



THE
BLACK LABEL
The Hall of the Spider Queen

THE
NAMELESS
REALMS

13&5E
COMPATIBLE



THE BLACK LABEL
BT2 The Hall of the Spider Queen

The Echo: Black Label
BT2 The Hall of the Spider Queen
by Scott Taylor



BL2

The Hall of the Spider Queen

All 'grey blocks' are for 5E conversions in this section.

Adventure Concepts

Okay, so this is going to be a fun one although I'm going to have to go out on a limb and do some coaching on 'how I'd do it', so bear with me. This adventure will take place in two parts, the first of which will have the characters moving around the area map searching for leads concerning a 'big score' from a mysterious hanging fortress and the Spider Queen who lives within it. The second part will be dealing with said fortress and queen.

One of the things that I've always loved about adventuring is the scope of the adventure, the travel, the wondrous vistas, and things only

characters will ever get to see. I loved watching Conan run for what seemed like minutes on end, and thus translated to days on end, in Conan the Barbarian. I think the characters should have this feeling as well where this adventure is concerned, and I'd suggest setting three distinct visual vistas that you can describe along the way, as well as the constant threat of attack, as these are dangerous roads to be sure.

I'm also introducing a 'Minion Combat' option for combat outside of the dungeon. If you've ever watched a 1980s 'B' fantasy movie, you've seen countless guards and enemies flying in and out of scenes while getting trounced. Obviously, your players are around to have fun, so having this is a great way for your players to laugh and blow off steam, especially if you play up the beatings.

My Set-Up

The characters hear a story (see Tale of the Spider Queen) while in a bar, likely at the town of Hangmen's Bridge. However, they also hear tell that the story has another 'wrinkle' known only to Isyvilla 'The Quiet Song' who frequents the Barrens, and to go to the fortress without having full knowledge of the dreaded area would be suicide. This bit of news can be delivered by a down on his luck bard, one who has lost a hand to Halflingbreaker (the barbarian lord of Hangman's Bridge) and now tells dirges for coppers to those who will pay. He tells the tale of Isyvilla, a beautiful

half-elven bard and daughter of an Elvenlost lord, who was expunged from that sacred land because of her tainted blood. Her beauty, which he has seen with his own eyes, stops men dead in their tracks, and her songs break hearts to splinters. She has traveled the roads of the Barrens for a century, always alone, and is known to have slain two great sorcerers in her travels, the most recent of which was the Dark Count Bario of Ramma, who worked his dark magic through the guise of a shadow dragon. If anyone would know the secret to the Spider Queen's invulnerability, it would be Isyvilla! He will also say that she is known to travel the southern roads this time of year, often staying over in the town of Emerald Station.

Tale of the Spider Queen

Not to be confused with Lolth, the Demon Queen of Spiders, this story is one of much less 'godly' design. The Lady Immerson Elegra was once High Queen of the fallen city of Noxian (once located in the western mountains of the Barrens, near Storm Lake), and fearing her own death at the hands of her husband, a warlord of some renown, delved deeply into the sorcery of the red spider. A cult was within her city that dedicated itself to the Spider Demon Rawuun-Ix, and with her considerable resources, she became steeped in the lore and

worship of the demon. When her husband finally found out about her dark alliance, he sent his agents to kill her, and it was then that she made her bargain with the demon, providing it her soul for a type of invulnerability. When no blade would pierce her, and no magic would do her harm, the king cast her out as an agent of evil, and she was to be thrown into the steaming caldera of an active volcano. Little did the king realize, however, that the red spider cult utilized the native caldera spiders as their icons, and so when she was brought to the volcano, her guards were quickly overcome by the spiders there and freed. Pained by her husband's actions, she set about plotting his ruin and eventually sent her spider minions, encased in sinister shells, to Noxian where they brought the city to its final end, including the king. When what was left of her minions returned, she used their spoils to construct a fortress that hung on red spider silk (impervious to heat) above the caldera and has spent her days there living with the demon that spawned her power. What treasures she still possesses from her looting of Noxian are unknown, and some say that her spiders still raid the lands around the volcano, sometimes abducting humans that are either eaten or turned into half-spider abominations. Whatever the case, any hero who has gone to slay her has found her 'curse' is still intact, and that no weapon or spell can harm her perfect form.

Isyvilla

'The Quiet Song'

Isyvilla is one hundred and twenty-two years old, the daughter of a noble grey elf in Elvenlost who was an agent of his government for half a millennium in human lands. As elves are particularly xenophobic, he hid his transgression and returned to his native home once he found out about the child. She was raised by her mother in Tiefon, the capital of Thalonía, and studied music at the Royal Academy of Woodstock in the city. Utilizing her longevity and a powerful wanderlust, she worked as a sailor, then a mercenary, and finally a grifter within noble circles before she was eventually cast out of Tiefon society and took to the trader's road as a bard. She now plies her trade between Tiefon and the imperial capital of Nextyaria, spending the bulk of her year along the roads of the Barrens.

1st EDITION

Class: Bard (Fighter 5th/Thief 7th)

Race: Half-Elf (Grey) Level: 5th

Alignment: Neutral Good Patron Deity: Oghma

HP: 61 AC: 3

Languages: Common, Elven, Draconic

STR 15 DEX 17 CON 11 INT 12 WIS 15 CHA 18

Broadsword: Hit + 5, Damage +5 (#Attacks 3/2)

Items: Broadsword +2, Silk Toga of Protection +2, Sandals of Speed, Mac-Fuirmidh Flute (Instrument of the Bards) [can cast Barkskin, Cure Light Wounds, Obscurement 1/day]

Weapons of Proficiency: Broadsword (Double Specialized), Dagger

Charm: 45% Legend Lore: 13%

Thieving Skills:

Pick Locks 80%, Open Locks 62%, Find/Remove Traps 50%, Move Silently 70%, Hide in Shadows 58%, Hear Noise 25%, Climb Walls 99%, Read Languages 35%

Spells:

1st Level: Speak with Animals, Pass without Trace, Detect Magic

2nd Level: Cure Light Wounds,

Charm Person or Mammal

5TH EDITION

Class: Bard Level: 8th

Alignment: Neutral Good

Patron Deity: Oghma

Background: Sage (Researcher)

Personality Traits:

'I will listen to any story, no matter how ludicrous, and try to find a truth in it'

Ideals: Knowledge 'The path to power and self-improvement is through knowledge'

Bond: 'I carry my father's secret, and I weigh it against a chance to go to Elven lands'

Flaws: 'I am easily distracted by the promise of lost information'

Languages: Common, Elvish, Draconic, Infernal, Black Tongue (Goblin/Orc)

STR 15 (+2) DEX 18 (+4) CON 12 (+1)

INT 12 (+1) WIS 15 (+2) CHA 22 (+6)

AC: 16 (Toga, Dex) HP: 48

Initiative: +7

Proficiency Bonus: +3

Saving Throws: Dexterity & Charisma

Skills: Performance, Sleight of Hand, Stealth, Perception, Survival, Animal Handling, History, Arcana

Tool Proficiencies: Flute, Lute, Harp

Passive Wisdom (Perception): 12

Features & Traits:

Darkvision, Fey Ancestry, Spellcasting (Spell Save DC 17/Attack Mod +9), Bardic Inspiration (d8), Jack of All Trades, Song of Rest (d6), Bard College (College of Valor), Expertise (Performance/History), Font of Inspiration, Countercharm, Bard College Feature (Combat Inspiration), Extra Attack

Actions:

Attack: +7 Broadsword, 9 (1d10+4), versatile

Items: Broadsword +2, Silk Toga of Protection +2, Sandals of Speed, Mac-Fuirmidh Flute (Instrument of the Bards) [can cast Barkskin, Cure Light Wounds, Fog Cloud 1/day (Charm spells are at advantage)]

Spells: Cantrips (3), Spells Known (11), 1st (4), 2nd (3), 3rd (3), 4th (2)



Minion Combat

Okay, so this is where I'm going to take some liberty with the rules. One thing I particularly enjoyed while watching any action film, especially the fantasy types of the 80s, is that the main characters can simply wade through untold numbers of enemy soldiers. This harkens back to the Savage Worlds' concept of 'extras', a rules base that I wholeheartedly agree with. So, for the purposes of this adventure, I think you, as the DM, should incorporate a rule that if a player character hits an NPC dubbed a 'minion' for ANY amount of damage, then that minion is considered beaten/dead/incapacitated. In this fashion, you can have a great deal of fun with bar fights, street brawls, or guard fights, especially in the towns. I mean, give the players a chance to have fun, even the magic-users or thieves. Let them knock a dude out for a change, smash a beer mug over a raider's head and see him go down, kick a guard in the balls and watch him crumble. Stomp a toe, poke an eye, anything to keep the levity going. Lord knows, there will be more than enough opportunity later to get into hit point calculating and all the grind of the true adventure. If you employ this tactic, you can have fun while making quick work of the 'leg work' in the module before the players actually get to the Hall of the Spider Queen.

Dangers of the Web Fortress

The web fortress, as stated above, is a series of stone chambers suspended by metal and spider silk bridges spanning a churning and bubbling lava pool inside the caldera of an active volcano. Thus, this isn't the most hospitable spot in the Nameless Realms to be having an adventure, and yet here the players find themselves! There are a few rules that need to be incorporated within the adventure while dealing with this situation, and you will find those below.

Bridges

Bridges are composed of superheated metal and red spider silk. Anyone exposed to the exterior on said bridge without elemental protection will lose 1–6 HP per round **[3(1d6)]** as well as a non-permanent point of Constitution (that can be recovered with water and a cooler environment).

Overall Heat Exposure

The inside of the fortress is hot, so much so that anyone wearing metal armor must make a successful saving throw versus petrification **[DC 14 Constitution]** or become overheated, suffering -1 to all actions until they cool down. This test needs to be done in each new room the characters enter unless they have elemental protection.

The Module Begins

It is my assumption that the characters will begin this quest in the larger town of Hangman's Bridge, likely where they would have gone after the events of Folio: Black Label #1. Even if they didn't play that particular adventure, Hangman's Bridge is a great starting point as it is a rather lawless border town run by a mad barbarian. Here, the characters will learn about The Hall of the Spider Queen, likely at a bar or tavern. Once the story is relayed to them (as well as the information about Isyvilla 'The Quiet Song'), constables (who are just gang enforcers for the barbarian lord) will enter the bar, give everyone a hard time, demand taxes, etc., until there is a fight (see the Minion Combat section). Once the fight ends, the characters will have enough info to move forward, and enough purpose to get out of Hangman's Bridge before any true 'heat' can locate them.

Part One

The Road and the Village of Emerald Station

1.

Imperial Highway

The lands south of Hangman's Bridge begin to go from scrub palms and scattered thickets to full-blown jungle, the road something that Imperial Engineers have laid spells into so that it remains open; otherwise, the jungle would recapture it within a month. It is a stone highway, nearly twenty feet across and capable of sustaining heavy trade caravans. There are known highwaymen along the road, including raider bands, and, of course, Imperial Rangers and Knights that patrol. It will be nearly a week of walking, or a quarter that if mounted for a trip to Emerald Station. During this time, the party will encounter rest areas and campsites that have been cut back from the jungle. Three of these can support caravans and have water, but the rest are makeshift and are often traps set by bandits for those who don't fully understand the threats of the road. Rangers and knights will tell those they pass to steer clear of the non-sanctioned (marked with the Imperial Seal) sites, especially the water sources, which have been poisoned from time to time. Rain will fall daily, making travel exceptionally miserable in the stifling heat of the deeper jungle. Mists loom in the undergrowth, and predators, including jungle cats and dinosaurs, have been known to attack small bands moving down the road. There are also stories of yuan-ti

within the jungle depths who sometimes raid along the road. Unless you are looking for a direct experience point challenge, the party shouldn't encounter anyone except for a band of 'minion' bandits (who should be easily dispatched).

2.

Emerald Station

The town of Emerald Station isn't much to write home about. This is a frontier outpost, sporting only two dozen stone buildings that surround a low stone wall of a single four-story tower. The tower is the bastion of the Imperial Ranger Corp, but it holds only a half-dozen of the soldiers and can house up to a dozen Imperial Knights if a patrol passes through. Another dozen standard soldiers and ranger apprentices guard the wall and serve the rangers who are in house (although typically only 1 or 2 are there at any one time, the rest are on long patrols of the highway and jungles). Outside this circular wall is the town, consisting of a tavern (The Ten Scabbards), a mercantile supply shop (The Blasted Worm) which supplies the caravans with equipment as well as servicing adventurers who use the town as a base for jungle expeditions, a small chapel (dedicated to Saint Amanda, the first Imperial Queen), a lady's house (with three serviceable prostitutes), an inn (The Rain's Respite), two guildhalls (housing a

mercenary guild for fighters, and a trader's hall for the merchants guild of Tiefon), and three warehouses. All other structures are wooden houses and hovels for those who have no other recourse but to try to make a life in this town. Rice paddies and mango groves surround the town, as well as banana fields that flank the jungle. Water is brought up from a deep well inside the tower's wall, but the gate is open to those who wish to use it.

Encounters within the town won't take place immediately, but a band of riders will follow the party into town soon after its arrival. The riders will question locals about the party members before finally finding them at the Ten Scabbards where yet another 'minion' fight will ensue as this group was sent by Halflingbreaker to 'make things right' in regards to the tavern fight at Hangman's Bridge.

3.

The Ten Scabbards

Once the players arrive, they will hear music lilting from the Ten Scabbards as Isyvilla will be in residence. After her set, and assuming she is tipped by the characters, she can be coaxed into speaking about the Spider Queen with a drink from the bar. She can redeliver the story of the Queen, as well as the wrinkle that the spider demon is said to lay with her on the full moon, breeding more red spiderlings into the world—her payment for services rendered.

She will also relate that in her experiences dealing with dark sorcerers, like mummies, they have a deadly weakness that typically lies outside their body. In this case, although the Spider Queen herself might be invulnerable, her distinctly human vulnerabilities would have had to be trapped somewhere else. This should be the biggest seed of the adventure, which is to find this weakness before the characters face the Spider Queen.

Now is a time for decisions by the DM, either utilize Isyvilla as a guide and NPC helper, and have her lead the party through the jungles west to the caldera, or have her simply say her goodbyes. Either way, she will provide the general location of the fortress to the players, and then they will be pressed to get there.

Whatever the case, at the end of the conversation, the ‘minion fight’ from part 2 above should occur after all these interactions have taken place.

4.

The Jungle Route

The weaving and hacking paths along ancient trade routes will be difficult, slow, and filled with ruins. As the DM, you have a great opportunity to fill this two-week journey with as many random jungle monsters as you like. There could also be further clues to the weakness buried in the ruins as the party closes in on the caldera, their path taking

them through the old kingdom of Noxian. Perhaps they find old stone images of the queen with the grand necklace (in which she has stored her human weaknesses), and the images are repeated, always showing her with her favorite piece of jewelry, the Necklace of Water and Soul. Whatever the case, this is a great opportunity for some starting experience, as well as providing places (known to Isyvilla) where the party can find ways to have elemental protection, which will be a must for this adventure. My primary suggestion would be the discovery of a fire temple, one you could fill with low-level fire newts, fire snakes, fire toads (all in Fiend Folio), even a couple of red spiders (see adventure) who have as their treasure the old Vials of Protection from Elements (Fire), as well as Scrolls of Elemental Protection. Both of these items could provide limited fire elemental protection for the crossing of bridges during the adventure.

Necklace of Water and Soul

This item holds all the mundane vulnerabilities of the Spider Queen’s humanity. Thus, as long as the item is intact, the Spider Queen cannot fall harm to any attack. However, if the item is destroyed (by plunging it into a volcano, so the characters can count themselves lucky) the Spider Queen is fully unshielded from attacks, although she will have no knowledge of

this fact (a nasty little ‘gift’ from her demon lover). The item is obviously magic and will radiate magic (in the necromantic form), but has no powers to speak of.

Once the party has finally managed to leave the jungles and begins the climb toward the caldera, you may read the following introduction to the lands of the Spider Queen.

‘The dark hills break away in piles of shale and grey slag sheets. Razor rock and the smell of sulfur paint a scene of death as the trail leads farther up into the desolate hills. Scrub trees cling to dark cliffs, their skeletal branches scratching at the hazy sky as ash fills the air like drifting snow...’

Part Two

The Hall of the Spider Queen

‘The caldera opens along a thin path, the cooled lava breaks rising around the single entry adorned with a natural arch. Inside the hollow, a lake of dark lava, cut with orange steaming hot zones like lightning across the sky, churns beneath an incredible suspending web of crimson silk. Along the web, dark stone rooms are connected by metal and silk walkways, bronze doors catching what little sun breaks through the ash-ridden sky...’

1.

Black Entry

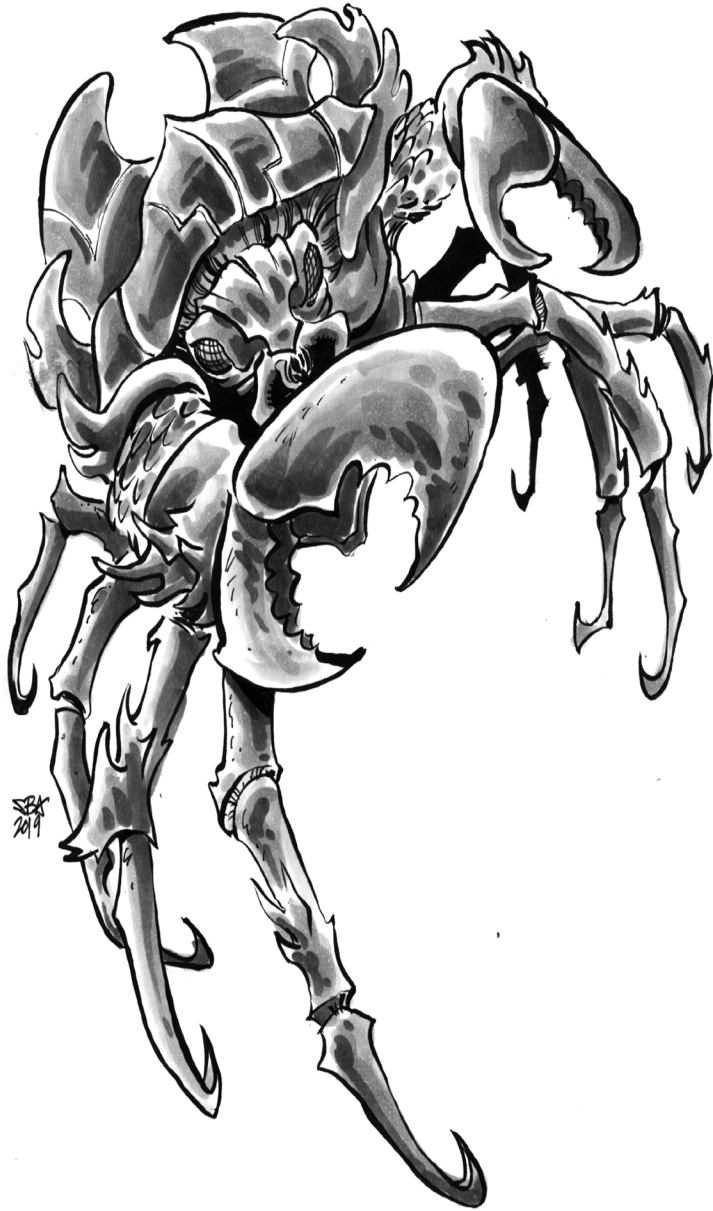
The walls, floor, and ceiling of the large chamber are made of black basalt, with carven images of spiders decorating every surface. The spiders are each coated with a crimson stain, and their eyes are made of polished rubies that glitter in the light of a half-dozen torches set into the walls. A single bronze door is in the north wall, and two sets of oak double doors are set across from each other, one to the east and one to the west.

There are no guards in the entry, and ash fills the room, swirling around the feet of the adventurers as they enter. They may notice (2 in 6 chance) **[DC 14 passive Perception]** that their footfalls reveal a mosaic tile pattern on the floor that, when cleared, shows the beautiful visage of the Queen with an ornate sapphire necklace (and little else). The necklace is actually the item in which the Spider Queen has trapped her ‘vulnerabilities’, the Necklace of Water and Soul.

2.

Lair of the Red Spiders

The walls and floor of this room are made of familiar black stone, but large wooden beams have been set into the walls at intervals, stretching up to a vaulted ceiling that is covered in crimson webs.



The red spiders are the bane of this fortress and can be utilized as random monsters each time the party crosses one of the suspension bridges (2 in 6 chance of encountering 1–2 of these creatures each time a bridge is crossed). The red spiders attack with a nasty bite, their venom requiring a saving throw or the blood of the victim overheats, causing pain and damage. They also have a 25% chance to surprise victims as long as their webs are present.

3 Red Spiders [AC 7, HD 2+2, HP 12, #AT 1, D (1–6) (Bite), Poison (Burning Blood: Save vs. poison or take 1–4 damage for 3 rounds as blood around wound ‘boils’) EXP: 161 (each)]

TREASURE

NONE

3 Red Spiders [AC 13, HD 2d8+4, HP 12, Initiative +2, #AT 1, Hit +4, Dam Bite 5 (1d6+2), Stealth +6, Poison (Burning Blood, DC 14 Constitution or take 2 (1d4) heat damage for 3 rounds)]

STR: 14 (+2) INT: 8 (-1) WIS: 8 (-1)

CON: 15 (+2) DEX: 14 (+2) CHA: 7 (-2)

CR: 1/4 EXP: 50 (each)

Type: Medium Beast

3.

Wandering Shell Guards

A dozen dark-stone alcoves are set in the walls of this chamber, each set with a massive six-foot scarab beetle-like creature that dominates the alcove. At the center of the room, a red symbol of chaos is set into the dark stones of the floor.

This chamber contains all that remains of the Queen’s once-great host of soldiers that destroyed Noxian. Now only a dozen of these constructs still exist. They are basically three red spiders fused into a natural dark shell armor that utilizes massive arm blades to swipe at enemies. If the armor suit is

destroyed (by dropping it to zero hit points), flaming blood leaks out, and the armor collapses in a pile. However, a single full health red spider will still be alive inside and can then utilize its surprise attack (2 in 6 chance) **[+6 Stealth]** to attack its enemies after they turn away.

6 Wandering Shell Guards [AC 4, HD 4+4, HP 28, #AT 1, D (2–6) (Bladed Arms), Spider Survivor (when reduced to zero hit points, the mass of shell collapses, leaking steaming blood, but a single red spider is still alive inside and can attack as it pleases in the next round) EXP: 355 (each)]

TREASURE

NONE

6 Wandering Shell Guards [AC 16, HD 6d8+12, HP 36, Initiative +2, #AT 1, Hit +4, Dam Blade Arms 11 (2d8+3), Brute (melee attacks deal one extra die), Spider Survivor (when reduced to zero hit points, the mass of shell collapses, leaking steaming blood, but a single red spider is still alive inside and can attack as it pleases in the next round)]

STR: 17 (+3) INT: 8 (-1) WIS: 8 (-1)

CON: 15 (+2) DEX: 14 (+2) CHA: 8 (-1)

CR: 1 EXP: 200 (each)

Type: Medium Monstrosity

4.

Chamber of Blue Crystals

Eleven large natural blue crystal shafts, each the size of a grown man, rise from the floor of this dark stone chamber, and a single door made of bronze is set into the northern wall.

Other than a really cool décor, there is no true threat here. The room temperature is cooler than the rest of the fortress, and characters might take a repast here (especially since there are no spider holes in the ceiling).

Anyone touching one of the shafts will have a vision of a mighty city being thrown down by giant red spiders and armored walking monstrosities. The vision is so powerful that the character must make a successful saving throw vs. petrification **[DC 15 Constitution]** or be shaken (-1 to all actions and 25% chance of spell failure) for 1–10 rounds afterward.

5.

Den of the Ogre Pleasure Slave

This large square room boasts a hefty throne made of blackened bones that rests along the eastern wall. The floor is covered with thick greenish moss, and the smell of sulfur and body odor is almost overwhelming. A single oaken door is set into the eastern wall, and light trickles into the room from several holes in the ceiling some fifteen feet above.



Slung is a grotesque thing, an ogre of massively large phallus size, who believes it is his divine duty to ‘pleasure’ any humanoid (male or female) until they perish and join his dark god. In essence, he’s a rapacious murderer, and cleansing him from this world provides players with double normal experience.

The Spider Queen uses him as a threat to those she captures in her ‘web’ outside the fortress. They can either accept her dark materials and join her as red driders (at least

those she feels are beautiful enough to do so), or they will be given over to Slung before they are broken and cast away to be used as food for the spiderlings.

When Slung attacks, he becomes aroused, his massive phallus growing erect. When he is reduced to $\frac{1}{4}$ hit points, he begins to ejaculate, spraying his seed randomly about a 10’ radius around him, which does no harm, but is disgusting. This is on top of the fact that at $\frac{1}{2}$ hit points he’s already

considered to have gone berserk. If any party member decides to attack the phallus directly, it has an AC of 2 [18] and has 7 hit points. If destroyed, Slung will howl and fall onto his knees, weeping for his dark god to save him and restore his 'power'.

Slung 'The Ogre Dominator' [AC 5, HD 6+6, HP 42, #AT 1, D (1-10) (Slam), Erectile Berserker (when reduced to ½ hit points, Slung's massive cock becomes erect and he goes berserk, gaining an extra attack per round; however, his AC goes up by 2)] EXP: 735]

TREASURE

LOIN CLOTH OF DEFENSE (+1 TO AC), GIRDLE OF VIRILITY (THE PLAYER CAN STAY ERECT FOR A NUMBER OF EJACULATIONS EQUAL TO HIS CONSTITUTION), 720 GP IN BAGS ARE CAST IN THE CORNER OF THE ROOM, PAYMENT FOR HIS 'SERVICES' FROM THE SPIDER QUEEN.

Slung 'The Ogre Dominator' [AC 15, HD 7d10+21, HP 59, Initiative --, #AT 1, Hit +6, Dam Slam 10 (2d6+4), Brute (melee attacks deal one extra die), Surprise Attack (If surprise, does an additional 7 (2d6) damage that round), Erectile Berserk (when reduced to ½ hit points, Slung's massive cock becomes erect and he goes berserk, gaining an extra attack per round; however, his AC is worsened by 2)]

STR: 18 (+4) INT: 5 (-3) WIS: 7 (-2)

CON: 16 (+3) DEX: 8 (-1) CHA: 7 (-2)

CR: 2 EXP: 425

Type: Large Giant

Secret Door

The secret door in this room is standard to find, 1 in 6 [DC 17].

5A

Camber of Elixirs

The walls of this room are covered in deep shelves, most of which are filled with multicolored glass containers. A bronze brazier burns with blue coals in the center of the room, and several kegs rest on the floor beneath the shelves.

This room stores the various spirits and magical elixirs that the Spider Queen has wrought over the years. Approximately 75% of the concoctions within the room have spoiled due to nonuse, but there are still several casks (8) of fine alcohol (75 GP each) and 10 types of potions that are still magical and viable within the room. The potions include (3) Extra-Healing [Greater Healing], Climbing, Animal Friendship, Fire Breath, Giant Strength (Cloud), Heroism, (6) Resistance (Fire), and (2) Longevity.

6.

Goblin Attendants Chamber

Seven small mats and scattered bags are haphazardly cast about this room, and a small hole in the floor in the northeast corner steams with sulfur vapor.

These are ‘fire-blessed’ goblins, created as experiments by the Spider Queen when she first called this place her home and drove out or destroyed the native goblins in the region. They have red scales and batlike black ears with long obsidian claws on their hands. They tend Slung, utilizing his victims for delivery into the feeding chambers of the spiderlings. They sometimes are called to attend the Spider Queen although this is rare. Heat resistant and violent, these goblins will attack on sight, their orange eyes aglow with rage.

8 Goblins [AC 6, HD 1, HP 6, #AT 1, D (1–6) (Claws), Resistance (5 points per round of heat). EXP: 31 (each)]

TREASURE

THERE ARE THREE DOZEN SILVER COINS AND HALF THAT MANY GOLD COINS BETWEEN THEM.

8 Goblins [AC 15, HD 2d6, HP 7, Initiative +2, #AT 1, Hit +4, Dam Claws 5 (1d6+2), Stealth +6, Nimble Escape (Disengage and Hide as a bonus action), Resistance (Heat)]

STR: 8 (-1) INT: 10 (-) WIS: 8 (-1)

CON: 10 (-) DEX: 14 (+2) CHA: 8 (-1)

CR: 1/4 EXP: 50 (each)

Type: Small Humanoid

Secret Door

The secret door in this room is standard to find, 1 in 6 [DC 17].

7.

Feeding Lair of the Spiderlings

A dozen holes are within the ceiling of this chamber, some shaded by silken crimson threads. The dark stone floor is covered with mounds of hair and bloodstains.

This is the feeding area of not only the red spiders but also their spiderlings. Currently, the swarm of spiderlings is on the rooftops taking in the heat of the volcano, so only three red spiders are within the room nestled under the mounds of hair (surprise 1–6, [DC 15 passive Perception]). This area is replenished with the dead by the goblin attendants once Slung has broken those delivered to him.

3 Red Spiders [AC 7, HD 2+2, HP 12, #AT 1, D (1–6) (Bite), Poison (Burning Blood: Save vs. poison or take 1–4 damage for 3 rounds as blood around the wound ‘boils’) EXP: 161 (each)]

TREASURE

NONE

3 Red Spiders [AC 13, HD 2d8+4, HP 12, Initiative +2, #AT 1, Hit +4, Dam Bite 5 (1d6+2), Stealth +6, Poison (Burning Blood, DC 14 Constitution or take 2 (1d4) heat damage for 3 rounds)]

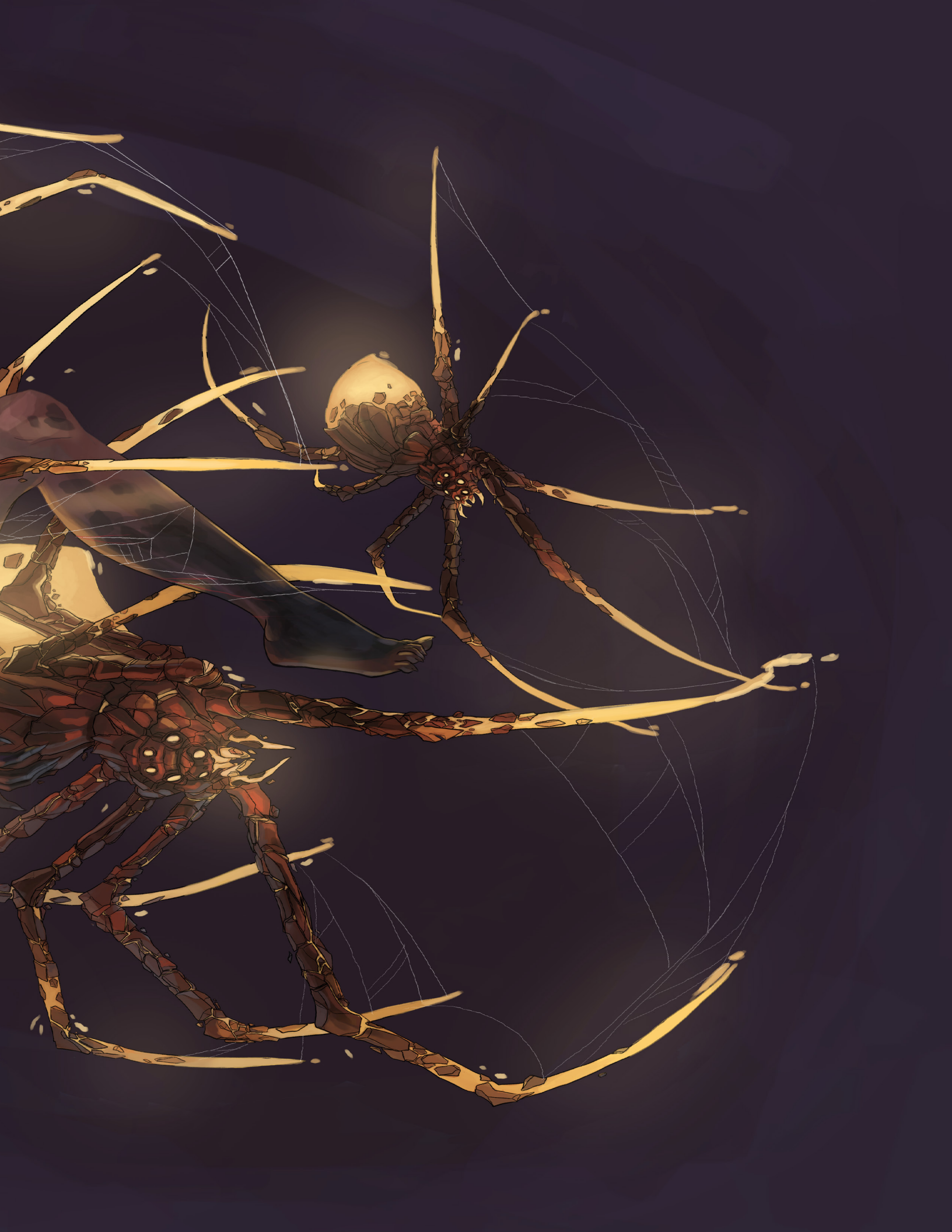
STR: 14 (+2) INT: 8 (-1) WIS: 8 (-1)

CON: 15 (+2) DEX: 14 (+2) CHA: 7 (-2)

CR: 1/4 EXP: 50 (each)

Type: Medium Beast





8.

Red Drider Hall

The walls and floor of this room are covered in crimson silk webbing, and several large ‘globes’ of silk hang from the ceiling some fifteen feet up. Bronze doors are set into the east and west walls of the chamber.

This is the first hall of the red driders, half-human, half-spider abominations created by the Spider Queen. They are made of the most beautiful and healthy of the humans her spiders catch within the mountains, so their downfall is all the more profound and dramatic. Cruel and sadistic, these creatures serve their queen without thought for their own safety and are used as captains when ruling over the more mundane red spiders of the fortress.

2 Red Driders [AC 4, HD 7, HP 42, #AT 2, D (2–8) (Blade/Bow), Cold Vulnerability (take double damage from any cold-based attack), Poison (saving throw or take 2–16 damage for two rounds) EXP: 810 (each)]

TREASURE

EACH HAS A SPIDER-SHAPED BLACK RING OF PROTECTION +1, AND (7) ARROWS +2.



2 Red Driders [AC 16, HD 7d10+21, HP 56, Initiative +2, #AT 2, Hit +4, Dam Blade (or bow) 7 (1d8+3), Stealth +6, Multiattack (2 Bow or Blade, or replace one with a bite), Cold Vulnerability (all cold-based attacks are at advantage), Poison (DC 15 Constitution or take 8 (2d8) for 2 rounds)]

STR: 16 (+3) INT: 13 (+1) WIS: 14 (+2)

CON: 16 (+3) DEX: 16 (+3) CHA: 12 (+1)

CR: 2 EXP: 425 (each)

Type: Large Monstrosity

Secret Door

The secret door in this room is standard to find, 1 in 6 [DC 17].

9.

Red Drider Treasure Room

Seven chests, each covered in thick webs, are within this room, as well as three skeletons that hang in webs on the walls, metal glittering within the webs.

Whatever basic treasure is brought to the fortress is taken here after it has been looked over and cast aside by the Spider Queen. There are many relics of old Noxian here as well although no magical items have ever made it into this rather large collection. Anyone who touched one of the blue crystal columns in Room 4 might recognize some of the treasure as being Noxian. The value of the treasure hoard is some 20,000 gold pieces, with a weight of 100,000 gold pieces.

10.

Red Drider Hall 2

Crimson webs create a maze within this large chamber, and twenty feet up, several web ‘globes’ hang among rafters in the vault. Bronze doors are set in the eastern and northern walls, and a single oak door with a carved face upon its surface is set into a webby alcove in the south of the chamber.

There are 3 red driders within this maze of sticky silk. Anyone moving through the area must make a successful saving throw vs. petrification [DC 15 Dexterity] or become caught up in the webs, causing -2 to all actions and a 35% chance of spell failure. If combat takes place, anyone utilizing movement or melee attacks will be at -1 to hit if they want to avoid making a saving throw for each attack because of the threat of getting entangled in the webbing.

3 Red Driders [AC 4, HD 7, HP 42, #AT 2, D (2–8) (Blade/Bow), Cold Vulnerability (take double damage from any cold-based attack), Poison (saving throw or take 2–16 damage for two rounds) EXP: 810 (each)]

TREASURE

EACH HAS AN ANCIENT +1 BLADE (ACTS AS A BROADSWORD).

3 Red Driders [AC 16, HD 7d10+21, HP 56, Initiative +2, #AT 2, Hit +4, Dam Blade (or bow) 7 (1d8+3), Stealth +6, Multiattack (2 Bow or Blade, or replace one with a bite), Cold Vulnerability (all cold-based attacks are at advantage), Poison (DC 15 Constitution or take 8 (2d8) for 2 rounds)]

STR: 16 (+3) INT: 13 (+1) WIS: 14 (+2)

CON: 16 (+3) DEX: 16 (+3) CHA: 12 (+1)

CR: 2 EXP: 425 (each)

Type: Large Monstrosity

11.

Hall of the Spiderlings

The high ceiling of the black basalt chamber is covered with half a hundred small dark crimson ‘pods’ attached to a weave of spider silk. A dozen or more holes, most half-obsured, vent into the roof, and sunlight enters the rooms in giant golden pillars.

This can be a very dangerous room for the characters as the room already contains 2 red spiders and the spiderling swarm, but for each round of combat that takes place, there is a 1 in 6 chance of another 2 red spiders OR a single swarm of spiderlings coming down into the room from the holes in the ceiling.

Remember, the webs are immune to flame, and any burning in the chamber will have no effect on any creature. Only by freezing the webs will the characters have a chance of doing double effect damage throughout the area.

Each ‘pod’ represents another generation of red spiders, and killing the pods will render the reproductive viability of the red spiders near the brink.

2 Red Spiders [AC 7, HD 2+2, HP 12, #AT 1, D (1–6) (Bite), Poison (Burning Blood: Save vs. poison or take 1–4 damage for 3 rounds as blood around the wound ‘boils’) EXP: 161 (each)]

TREASURE

NONE

2 Red Spiders [AC 13, HD 2d8+4, HP 12, Initiative +2, #AT 1, Hit +4, Dam Bite 5 (1d6+2), Stealth +6, Poison (Burning Blood, DC 14 Constitution or take 2 (1d4) heat damage for 3 rounds)]

STR: 14 (+2) INT: 8 (-1) WIS: 8 (-1)

CON: 15 (+2) DEX: 14 (+2) CHA: 7 (-2)

CR: 1/4 EXP: 50 (each)

Type: Medium Beast

1 Spiderling Swarm [AC 10, HD 6, HP 36, #AT 1, D (1–10) (Bite), Swarm (1/2 damage against slashing, 1/4 damage against piercing attacks), Cold Vulnerability (double damage from cold-based attacks) EXP: 520]

TREASURE

NONE

1 Spiderling Swarm [AC 10, HD 6d6+6, HP 24, Initiative +2, #AT 1, Hit +4, Dam Bite 10 (2d10), Cold Vulnerability (all cold-based attacks at advantage)]

STR: 10 (-) INT: 8 (-1) WIS: 8 (-1)

CON: 10 (-) DEX: 14 (+2) CHA: 7 (-2)

CR: 1 EXP: 200

Type: Medium Beast

12.

Human Sub-Priestess Chamber

A single bronze door opens to a dark room with crimson silk tapestry covered walls. The tapestries show all manner of spider-horror, mostly with victims screaming and being drained of blood. A crimson pentagram is painted on the floor, and a small silken mat lies in the northwest corner surrounded by candles. A jade coffer rests near it with several scrolls and a single tome. Light enters through three holes in the ceiling.

The Spider Queen enjoys beauty, even if she has a penchant to destroy it. However, there are times she sees a particular talent the victims brought before her. In this case, she was lucky enough to have an adventuring party make an attempt on her lair, and the lovely cleric of the party (Istarya the Dulcet Hand) fell into her clutches. After breaking

her mind (with the help of the demon), she turned her into a kind of half-cleric, with limited power as she now only recognizes the divinity of the demon of the caldera. The sub-priestess is fully insane (having watched her party be brutally raped and killed by Slung before she was given to the whims of the demon for a fortnight). Now, she is covered in strange flame tattoos, carries a deadly heat mace, and will attack any intruder into her lair. However, if a Detect Alignment is cast, she will ‘ping’ as Neutral Good, and a high-level curative magic (5th Circle or above) will remove her insanity and restore her to the woman she was (mostly by destroying her memory, leaving her with the ‘*What happened? Where am I?*’ line).

However, the most important thing about the sub-priestess is that there are certain remnants of her old self left within her, and at some recent point, she slipped into the Spider Queen’s treasury and stole her Necklace of Water and Soul. Although she doesn’t fully realize its importance, she has been keeping it hidden within her chamber. She has hidden it in a small hole beneath her silk sleeping mat which can be discovered on a standard search (1 in 6) **[Perception 16]**, or by use of a Detect Magic (or even Detect Undead, because it is a necromantic item) spell.



Remember, there are holes in the ceiling here, and if combat begins, three red spiders will fall from the ceiling to attack at the beginning of round 2.

1 Flame Sub Priestess [AC 8, HD 6, HP 36, #AT 1, D (3–6+2) (Mace/Heat), Magic (she can cast Fire Shield and Heat Metal as a 6th level caster 3/day), +1 or better weapon to hit. EXP: 870]

TREASURE

+1 MACE OF ELEMENTAL MIGHT (2D6 HEAT DAMAGE), RED SPIDER SILK SKIRT OF CHARISMA (+2 TO THE WEARER'S CHARISMA SCORE)

1 Flame Sub-Priestess [AC 12, HD 6d6+6, HP 36, Initiative +2, #AT 1, Hit +4, Dam Flaming Mace 6 (1d8+2) + Heat 6 (2d6), Magic (she can cast Fire Shield and Heat Metal as a 6th level caster 3/day)), Damage Invulnerability (nonmagical weapons)]

STR: 12 (+1) INT: 13 (+1) WIS: 17 (+3)

CON: 12 (+1) DEX: 14 (+2) CHA: 17 (+3)

CR: 2 EXP: 450

Type: Medium Humanoid

13.

Hall of the Flaming Skulls

This room is punctuated by four bronze doors, each set in a wall at the points of a compass (north, south, east, and west). In each corner of the square chamber is a carven head statue of some loathsome humanoid creature, and they are aflame, mouths agape as though screaming.

Each of these flaming skulls holds a mouthful of precious stones (5,000 GP in each mouth), but anyone reaching inside will take 5–30 **[15 (5d6)]** damage (subtracting any heat resistance they have) and can only take 1,000 GP in value per grab. Otherwise, this room is empty of threats although holes in the roof do allow for red spiders to enter, and they might appear each round the characters are present (1 in 6).

14.

Salamander Guard Chamber

Large chunks of glowing lava-rock are piled about this chamber, and the ceiling is open to the sky. The smell of acrid sulfur fills the air in greenish vapor, and two bronze doors are the only exits to the room.

A small clutch of elementally charged salamanders have called the caldera home for centuries, and the Spider Queen made them her thralls once she moved in above, inviting them into the fortress and keeping them busy creating dark armor for her Shell Guard creations. There is currently one here guarding access to the forge.

1 Salamander [AC 5, HD 5+5, HP 30, #AT 2, D (2–6) (Spear/Heat), Tail Slash (2–12 damage from a coiling tale attack), +1 or better weapon to hit. EXP: 625]

TREASURE

+1 BLACK IRON SPEAR

1 Salamander [AC 15, HD 5d10+10, HP 60, Initiative +2, #AT 2, Hit +5, Dam Spear 11 (2d6+4), Heat (3 (1d6) extra damage for melee attacks), Tail (+7 attack, Bludgeoning 11 (2d8+4) + Fire 7 (2d6))]

STR: 18 (+4) INT: 11 (–) WIS: 10 (–)

CON: 15 (+2) DEX: 14 (+2) CHA: 12 (+1)

CR: 3 EXP: 700 (each)

Type: Medium Elemental

15.

Salamander Heat Hall & Forge

A half-dozen cracks open in the floor, none large enough for a man's leg to pass through, but heat and blooms of gas seep up out of them, filling the room with a superheated haze.

Through the years the salamanders have grown tired of their servitude to the Spider Queen, and they have become lazy, especially after their elder forge was killed by the Spider Queen in a fit of rage (she is known for such temper tantrums). Once the elder forge died, the salamanders claimed the knowledge of forging the Shell Guard armor was lost with him, and now they mostly work on spears and other useless items for the Spider Queen.

In this hall, most of the salamanders that remain simply bask in the heat, no longer toiling on the forge that once brought them so much pleasure. The remaining salamanders are within the caldera below, and will not be aware of the goings-on above.

2 Salamanders [AC 5, HD 5+5, HP 30, #AT 2, D (2–6) (Spear/Heat), Tail Slash (2–12 damage from a coiling tail attack), +1 or better weapon to hit. EXP: 625 (each)]

TREASURE

EACH HAS A +1 BLACK IRON SPEAR, AND THERE IS A CHEST IN THE ROOM THAT CONTAINS 275 PP, AND A +2 SPEAR OF RETURNING (ONCE THROWN, RETURNS TO THE WEARER'S HAND AT THE BEGINNING OF THE SECOND ROUND AFTER THROWING).

2 Salamanders [AC 15, HD 5d10+10, HP 60, Initiative +2, #AT 2, Hit +5, Dam Spear 11 (2d6+4), Heat (3 (1d6) extra damage for melee attacks), Tail (+7 attack, Bludgeoning 11 (2d8+4) + Fire 7 (2d6))]

STR: 18 (+4) INT: 11 (–) WIS: 10 (–)

CON: 15 (+2) DEX: 14 (+2) CHA: 12 (+1)

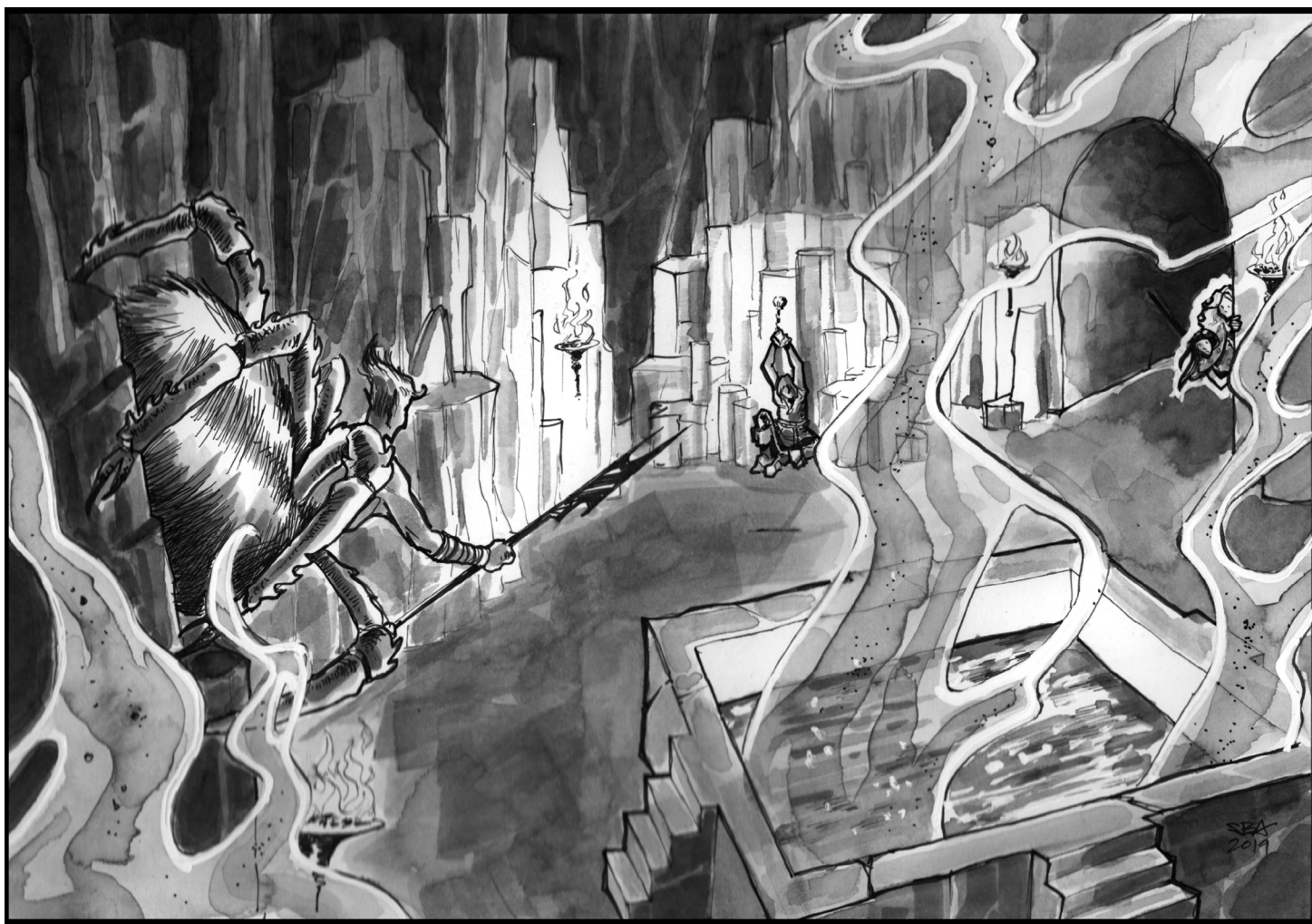
CR: 3 EXP: 700 (each)

Type: Medium Elemental

16.

Temple of Sacrifices

This massive, oddly-shaped hall is made of black basalt stone that is decorated with bronze fixtures, including smoking braziers and hanging lanterns filled with blue flames. At the center of the chamber, a large square opening some twenty feet



square opens to the flaming caldera below. Smoke fills the chamber, as does heavy sulfur gas. Around the walls, bronze chains have been affixed, and several hold the bones of dead humanoids.

Where the Spider Queen destroys most of those she captures, there are times when mad humans seek her out to worship at her feet. This appeals to her ego, so she has created a small cult of humans that she has spared although she will often kill them for some perceived slight to her. Three such priests, known as Bone Dealers, are within this room, preparing as they always do for

the ritual sacrifice of any newly captured slaves. Currently, there is a single human trader hanging from a set of bronze chains in the room. His name is Avaris Mont (3rd level Human Fighter), a fur trader and trapper who strayed too close to the cursed mountain. He has thus been spared from being given to Slung, but the Bone Dealers have convinced their queen to ‘offer him to the fire’ upon moonrise.

3 Bone Dealer Sub-Priests: [AC 7, HD 3+3, HP 16, #AT 1, D (1-4+1) (Dagger), Bone Chant (while chanting, they can share damage between other Bone Priests) EXP: 125 (each)]

TREASURE

EACH CARRIES A +1 BONE DAGGER.

3 Bone Dealer Sub-Priests [AC 13, HD 3d8+6, HP 18, Initiative +1, #AT 1, Hit +4, Dam Dagger 4 (1d4+2), Bone Chant (while chanting, the Bone Priests may share damage from enemy attacks)]

STR: 13 (+1) INT: 13 (+1) WIS: 14 (+2)

CON: 15 (+2) DEX: 13 (+1) CHA: 10 (–)

CR: 1/2 EXP: 100 (each)

Type: Medium Humanoid

17.

Shrine to the Fire Elemental Gods

A black basalt altar, wreathed in blue flame, stands close to the eastern wall of this chamber, a curtain painted with the visage of a giant red spider decorating the wall behind it. A small carved groove cut in the floor before the altar holds what looks like fresh blood.

This is the home to an elemental that has been corrupted by the Spider Queen. It was present when she first came to the caldera, and during her years here, she bent its will by use of the power of the demon, reforming the creature into a visage of her when she was young. The elemental protects the shrine but will not leave the room unless she drops to the lava below for an occasional ‘bath’. She assists the sub-priestess with sacrifices here from time to time but, otherwise, is just a lurking protector.

1 Female Fire Spirit: [AC 5, HD 7, HP 42, #AT 2, D (2–12) (Flame Burst), +1 or better weapon to hit, Flame Aura (anyone attacking the spirit with melee takes 1–4 fire damage per successful hit, unless in heavy armor) EXP: 1,125]

TREASURE

IF SHE IS SLAIN, A 5,000 GP RUBY DROPS ONTO THE FLOOR WHERE SHE WAS STANDING.

1 Female Fire Spirit [AC 15, HD 7d10+14, HP 49, Initiative +3, #AT 2, Hit +5, Dam Flame Burst 7 (2d6+1), Multiattack (2 Flame Bursts), Damage Immunity (all nonmagical weapons), Flame Aura (anyone attacking with melee must make a DC 15 Dexterity or take 4 (2d4) heat damage)]

STR: 13 (+1) INT: 11 (–) WIS: 11 (–)

CON: 15 (+2) DEX: 15 (+2) CHA: 18 (+4)

CR: 2 EXP: 450

Type: Medium Elemental

18.

Shrine to the Spider Goddess

A small altar made of white marble casts a strange juxtaposition against the black stone of the walls, floor, and ceiling. The altar has twin silver candlesticks upon it, each topped with a crimson candle. Behind the altar, a great tapestry of white and gold hangs, a lithe woman covered in a red silk dress pictured at its center.

This is a bit of 'self-worship' as the Spider Queen has created a shrine to herself, as though she is some petty goddess (which she probably is concerning her immortality). There is nothing of particular value in the chamber, other than the silver candlesticks (each worth 20 GP) and the tapestry which might fetch 100 gold in the right market although it is cumbersome and heavy if removed from the wall. There are spider holes in the ceiling here, and normal rules apply for wandering monsters.

19.

Temple of the Flame Door

This oddly-shaped hall has two large alcoves to the north, each open to the caldera and set with black-stone shutters. A single door rests between them, the bronze fastenings making a flame pattern on the surface. To the south, another more mundane bronze door stands, and a single oak door is to the east. Bronze chains hang from the western wall, enough to hold half a dozen humanoid victims at any one time.



More Bone Dealer sub-priests are present here, tending another sacrificial temple within the complex. This temple has something the priests refer to as a ‘flame door’, in which victims are cast once they have been ritualized. The priests are busy cleaning the room of ash when the characters enter unless they have been alerted. They will drop their brooms, draw their sacrificial knives, and attack once an intruder is detected, one of the priests letting out a whistle that will bring 1–4 red spiders in 2 rounds.

5 Bone Dealer Sub-Priests: [AC 7, HD 3+3, HP 16, #AT 1, D (1–4+1) (Dagger), Bone Chant (while chanting, they can share damage between other Bone Priests) EXP: 125 (each)]

TREASURE

EACH HAS A +1 BONE DAGGER.

5 Bone Dealer Sub-Priests [AC 13, HD 3d8+6, HP 18, Initiative +1, #AT 1, Hit +4, Dam Dagger 4 (1d4+2), Bone Chant (while chanting, the Bone Priests may share damage from enemy attacks)]

STR: 13 (+1) INT: 13 (+1) WIS: 14 (+2)

CON: 15 (+2) DEX: 13 (+1) CHA: 10 (–)

CR: 1/2 EXP: 100 (each)

Type: Medium Humanoid

20.

Receiving Hall of the Spider Queen

A large thirty-foot-square chamber holds four doors, three bronze that set the east, west, and south walls, and an oak and brass one to the north. A small throne made of polished ivory sits before the oaken door, flanked by two large chests that are filled with gold, jewels, and other treasures. Several holes open up to the sky above in the ceiling, providing natural light. Upon the floor, a crimson spider silk rug rests, and four blue-flamed lanterns hang above the entryway to each door.

The Queen will be in residence here 50% of the time unless she is alerted to the presence of intruders in her fortress (likely) in which she will be here ready to receive ‘visitors’. She has no fear (obviously) but will have 8 red spiders lurking on the roof above, ready to drop down into the room and attack at a moment’s notice. There will also be 2 Bone Dealer sub-priests lurking in the shadows behind her throne.

As very few people have made it to her while still having their weapons (assuming the party has), she will ‘entertain’ them with a discussion of their purpose here, where they come from, how they will enjoy joining her minions, etc.

If she chooses to participate in the combat that will eventually ensue, a set of phantom crimson spider legs will stretch out from her back and slash at her enemies. Each hit will also inflict possible poison damage.

She does not wear her necklace, which is, she believes, kept within her treasure chamber; however, as stated before, it is currently in the possession of her Flame Sub-Priestess. If the characters have destroyed the necklace and she takes physical damage, she flees into her bedchamber where she hopes to find help from her thrall, the Spider Demon. If the characters have not found and destroyed the Necklace of Water and Soul, they will find the Spider Queen too powerful and will hopefully be able to fall back (in hopes of finding the Necklace at a later point). The Spider Queen will not pursue them directly, instead summoning her red spiders to her and sending them on further scouting missions to bring the ‘victims’ back to her, hopefully alive.

The Spider Queen [AC 7, HD 8+8, HP 24, #AT 4, D (1–6) (Piercing Legs), Flame Poison (save vs. poison on each hit or take 1–8 additional burning blood damage), Damage Immunity (she cannot be hurt until her bond with her demon is broken). EXP: 1,705]

TREASURE

QUEENS GOWN (5,000 GP VALUE), GOLDEN HEADRESS (7,000 GP), (5) RINGS (1,000 GP EACH).

The Spider Queen [AC 13, HD 8d6+8, HP 32, Initiative +5, #AT 4, Hit +6, Dam Piercing Legs 11 (1d6+2), Flame Poison (DC 15 Constitution or take an additional 4 (1d8) heat damage from burning blood), Damage Immunity (all, until her bond with her demon is broken)]

STR: 15 (+2) INT: 12 (+1) WIS: 17 (+3)

CON: 13 (+1) DEX: 17 (+3) CHA: 20 (+5)

CR: 4 EXP: 1,100

Type: Medium Humanoid

21.

Study of the Spider Queen

A large wooden desk is flanked by shelves that dominate the eastern wall of this room. Above, a brass lantern hangs, and the floor is covered with wooden planks. In the northwest corner of the chamber, a black orb rests on a white-stone pedestal.

This is the ‘seeing chamber’ of the Spider Queen. She once used it to remote view the city of Noxian, but once it fell, her Crystal Ball fell into disuse (and is actually covered with heavy ash and dust). She has old works of art, poetry, and writings of Noxian within the chamber although none of it is of particular interest other than a strange tome called The Blind Eye Can Only Seek Oblivion’s Oasis. If a week or more is spent looking over the tome, it seems to be a kind

of magical roadmap to a citadel that was lost in time back during the Age of Mists, a place that is linked to the gods' city of Nextyaria.

22.

Treasure Chamber of the Golden Discs

Five large chests rest upon a fur carpet at the center of the large room, above which the ceiling opens to the sky, shining light down on the chests below.

The chamber is, of course, guarded by red spiders, all of which skitter across the room near the opening. There are a total of six spiders above, with two spiders descending every other round if combat is happening below.

The pride of the Court of Noxian were 7 incredible golden discs, one awarded to each of the great ruling houses. When the city fell, the Spider Queen had all the discs brought back to her fortress, and here they stay to this day. Each is worth 2,500 GP, and perhaps more to a collector of lost antiquities.

Each of the 5 chests is the size of a large man, unlocked (she stupidly feared no thieves), and contain:

CHEST #1:

MAGICAL ITEM: RING OF PROTECTION +1

MUNDANE TREASURE: 19 PIECES OF FINE JEWELRY (100 GP EACH), A STRING OF BLACK PEARLS (500 GP), A PLATINUM AND DIAMOND CROWN (3,000 GP), AND A DOZEN GOLD AND SILVER RINGS (25 GP EACH)

CHEST #2:

MAGICAL ITEMS: RED SILK CLOAK OF ARACHNIDA (FROM THE QUEEN'S DAYS IN THE RED CULT), RED THIGH HIGH BOOTS OF SPEED

MUNDANE TREASURE: 11 MASTERWORK GOWNS (350 GP EACH), 2 HEAVY ROLLS OF SILK (100 GP EACH)

CHEST #3:

MAGICAL ITEMS: LONGSWORD +2 (WITH THE NOXIAN ELITE GUARD CREST), ELVEN CHAINMAIL +2, SHIELD +2, FOLDING BOAT

MUNDANE TREASURE: 3 BURNISHED SILVER HELMS (100 GP EACH), SUIT OF GOLDEN INLAY PLATEMAIL (3,000 GP), BRASS GAUNTLETS (40 GP), 2 SILVERED SHIELDS WITH THE NOXIAN CITY CREST ON THEM

CHEST #4:

MAGICAL ITEMS: WAND OF MAGIC DETECTION (32 CHARGES) [3 CHARGES], TOME OF CLEAR THOUGHT, VARIOUS MAGIC-USER SPELL SCROLLS (4) 1ST LEVEL, (3) 2ND LEVEL, (3) 3RD LEVEL, (1) 4TH LEVEL

MUNDANE ITEMS: VARIOUS JARS, VIALS, AND BOXES OF SPELL COMPONENTS TOTALING 2,000 GP IN VALUE

CHEST #5:

MAGICAL ITEMS: NONE

MUNDANE ITEMS: 7,000 SP, 5,500 GP, 2,700 PP, A DOZEN RAW GEMS WORTH 5,000 GP IN TOTAL

23.

Bedchamber of the Spider Queen

A great bed rests against the western wall, the headboard covered with polished skulls. To the east, a dressing screen and a large white-stone tub are set, as well as an armoire set with a full-length silvered mirror.

This is the bastion of the Spider Queen and the lair of her otherworldly thrall, the Spider Demon. Whatever great power he had in the Abyss was stolen by the Spider Queen when she bound him to this plane and turned herself invulnerable. Now, the creature longs to return to its native home, and if the Necklace of Water and Soul is destroyed, it will set on the Spider Queen the first chance it gets. If the Spider Queen had a chance to retreat here, the party will enter to find the demon eating her head as her body slowly burns and twitches. Otherwise, it will take pleasure in ‘dying’ at the hands of the characters in a final act (hoping to send some of the characters to their gods along the way). However, if the necklace has not been discovered and the characters somehow make it to this chamber, the demon will whisper (in Infernal) that the necklace is the key to the Queen’s demise and that the other priestess has it in her possession.

Although this is sure to be a nasty fight, again, the demon just wants to die and be sent home, so keep that in mind. It might be possible that it simply walks past the characters and dives into the caldera rather than fight, especially if the characters are in bad shape. This is up to the DM. If slain, he will drop his Mantle of the Abyss before his body returns to his home plane.

1 Spider Demon [AC 2, HD 9, HP 45, #AT 5, D (1–6) (Barbed Legs) and (1–8) (Bite), Flame Venom (save vs. poison on any bite attack or die), +1 or better weapon to hit.] EXP: 1,935]

TREASURE

MANTLE OF THE ABYSS (+2 AC, +15% HIDE IN SHADOWS [+3 STEALTH], +4 CHARISMA TO DEMONS)

1 Spider Demon [AC 18, HD 9d10+18, HP 63, Initiative +2, #AT 5, Hit +6, Dam Barbed Legs 6 (1d6+3), Bite 6 (1d8+2), Flame Venom (DC 16 Constitution or drop to zero hit points), Damage Immunity (nonmagical weapons)]

STR: 15 (+2) **INT:** 8 (-1) **WIS:** 11 (-)

CON: 13 (+1) **DEX:** 14 (+2) **CHA:** 9 (-1)

CR: 5 **EXP:** 1,800

Type: Medium Fiend

Credits:

Author:

Scott Taylor

Editing:

G. Scott Swift

Cartography:

Scott Taylor, Andrew Rodgers, G. Scott Swift

Design/Layout:

Andrew Rodgers

Cover Artist:

Giorgos Tsolis
Color Module Back Cover Character Art: Michael Wilson

Color Interior Centerfold:

Andrew Rodgers

Color Interior Single Page:

Peter Bradley

Color Booklet Cover:

Simon Adams

Interior B/W Art:

Simon Adams

Playtesters:

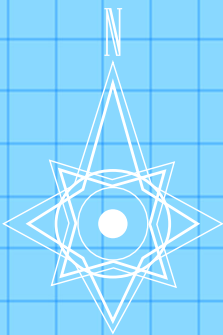
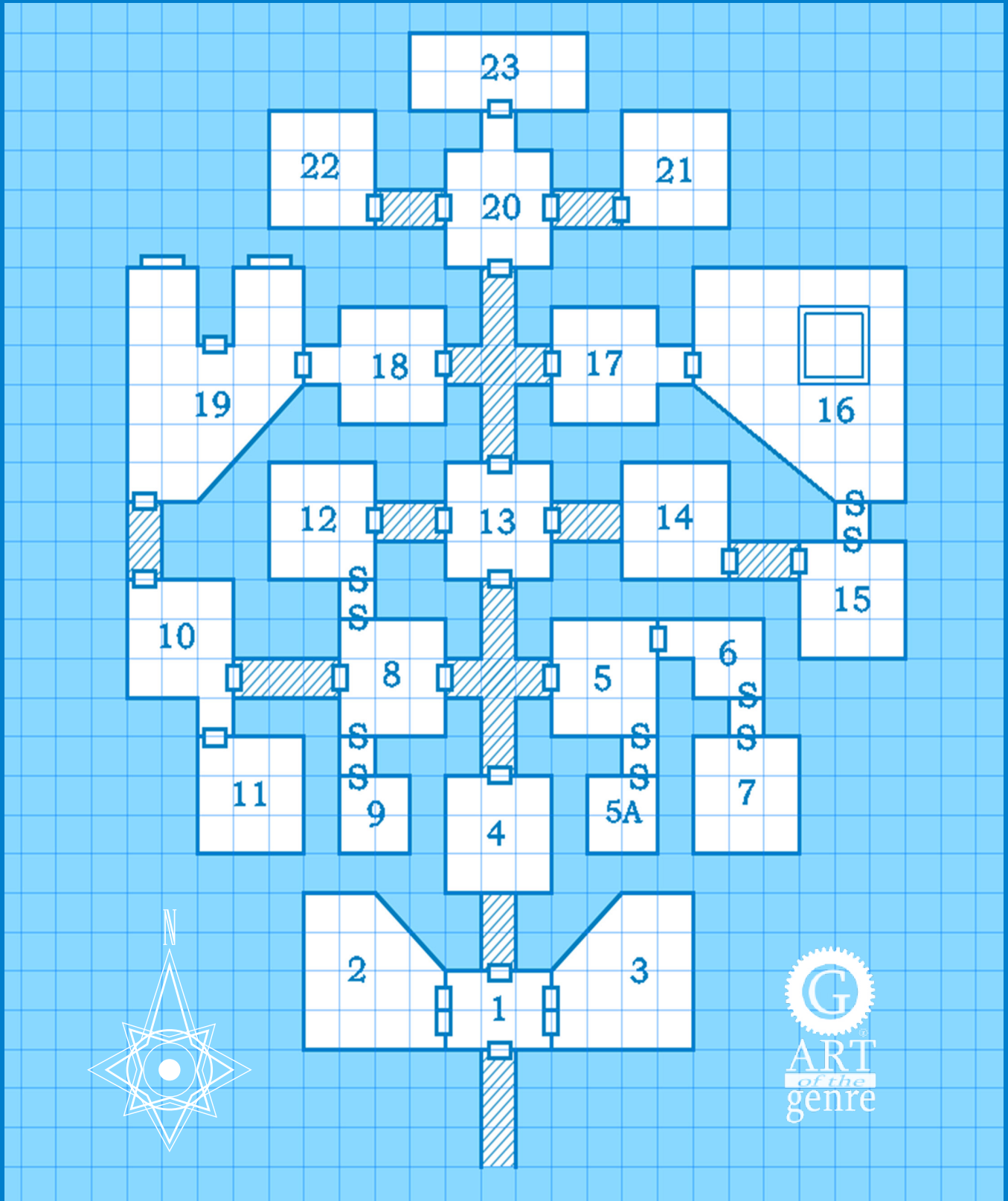
Sean Murphy, Joe Livesey, Mark Timm, Brent Blackwell, Shayne Hintz.

Dungeons & Dragons ©, **Players Handbook** ©,

and **Dungeon Masters Guide** © are the sole property of Wizards of the Coast and Art of the Genre makes no claims on these trademarks.



	Double Doors
	Door
	Stairs



The Hall of the Spider Queen



Strange tales of a mad queen and a hoard of legendary treasure have driven adventurers into the jungles of the great trade road between Tiefon and Nextyaria for a generation, but now new information has come to light. A travelling bard has uncovered certain keys to the location of the lost queen's mysterious volcanic home, and the secret that may thwart her seeming immortality and invulnerability. Once again the Barrens takes center stage as characters must vie for a chance to grow rich and expand their legend among the heroes of the Nameless Realms. The infamous Black Label series continues with this second part to the Barrens trilogy as characters must dodge the marauding forces of bandit lords, discover a wayward bard, and then journey to the caldera fortress of the Hall of the Spider Queen. What secrets does that dark sanctuary hold? Only time, dice, and the comradery of the gaming table will tell. This adventure module is designed for both 1st and 5th edition Dungeons & Dragons formats, for 5 to 7 characters, levels 5–7.



Giorgio 05/30/19 2019