pets occasionally hunt in this area. Three full flasks of oil and a bundle of a dozen torches are kept near the braziers at all times to clear webs.

9. SUB-CHIEF'S QUARTERS: This stinking cavern has been completely cleared of webs. The sub-chief of the ogres lairs here in conditions of utter squalor. The sub-chief (HP: 32) wears lacquered leather armor (AC: 3) and wields a great, jagged-toothed club (3-13 points of damage). He fights as a 7 hit dice monster. A great mess of vulgar trinkets and garbage can be found here, but no treasure.

10. CAPTAIN'S LAIR: This large cavern is free of webs, revealing the shockingly vile carvings and motifs set in the cavern walls. The ceiling of this chamber has been worked to depict a great host of deviant celebrants of many races cavorting and being devoured by demonic spiders. In the very center of the ceiling, in the precise middle of the carving, is fashioned a great abhorrent spider with a female drow's face surveying the sickening festivities with a hideous gloating expression.

A type III demon (HP: 57) lurks here, awaiting its mistress' whims. The demon is currently

polymorphed into the form of a fearsome giant wolf spider. The demon has been set in charge of the ogres in Areas 8 and 12, and will assist its charges if it detects a serious commotion in either area.

10A. CAPTAIN'S QUARTERS: This room is thick with webbing. Adventurers searching the room must save versus petrification each turn or become stuck. Treat captured PCs as having been partially caught by a web spell as if cast by a 10th level magic-user. The webs are not magical in nature. Hidden amidst the webbing are three jeweled cups (worth 1,500 gp each) and a **+1 dagger** in a fine sheath set with bloodstones (with a value of 150 gp). Note that if the party burns the webs to clear the chamber, the items must make successful saves against fire in order to avoid destruction.

11. STOREROOM: This dark cavern holds chests, casks, kegs, and bales. It contains supplies for Lolth's mortal servants (bugbears, ogres, and the like). Here can be found hard cheeses, water, smoked meats and fish, beer, and bitter wine.

12. GUARD BARRACKS: This room has been cleared of webs, and the occupants have taken it upon themselves to add crude embellishments to the already fearsome and disturbing carvings. Large braziers keep the room lit with a hellish red glow. The uneven floor of the large cavern is strewn with piles of dirt, straw, hides, and furs.

Ten ogres (HP: 32, 31, 30 (x3), 29, 24 (x2), 21, 17) and a troll (HP: 42) are quartered here. They carefully watch the passage leading towards Area 13. Each ogre is armed with a morning star and a spear, save for the strongest of their number, who is armed with a **+1 two-handed sword**. All (except the troll) wear scale mail armor. If pressed, the ogres will retreat to Area 12B.

12A. GUEST QUARTERS: The passageway into this area is blocked by webbing. If the webs are cleared away, it can be seen that the low, narrow passage descends to a small, lightless, cloistered chamber; a temporary holding area for Lolth's "guests." The chamber currently

quarters a lamia (HP: 47), who has lost her mistress' favor and awaits an audience. The lamia will use her power of *illusion* to disguise herself as an imprisoned elf maid. She will betray the party at the first opportunity in an effort to bring herself back within her mistress' good graces. This cell is bare and forlorn. The lamia has no treasure.

12B. WEAPONS CLOSET: It is clear that futile efforts have been made to keep this area free of webs. This cavern is used to store arms for the demon queen's troops. This room is stocked with spears, halberds, glaives, and spetums, fifty of each.

13. THE COURT OF LOLTH: The air emanating from this area is most foul. The walls of the winding passageway to the south depict an increasingly disturbing procession of demonic figures and drow, all capering in a mad frenzy, inflicting frightful atrocities upon themselves and others. The tunnel debouches into a vast stygian vault, the ceiling arching up beyond sight, hidden by the nightmare canopy of webbing above. The stone of the cavern floor itself has been polished smooth and appears treacherous. A ledge overlooks a great reeking chasm. Monstrous webs have been strung over the pit.

Here the Queen of the Demonweb Pits holds court. Consult Map A for a detailed schematic of the cavern. The opening to the south is trapped with a powerful permanent *dispel magic* spell, cast at 16th level. Spells cast upon persons or objects crossing the threshold all have a chance of failing, and potions have a 70% chance of being ruined. The passage to the north, leading to the guard chambers, is protected by a *glyph of warding* that explodes for 32 hit points of damage if the correct command phrase, "Lolth shall feast on the blood of her enemies," is not spoken. The explosion will immediately alert the inhabitants of Lolth's court. The passageway to the east is not trapped but opens from a ledge some 11' above the surface of the floor.

In the center of the web above the great pit is a *phantasmal force* of Lolth, appearing as a massive and terrible black widow spider with a

female drow's head. If Lolth has been warned of the party's approach, the other inhabitants of the chamber are hiding among the rock formations and webs, some clinging to the side of the pit closest to the entrance, ready to strike by surprise. If Lolth has not been so forewarned, many of the inhabitants will be readily visible.

The real Lolth is hidden within the pit, in her monstrous spider form. If the party has advanced this far, she will parley through her phantasmal force in an attempt to lure the party closer to the pit. If combat is begun, she will direct her phantasmal image to react as if attempting to cast spells, hoping to direct the party into wasting its spells and attacks on the illusionary target.

As described, the floor in the shaded area on Map A is polished smooth. Any violent movement upon it, such as that inherent in combat, will cause the person so moving to be required to make a successful saving throw versus petrification each round spent engaged in such movement or slip and fall prone. Prone persons are attacked at a +2 bonus, and they themselves attack others at a -2 penalty. To pull themselves to a steady standing position, prone persons must spend one full melee round regaining their feet. Neither Lolth nor her pets in this room are affected by the slippery floor, although the drow present are. For this reason, they avoid the area. NOTE: If a person slips and falls within 5' of the edge of the pit, he or she must make another successful save versus petrification or slide over the lip into the abyss, resulting in a 300' fall into deep webbing. Such victims suffer 10-60 points of damage and are treated as having failed a saving throw against a permanent web. The unfortunate victim must also suffer the effects of a *stinking cloud* spell, as described below.

The chamber is crawling with Lolth's horrid pets. With her are 10 giant solifugids (HP: 48, 47 (x2), 41, 37, 33 (x 3), 32, 28) and 10 giant pedipalpi (HP: 32, 29, 27 (x2), 24 (x2), 22, 18, 17 (x2)).

There are also two drow courtiers. The first, Xilona, is a 9th level priestess (AC: -6, HP: 54, **+5 chain mail, +3 buckler, +4 mace**; WIS: 18). In

addition to her innate abilities, she has the following spells available:

First Level:	<i>cause light wounds, command (x2), detect good, fear, sanctuary</i>
Second Level:	<i>chant, detect charm, hold person (x2), silence 15' radius, spiritual hammer</i>
Third Level:	<i>bestow curse, cause blindness, dispel magic, prayer</i>
Fourth Level:	<i>cause serious wounds, poison, tongues</i>
Fifth Level:	<i>true seeing</i>

The male, Vlondrin, a fighter/magic-user of 5th/8th level (AC: -6, HP: 48), wears **+4 chain** and bears a **+3 buckler**. He is armed with a **+3 dagger** and a **wand of magic missiles** (with 70 charges). He has the following spells memorized:

First Level:	<i>magic missile, protection from good, push, shield</i>
Second Level:	<i>mirror image, stinking cloud, web</i>
Third Level:	<i>dispel magic, fireball, tongues</i>
Fourth Level:	<i>charm monster, confusion</i>

Lolth will allow her pets and servants to deal with the intruders as much as possible. The pedipalpi and solifugids will swarm the party, attempting to keep them within the slippery area. The drow will support the swarm and attack with spells. Lolth will enter the battle only if confident of victory. If she emerges, she will first use her ability to *summon spiders*. She relies on her high armor class and magic resistance to protect her. If her hit points are reduced to 33 or less, she will *teleport* to her lair (Area 35).

The female drow has 80 pp, 9 amethysts worth 100 gp in a silk pouch, and a wrought silver and moonstone bracelet worth 500 gp. The male drow has 35 pp, 7 garnets worth 50 gp, and a gold ring set with a single tanzanite stone worth 600 gp. The cloaks of both are held with platinum brooches set with rubies depicting Lolth. The brooches are each worth 900 gp.

The pit itself descends 300' to an abominable waste of webbing, countless bones, and

ghastly filth so vile that the entire area is filled with a permanent effect equal to a *stinking cloud* spell. Buried within this unimaginable pile is a king's fortune worth 30,000 gp in coins, jewelry, and valuable items, as well as a suit of **plate mail of etherealness** (12 charges remaining), a **talisman of ultimate good**, a **ring of three wishes** (one wish left), and, at the absolute bottom of the horrendous mess, the sword **Arachrist** (see appendix for details), Lolth intending that the blade never be recovered. Retrieving any of these items is a Herculean task, the details of which are best left up to the DM's discretion. Anyone digging around suffers a 50% chance of contracting a disease.

14. THE KENNELS OF LOLTH: This lightless cyst reeks of filth and rot. Bones litter the floor among pools of cold scummy water. There are no webs here. Eight harpies (HP: 21 each) haunt this chamber, roosting upon ledges 12' above the floor. They will raise their haunting calls if anyone other than Lolth or her handmaidens enter the chamber. The harpies have no treasure.

15. GARGOYLE DEN: The passageway snakes down into a shadowy chamber with a high-vaulted ceiling. Six gargoyles (HP: 30, 24 (x2), 23, 20, 19) lurk up on ledges varying from 10'-20' above the cavern floor. The gargoyles have no treasure.

16. STAIRS TO THE LOWER PITS: These passages descend to the lower reaches of the pits. At the point marked on the map, Lolth has placed a *glyph of warding* that will inflict 32 hit points of electrical damage (save versus spells for one-half damage) to anyone who does not state, "It is by Lolth's command" when they pass. Note that victims wearing metallic armor save at a -2 penalty.

17. GUARDIAN HALL: The passageways leading to the northeast and southeast have been shaped to represent great monstrous mouths. The mouth to the southeast is filled with thick webs. If the northeast passage is taken, a *magic mouth* will boom out, in drow and common, "Who is it that I devour?" If the person crossing the threshold does not first truthfully identify himself or herself, the fanged,

stone maw will bite as a 10 hit dice monster, inflicting 3-18 hit points of damage and holding fast (inflicting an additional 1-6 hit points of damage per round on the bitten victim), until forced open (a successful lift gates roll), unless released by magic, or until the victim dies. A *dispel magic* successfully cast against a 16th level caster will cause the mouth to open (although the trap will only be at rest, a second successful *dispel magic* would be necessary to remove the dweomer altogether). A simple knock spell will cause the mouth to open, releasing its victim. The following spells will also cause the mouth to open (and reset the trap as described above): *animate object*, *passwall*, *transmute rock to mud*, *stone shape*. A *transmute stone to flesh* spell will turn the mouth into a mimic of the largest size (HP: 80), which will attack the party!

The mouth will bite at each person who crosses without truthfully identifying him- or herself. A missed attack roll indicates that the trespasser has slipped past its jaws. The correct command phrase, "Lolth will devour us all," known by the Skein's inhabitants, will also cause the mouth to release a caught victim.

18. TROPHY HALL: This ghastly cavern serves as a trophy chamber for the Queen of the Demonweb Pits. Former victims of the Death Mother hang head-down, suspended from the ceiling, bound in tight webbing. Here hang the dried-out husks of Lolth's former enemies: five elven warriors, two elf maids, an illithid, a shedu, an ice devil, a human, and a kuo-toan.

One of the elves' corpses still wears its shirt of **+3 chain**. The other bodies of the elf warriors still wear their elfin chain. The human's corpse still holds two vials of **holy water**, and one of the elf-maids still has a **ring of shooting stars** concealed within her bodice on a fine platinum chain (worth 300 gp).

19. SPIDER HATCHERY: This area is used for the breeding of Lolth's pets. Three enormous, silk-covered egg sacs hang suspended from the ceiling. For each turn the party remains here, there is a 5% cumulative chance that a sac bursts, unleashing a swarm of 10-100 hungry spiderlings (AC: 9, MV: 3" *3"; HD: ½; HP: 1 each;

#ATT: 1; DM: 1 point). The save against poison against these creatures is made at +5. Those who fail suffer an additional 1-4 hit points of damage.

20. OBSCENE FANE: There are no webs at all along this narrow stair. It descends to the lowest deep of the Skein. The descending stairs and chamber beyond are carved within a vein of black, glossy rock. Each of the 666 steps is adorned with a single inset silver pyramid. The stale, sour air grows progressively warmer. Near the very bottom, the temperature rises to nearly 100°, and the adventurers are coated with a sheen of sweat.

The black, sweltering chamber beyond defies immediate examination. The dark stone seems to swallow the light and trick the eye. Just beyond the threshold of the chamber, four thin pillars surround a basin. The font is intricately carved so that seven shapely arms of stone support a wide and shallow dish of purplish glass. A clear, oily liquid lies within the dish. At the far end of the chamber, a single dark figure, a statue made out of the same light-eating stone as the rest of the chamber, dominates the room. Beside it, a pair of braziers smolder, filling the humid air with a cloying pungent odor. There is a sense of palpable evil in the chamber.

The statue is difficult to examine, for the party's lights seem unwilling to illuminate it fully. It is made of smooth, dark stone and appears to roughly resemble a tall cowled figure, although it seems unfinished or abstract, and specific details of the figure are hard to make out. For no reason, those who behold it feel that it represents a female figure. Ten feet before it on the floor is a single inset silver pyramid.

This is a fane of a great and powerful goddess of evil. Even the Death Mother must answer to dark powers. The oily liquid in the basin is **unholy water**, and the basin magically maintains 20 ounces worth at all times. If a person stands on the silver symbol before the statue, he will experience a great sense of dread, as though some malevolent will has just become aware of their action. If anyone prostrates himself on the symbol, they will feel

themselves swallowed by darkness, unable to move from the spot. The blindness will last only until the person is removed from the spot, but the individual must save versus death magic immediately or their alignment will be moved one place closer to chaotic evil.

If a person anoints himself with the **unholy water** and then prostrates themselves on the symbol, darkness will envelop the individual, and the goddess will grant him an audience. The character will feel as if he were suspended in unpleasantly warm, pitch-dark water. A mocking female voice will question them regarding their origins and quest. She seems amused by their efforts to destroy Lolth. She will then grant the individual a dark token that cannot be removed except by a *wish*, *alter reality*, or *atonement* spell cast at the 16th level of experience or higher. If the individual is evil, he or she is granted a token in the form of an unadorned onyx ring that will appear on his or her hand. The token grants the wearer absolute immunity to webs, also allowing that person to pass through such obstacles unimpeded. If the petitioner is neutral, the token will take the form of an onyx amulet around the neck that cannot be removed. Although the amulet grants its wearer a +1 saving throw against all poisons, it also functions as an amulet of inescapable location. Lastly, a good petitioner is granted a token that appears as a simple onyx diadem upon the brow. It functions as a jewel of attacks. Any subsequent attempt to petition the goddess results in the petitioner being struck deaf and blind permanently (or until cured). Although the audience seems to take nearly an hour to the petitioner, the questioning takes but a moment to onlookers.

If the font of **unholy water** is consecrated or otherwise destroyed, a type IV demon (HP: 68) is immediately summoned to punish the blasphemer.

Any PC touching the statue will feel that it is slick and uncomfortably warm to the touch. If the statue is damaged in any way, the smooth stone floor of the chamber surrounding the statue, except that portion bounded by the four pillars, becomes a tarry mixture with the

consistency of quicksand. All those within the area will sink below the surface of the tar within 1-4 rounds and die of suffocation in an additional 1-4 rounds. Those close to the unholy font may attempt to pull themselves out. This will take some time (a number of rounds equal to 1-6 + 10, minus the current AC of the character). Each character helping a trapped character will reduce the time by one round. Note that water breathing will be of no use, but an *airy water* spell will prolong life for 1-4 rounds. A **necklace of adaptation** will enable normal breathing in the tar. The floor will retain this consistency for 3 turns, after which it will solidify again instantly, trapping those partially caught, and entombing those beneath its surface.

21. CHAMBER OF THE BLACK DRAGON: This large cavern is dank and warm. The sound of dripping water may be heard. This area stinks of age-old decay. The floor is dangerously slick with algae. A large pool of silent scummy water occupies a portion of this cavern; keen-eyed adventurers can see a small island. Perhaps they may even spy the glint of gold!

This chamber is the pen of an adult black dragon (HP: 35) Lolth has been raising for eventual use in the BLACK FEN (Web Level Four). The dragon rests in the water at the location marked on the map. If awakened, she will attack the party immediately. An obvious disturbance in the water, such as splashing, etc., is sure to wake her. Lolth has allowed her pet to keep a small amount of treasure to play with, which it has piled on the island. The treasure consists of 10,000 cp, 400 sp, 600 gp, 3 fire opals worth 1,000 gp each, a girdle set with a gold and sapphire buckle worth 9,000 gp, and 3 **potions of healing** in stoppered clay pots.

22. BLACK WELL: The low-ceilinged hall leading into this area inclines downward. There are no webs whatsoever in this area. The sound of dripping water can be heard and hanging lichens and (harmless) slime drape those brave enough to creep down the tunnel. As they progress, they can detect a mournful moaning arising from the darkness ahead. The tunnel finally opens into a glistening gallery. The air here is thick and cloying with the stench of rot and excrement. Odd, onion-shaped cages

sprout from the floor. All are filled with wriggling pallid worms as large and thick as a grown man's arm. In the center of the chamber is a great black pit, beside which stands a menacing cloaked figure.

The pit is a *gate* opening to Hades. The floor is worked so that the pit forms the gaping black mouth of a great demonic face. The cages contain larvae Lolth's tender has fished out of the glooms below. The cloaked figure is a sea hag (HP: 14) and she will cast aside her cowl and use her deadly powers if attacked. She is armed with a **dagger of venom**. Beneath her foul robes, she wears a tarnished silver necklace set with a dozen perfectly matched pearls worth 12,000 gp (if restored) and an **amulet of proof against detection and location**.

There are some three dozen larvae in the cages. If released, they will squirm randomly throughout the complex.

23. CHARNEL PIT: The stench of this chamber eclipses the already evil odors of this hellish place. Those entering the lightless vault must save versus poison or lose 1-6 points of strength (with corresponding combat penalties, if applicable) until they leave, at which time the lost points of strength are regained at the rate of one per round.

The chamber is formed like a bowl, the passages leading to the rim, which steeply descends to the bottom of the cavern, some 40' below. The stench is derived from the mass of corpses and ghoulish offal piled quite deep in this horrific place, as well as the pit's inhabitants. Now and then, once Lolth's spiders have had their fill, the bodies of the uncounted victims of the Skein are collected and piled in this place. And here, Lolth's ghosts have grown fat and powerful.

There are four ghosts (HP: 36 each) here, and each attacks as a 6 hit dice creature, inflicting +2 damage on all attacks. They are turned/destroyed as vampires in this chamber, specters elsewhere (see below). The ghosts have fallen into the habit of collecting those belongings of the countless lost souls who fall into their clutches and wearing them. Thus,

they are arrayed in a motley collection of clothing and trinkets that would be amusing if it were not so terrible. Each ghost wears four items of jewelry, each piece being worth 200-800 gp in value. In addition, one of the ghosts (quite unknowingly) wears a **medallion of ESP**.

The ghosts will pursue any who flee throughout the complex, becoming quite rash in their frenzy for fresh prey.

24. THE GREAT AND AWFUL HALL: This massive gallery descends along its length. The webbing of the Dark Queen's pets is especially daunting here, for only a narrow tunnel is kept free along the hall's length, with occasional twisting side-passages leading deeper into the pits. The encompassing blanket of midnight-dark webs teem with spiders of all sizes, at times it seems as if the walls of the tunnel are themselves alive. Countless mummified corpses hang in the tangle like gruesome discarded puppets, trembling slightly from the unceasing flurry of legs and bloated bodies through the hall.

The spiders here are well fed, and quite harmless to those who make use of the hall. However, the experience of passing through this gauntlet is so frightening that those beings of less than 4 hit dice must save versus magic. Those who fail will refuse to enter the hall under any circumstances! Those who save still suffer a -1 penalty to their attack dice as long as they are still within the hall. Although the hall is itself quite wide and high here (30' in some areas), the tunnel through the webs is only 8' x 8'.

25. SPIDER HATCHERY: This area is identical to Area 19.

26. TEMPLE OF LOLTH: For those of Lolth's servants who are too lowly to merit a personal audience with the queen in her court (Area 13), this is the destination of their pilgrimage. This vast cavern is lit by six braziers hanging by iron chains from the vaulted ceiling some 60' overhead. Thick and obscuring webs coat the intricately carved ceiling and walls but do not completely obscure the frightful bas-relief carvings of spiders, drow, and demons cavorting and offering obscene homage to the Queen of the Demonweb Pits.

At the far end of the chamber is a round pool filled with some viscid amber liquid. Rising from the pool is a fantastic, blasphemous, and altogether loathsome representation of the Death Queen Mother, carved from some unknown blood-red substance. A pair of bizarre braziers, fashioned to represent unwholesome spider-toad monstrosities, squat to either side of the pool, belching forth intoxicating vapors. Between them and directly before the towering idol is an unpleasantly glistening altar carved, it seems, from some nauseating flesh-covered stone.

Present at all times in this chamber is a powerful yochlol (HP: 60) in the form of a female drow. She wears **+5 drow chain mail** (AC: 0) in this shape and bears a **spider staff** (described below). It is not uncommon for worshippers to enter the temple; therefore she will not be immediately hostile. She will attempt to procure a sizeable donation from the party and lead them in an unholy service to the queen of this place. If attacked, she will defend herself and call upon the other inhabitants of the chamber.

A type IV demon (HP: 68) clings to the ceiling above, having *polymorphed* itself into a fearsome red-furred spider of atrocious size. Three type I demons (HP: 68, 54, 47) also roost out of sight. In the event of an attack, the type IV demon will use its powers of *illusion* to mask the lesser demons' approach under the guise of an undulating swarm of spiders descending *en masse*.

Six manes (HP: 8 each) lurk in the pool and will clamber out upon the command of any of the demons in this chamber.

The yochlol's **spider staff** is fashioned from black, leathery material. It may be used in combat as a +1 weapon, although it inflicts only 1-4 points of damage on a successful hit. However, for each charge expended, the possessor may cause a large spider to leap from the staff onto a victim. A charge may be expended upon a successful hit if desired, inflicting damage and a hungry arachnid! Spiders created by the staff will fight until slain.

Up to three charges may be expended in a round. The staff has 25 charges.

All the demons will fight to their destruction in this unhallowed place. They will seek to *gate* in as much assistance as possible, drawing upon the pool's powers (see below).

The altar radiates a strong sense of evil. If carefully searched, a well-concealed secret compartment (1 in 10 chance of locating) can be found. It is trapped with giant spider venom. Within are unholy clerical vestments woven from spider silk, a diamond and ruby-encrusted cup and ewer of solid gold (10,500 gp value each), a crystal flask (worth 800 gp) of **unholy water**, a ceremonial dagger fashioned of gold and inset with moonstones (700 gp), and three blocks of noisome incense.

The peculiar braziers flanking the amber pool are themselves unremarkable aside from their appearance. The statue and pool both radiate magic. The liquid within the pool is only four feet deep. The pool aids in the casting of *summoning* and *gate* spells. All such magics used in this chamber have an increased chance of success. *Monster summoning* spells are improved, with a +1 bonus to the number of monsters appearing, and with the time delay before their appearance halved. All *gate* spells have a +10% chance of success. All successfully *summoned/conjured/gated* creatures, when they appear, rise forth from the amber liquid.

The statue towers some 18' above the floor, Lolth being depicted as a great spider with exaggerated legs and the head of a female drow with eight eyes. The statue itself is a scrying device for Lolth. Wherever she may be within the Skein, she may view the temple from the statue's eyes. She must concentrate to do so. If combat ensues in this chamber, there is a 10% cumulative chance per turn that Lolth spies the events and responds accordingly. Lolth would be most displeased to have her temple desecrated...

27. SENTINEL: This area is lit by a haunting glow. The webbing is sparse here, and the horrific carvings in the wall are coated with

phosphorescent lichen whose lime-green and moon-yellow growths seem cultivated to intensify the already unsettling decorations.

Lolth has set a guardian in this chamber, a groaning spirit (HP: 38) that will emerge from the floor if it senses any good-aligned beings in this room. Its sudden appearance will enable it to surprise on a 3 in 6. In the Skein, it is always considered to be a "time of darkness" with respect to her deathly wail.

28. HALL OF WOE: The Great and Awful Hall (Area 24) feeds into this narrow gorge. The canopy of webs ascends up out of the range of most illumination, leaving the walls and floor bare, but this only exposes the ubiquitous horrifying images engraved upon the cavern walls by demented souls over uncounted aeons.

The walls of the gorge are some 60' high. It is possible for a party to pass here and believe only that they are in a narrow passageway, not realizing the extent of the cavern through which they are traversing. Any who mount the gorge walls find themselves in a great vaulting cavern. At the northern reach of the cave, a narrow (6' wide) cleft in the cavern wall can be found that leads to Area 29. The southern portion of the cavern is curiously dotted with fungi and fantastic lichen growth. If this cavern is not found, the narrow gorge leads to either Area 30 or Area 31.

29. LOLTH'S WAITING CHAMBER: This cavern is pitch-dark, protected by a pair of *continual darkness* spells flanking the entrance into Lolth's personal chambers. Those unable to see may well trip down the terraced steps into the chamber proper. Tripping is automatic for those flailing in the dark, those using caution (i.e., feeling ahead) will note the descent. Those falling down the 20' incline will suffer 1-8 points of damage and will automatically lose initiative against the inhabitant of the chamber.

The *darkness* ceases at the bottom of the ramp. The cavern beyond is clearly worked. The floor and walls are level and polished. The chamber is richly decorated with plush couches and enormous silk pillows. Fabulous and intricate

tapestries line the walls. A great table and a dozen fine chairs have been set in the center of the chamber. The table is heavily laden with plates of food, bowls overflowing with exotic fruit, and carafes filled with tantalizing spirits. A great chandelier hangs from the ceiling, lit by a violet witchfire. Numerous incense burners fill the air with a heavy, sweet scent. A beautiful human youth, dark of hair and eyes, richly adorned with precious metal and jewelry, lies upon one of the couches.

An *illusion* covers the room. In fact, the table is laden with goblets of blood, bowls filled with giblets, and plates of rotten flesh. The decorations are ragged and frayed. The youth, however, is real. He is an incubus (a shape-changed succubus) (HP: 46). Although his form may fool the party, his powers are undiluted and he will try to *charm* and use *suggestion* upon all those entering this chamber to join him in a "sumptuous feast." If attacked, he will call for aid, and the three cave fishers (HP: 17, 14 (x2)) clinging to the cavern's roof, some 30' above will strike. The incubus will attempt to use any *charmed* adventurers to defend himself, but if he must, he can attack with a three-tailed scourge. Although each tail strikes for only 1 point of damage, any being struck must save versus petrification or suffer -1 on all attack rolls for the next 3 rounds due to the stinging pain. These penalties will be cumulative for subsequent failed saving throws. If all three tails strike a single target, the victim suffers 6 hit points of damage and is stunned, unable to take any action, for 1-3 rounds. The incubus cannot bear the anger of his mistress and will fight until destroyed, although he may attempt to mislead the heroes by pretending to plea for mercy in exchange for information.

The incubus wears a wrought-gold necklace (1,000 gp value), a matching pair of platinum armbands (900 gp each), a diamond diadem (5,000 gp), and a gold ring on each finger (100 gp each).

Hidden on the ceiling at the northern end of the chamber, beneath an *illusion* of a solid cavern roof, is a chimney extending upwards. This chimney climbs 40' into Lolth's Lair (Area 35).

30. LOLTH'S MAIDS: This stinking cavern is filled with offensive vapors. The floor of the cavern is muddy and boils in places. Huge bubbles of putrid gas burble and fume.

This area is the lair for the yochlol who directly serve their Lady. At the present, only one lingers here in its natural misty shape (HP: 32). Although the mucky floor looks level, the chamber is actually bowl-shaped, the mud reaching a depth of 6' at the center of the room. Although it's very hard to detect, a diligent party may discover an iron chest buried beneath the sludge on a rocky shelf some 3' below the surface. The chest is neither locked nor trapped. It contains a pair of copper necklaces, each fashioned to represent a chain of spiders (100 gp each), a sapphire tiara (5,000 gp value), 3 bars of gold worth 500 gp each, and three sealed ceramic scroll tubes. The first contains the magic-user spells *fear* and *ice storm*. The second and third scrolls are clerical in nature: the second contains *dispel evil*, *dispel magic*, and *protection from good* 10' radius; the third, *cure blindness*, *heal*, *plane shift*, and *raise dead*.

31. PRISON: The passage into this chamber is sealed with webs. If entry is attained this chamber is smallish and appears empty. The ceiling is thick with webs, as are portions of the floor.

There are actually six 8' x 8' cells in the floor, the top of each covered with webs. The prisoners within will be absolutely silent, for they have long been tortured by Lolth's servants and now seek to be ignored.

Within the cells are four elves and one human. All appear to have suffered unspeakable torment. They are presently unable to walk or defend themselves, and will piteously request that the party assist them in their escape. The human, however, will plead for a quick, merciful death.

32. TORTURE CHAMBER: This black cavern has a sandy floor. This area contains a vast number of terrifying devices: iron maidens, racks, cauldrons of oil, tongs, hooks, whips, chains, wheels, spikes, branding irons, saws, clamps,

and a charcoal pit with a spit. The air reeks of smoke, burned flesh, and fear. The heroes will discover that these implements of fear are well maintained.

Lolth's torturer is here, a massive and wicked bugbear. The torturer (AC: 3; HP: 33) fights as an ogre and wields a **+2 flail**. He is a shaman of his kind, and may cast the following spells as a 5th level cleric:

First Level:	<i>cause fear, command, cure light wounds</i>
Second Level:	<i>know alignment, slow poison, spiritual hammer</i>
Third Level:	<i>cause disease</i>

The torturer is attended at all times by a pair of manes (HP: 6 each). He carries a silver brooch depicting Lolth set with two bloodstones and worth 200 gp.

33. THE SPECIAL PRISON: This long and winding passage is blocked with webs at three points. Each mass of webbing must be burned or otherwise hacked through before the party can proceed. At each barrier, Lolth has set her pets to prevent unauthorized entry.

At the first barrier, five large wolf spiders (HP: 5 each) lurk within, attacking if actions are taken to remove the barrier. These spiders have been hand-raised by Lolth and their poison is saved against at a -1 penalty.

At the second barrier, a huge trap door spider (HP: 13) will lunge out of its lair in the tunnel wall, surprising prey on a 1-4 out of 6. Its venom is far more deadly than is usual for a monster of its size (-2 on all saves).

Beyond the third barrier, the tunnel dips sharply down before spilling into a cold dark chamber. This room teems with giant black widow spiders, five of them (HP: 31, 29, 27 (x2), 24). They have also been chosen by their queen and are exceptionally deadly (-3 on saves against their poison). The chamber itself, aside from the webs, appears empty. However, a diligent search of the room will reveal a hidden pit covered with webs. Within this steep, 40' deep pit lays Lolth's final guardian, a type IV demon currently *polymorphed* into the form of a

colossal, black-armored arachnid with a death's head on its abdomen (HP: 71; In this form: #ATT: 3; DM: 1-8/1-8/3-18; SA: death poison bite). The demon will seek to destroy all intruders, but will not pursue them outside of this chamber (although it will *gate* in assistance for such a pursuit).

The web-enshrouded pit appears empty, but if the webs are removed or otherwise cleared, a small cavity will be discovered on the wall of the pit. Within rests a tarnished iron jar decorated with inset silver runes and stopped with a brass plug. This **iron flask** is protected by a *symbol of hopelessness* that is triggered when the flask is first handled. It holds a captive ki-rin (HP: 61), by the name of Yamarashi. If freed, she will offer aid, although she will not assist the party in an assault upon Lolth unless she can be convinced that such an effort can be successful. Yamarashi has the following spells memorized:

First Level:	<i>dancing lights, detect magic, enlarge, magic missile (x2), mending, shield, sleep, unseen servant</i>
Second Level:	<i>continual light, detect evil, detect invisibility, knock, mirror image, scare, strength, wizard lock</i>
Third Level:	<i>blink, dispel magic (x2), haste, hold person, protection from evil 10' radius, tongues</i>
Fourth Level:	<i>charm monster, dimension door, fear, fire shield, ice storm, polymorph self</i>
Fifth Level:	<i>cone of cold, hold monster, passwall, telekinesis, teleport</i>
Sixth Level:	<i>control weather, globe of invulnerability, reincarnation, repulsion</i>
Seventh Level:	<i>delayed blast fireball, mass invisibility, power word stun</i>
Eighth Level:	<i>antipathy/sympathy, serten's spell immunity</i>
Ninth Level:	<i>astral spell</i>

NOTE: The command words for the flask are known only to Lolth, although they may be discovered by use of *contact other plane* or some other such divination.

34. THE OUTCASTS: This is the most forlorn of the pits. The webs are infrequent here, and thin rivulets of cold dark water seep in from the walls, and run the down the final length of the descending tunnel to collect in silent pools in this pitch-dark vault.

This chamber is the refuge of two driders (HP: 41, 29), a male and a female. The female knows the following spells:

First Level:	<i>curse, command, protection from good</i>
Second Level:	<i>hold person, resist fire, silence 15' radius</i>
Third Level:	<i>animate dead, bestow curse</i>
Fourth Level:	<i>cause serious wounds</i>

The male knows the following spells:

First Level:	<i>magic missile (x2), reduce, shield</i>
Second Level:	<i>invisibility, stinking cloud</i>
Third Level:	<i>fireball, slow</i>
Fourth Level:	<i>fumble, ice storm</i>

These driders are former courtiers of Lolth. They have failed their tests and have been cursed into their half-spider form. They madly plot to escape and seek vengeance upon their former mistress. They have no treasure. The outcasts are bitter enough to join forces with the party, provided they can be convinced of a common goal. Note that these fiends are wretched and evil, however, and likely to turn on the party at the slightest provocation.

35. LOLTH'S LAIR: The shaft climbs up into a great vaulted cavern. The area is dimly illuminated by violet lichen cultivated in great spiral patterns across the ceiling. The stone of this chamber is glossy black, but inset with faintly glowing imperfections of lavender, puce, mauve, and purple. The cavern is decorated as befits a queen. There are tables, couches, divans, tapestries, great pillows, and decorations of the most sumptuous kind. Most are gilded, bejeweled, and draped in expensive cloths. The walls themselves are carved to depict the vilest, most dreadful rites yet seen. The mere sight of these abominations is enough to sicken the stomach of even the most steely hero.



If Lolth has been chased from Area 13, then she will be here, fully *healed*, in drow form. She will have the following spells cast upon herself: *globe of invulnerability*, *protection from good*, *resist cold*, *resist fire*, *shield*. Scattered about the chamber are six giant solifugids (HP: 40 each), as well as any demons she has successfully *gated*. Lolth will seek to actively destroy any invaders coming this far into her private chambers! The DM should take care to describe the battle dramatically, as rich furniture and golden goblets are knocked about. If combat goes against her, Lolth will flee to area 37.

The full value of the non-magical objects in the room totals at least 100,000 gp. Obviously, an exhaustive catalog cannot be provided here. The DM should feel free to allow successful adventurers to reward themselves with gem-encrusted goblets and *objets d'art*. Smaller items (such as drinking cups or statuettes) are worth from 500 gp to 1,200 gp, while some of the pieces of furniture may be worth 15,000 gp. The vast majority of the items should either be

heavy and cumbersome or fragile and easily damaged. Much of the value is not found in only precious metals and gems but in rich tapestries, rolls of silk, rare otherworldly wines, spirits and victuals, and unique perfumes and incense. Two of Lolth's prized possessions include a fully preserved ki-rin pelt (that of Yamarashi's mate, no less), worth 25,000 gp, and a lacquered coffer inlaid with mother of pearl (350 gp) that holds a pair of unicorn horns worth 10,000 gp each.

Exhaustively searching Lolth's inner sanctum will take a full day. Amidst the royal trappings can be found the following magic items: a **robe of scintillating colors**, a **potion of human control** and a **philter of love** (this item in a silver flask inset with mother of pearl and worth 350 gp), a **wand of conjuration**, a **pearl of wisdom** (set on a silver chain itself worth 250 gp), a **shadow lantern**, a **coffer of holding** (opens to hold items in a 5' x 5' other-dimensional space) that contains 6 cones of **incense of scrying** (functions as a crystal ball when lit), a **chime of opening**, and a **gold key** (this last item allows

its owner to open locks as a thief with a 20% chance of success, in the hands of a thief, it adds +20% to their open locks skill). Lastly, two tomes may be found here. The first is a **Book of Vile Darkness**. The second is **Lolth's Black Book**, a libram bound in couatl leather that collects scrolls of the following spells: *cause critical wounds*, *destruction*, *dispel good*, *energy drain*, *gate*, *harm*, *insect plague* (this version summons spiders and other arachnoids but is otherwise identical), *slay living*, *symbol*, *unholy word*, and *wither*. This book is protected by a *symbol of death*.

36. TREASURE CHAMBER: The most prominent feature in this cavern is the pile of precious metal coins that extends from wall to wall. Gold, silver, platinum, copper, electrum, and other metals unknown to the party fill the room in a chaotic mess. The adventurers should be allowed to take as many coins, of whatever kind, as they can carry. However, once they return to their home plane they will discover that 90% of the coins have transmuted into worthless brass.

37. CAVERN OF MIRRORS: A *glyph of warding* protects the threshold to this area, exploding for 32 points of fire damage (save for one-half damage) when someone crosses (Lolth alone knows the command word). This walls, ceilings, and floor of this chamber are stratified with black and gray rock, all polished to near-mirror smoothness. Four great mirrors, with golden gilded frames, have been hung on the walls of this chamber. In the very center of the area, are four statues of drow warriors in

wickedly barbed armor, bearing cruel 15' long lances.

Lolth will make her final stand here, having *healed* herself, if necessary. Each of the statues may be animated (AC: 0; MV: 9"; HD: 6; HP: 45 each; #ATT: 1; DM: 2-12; SD: immune to fire, cold, and electricity) upon Lolth's command, and they will obey her faithfully. Once destroyed, a statue will collapse in pieces upon the chamber floor.

If pressed, Lolth will revert to her giant spider form and melee. If the party should prove too strong for her, she will attempt to flee using one of the mirror gates. The mirror will shatter behind her. Each of these mirrors serves as a gate to another plane. Anyone beholding his or her reflection may mentally picture an area, and the mirror will then function as a one-way *teleport* device (no error). Each mirror, save that one Lolth seeks to use, holds 2-8 charges, after which they will shatter as well. The mirrors may not be removed from the wall. Attempting to do so will only result in the mirror cracking and therefore becoming useless. Lolth's destination may only be gleaned by the use of powerful divination spells or a *wish*. Her precise location is left to the DM, but it is likely she may have fled to the LABYRINTH OF ARACHNE or one of the other worlds on Web Level Four. If Lolth flees the Skein, all the remaining monsters in the complex (other than spiders and other arachnoids and the type IV demon in the Special Prison) will abandon the pits until her return.

HERE ENDS THE SKEIN OF THE DEATH MOTHER

NEW MAGIC ITEMS

ARACHRIST ("Spider Slayer")

This mithril longsword has a cold iron hilt inset with silver runes. The pommel is decorated with a polished jasper orb. The longsword is normally +2. However, against spiders and arachnids (including giant scorpions and spider-like monsters), the sword is +3 and inflicts double damage. On a natural "to hit" roll of 20, any true spider (large, huge, giant, phase, etc.) is struck dead.

Arachrist glows with a clear white light when spiders approach within 50'. This sword allows its wielder to save at +3 versus web spells, and he or she may cut through such webs at a rate of 3' per round. The wielder may cut through a non-magical web at twice that rate.

Arachrist is chaotic-good aligned. However, it has so long lain idle that it is presently *cursed*. Its wielder must engage all spiders and arachnids in sight, regardless of odds, unless he or she can successfully save versus spells. The curse remains until the sword has slain 30 hit dice worth of spiders.

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