

G6

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Swords & Wizardry™ game**

Mini-dungeon Module G6

Curse of the Web Witch

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 6-8



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Curse of the Web Witch is part of a series of mini-dungeons designed to drop into existing adventures or campaigns. Use them as side quests or a way of getting in a quick adventure when you're short on time.



Dungeons of
Dazegoneby

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Writing, design, layout: Matthew E Kline
The Spider Cave on our cover and inside cover was created by J. E. Shields

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Dungeons of Dazegoneby

Mini-Dungeon Module G6

Curse of the Web

Witch

The woods around Farstride have become draped in a blanket of nearly impassible webbing. Worse, the webbing seems to regrow on its own shortly after being cut away. Something sinister is at work here. Where there's smoke, there's fire and where there's webs, there's spiders. So where are all the spiders?

About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, Curse of the Web Witch is designed for 4-6 adventurers of level 6-8. This product is part of a line of mini-dungeons designed as quick, drop-in adventures. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini dungeon campaign.

Gamemasters should feel free to adjust this adventure to suit their group's style of game-play or level of difficulty.

It's recommended that the Gamemaster read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at www.swordsandwizadry.com

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the rooms that can be read out loud to the players.

After most of the room descriptions you'll find one or more of the following symbols:



This symbol indicates that there's a monster or monsters in the room.



This symbol indicates there's treasure in the room.



This symbol indicates that there's a dangerous obstacle in the room.

A description of the monsters, treasures, or obstacles encountered follows after each symbol.

About Dungeons of Dazegoneby

I can remember a time in my distant past when I could head to the local mall walk into one of the two bookstores they had at the time, plunk down around five dollars, and walk out with a brand new Dungeons & Dragons module. Our *Dungeons of Dazegoneby* line is a tribute to old school gaming, paying homage to a time filled with graph paper maps, wandering monster tables, hand-drawn character sheets, and lazy afternoons filled with adventure and wonder. We hope you enjoy playing these products as much as we enjoyed making them.

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Gamemaster's Eyes Only:

While questing for a religious artifact for her temple, a priestess stumbled across a *silver webbed sigil*, the holy symbol of the forgotten spider god Arachnis. Sensing it to be enchanted, the priestess returned with it to her temple, thinking it to be a sign from her goddess. The temple elder recognized the object and instructed the priestess to rid herself of it. Unfortunately, the sigil had already started whispering to her. The temple soon became infested by spiders. When the first of the giant variety showed up the elder realized they were being called by the sigil and after finding it still in the possession of the priestess, cast her out of the temple.

Guided by the sigil the priestess traveled to Greenbough woods, just north of the village of Farstride, where she discovered a hidden temple dedicated to Arachnis. There she underwent a transformation, metamorphizing into a high priestess of Arachnis, human/spider/scorpion hybrid. Now this "web witch" uses powers bestowed upon her to summon various spider-kin to her temple and blanket the forest in a thick layer of webbing, making it virtually impassable.

Travelers heading north from Farstride through Greenbough have seen their share of bandits, goblins, and worse, but there have always been heroes willing to rise to the challenge of making the path safe again. This latest development however is a bit different. The blanket of webbing makes the trail through Greenbough impossible to travel without a great deal of cutting. And then there's the fact that the webbing miraculously grows back minutes after being cut. This has led the locals to believe that the woods have been cursed; a belief that's caused the usual heroes to keep their distance.

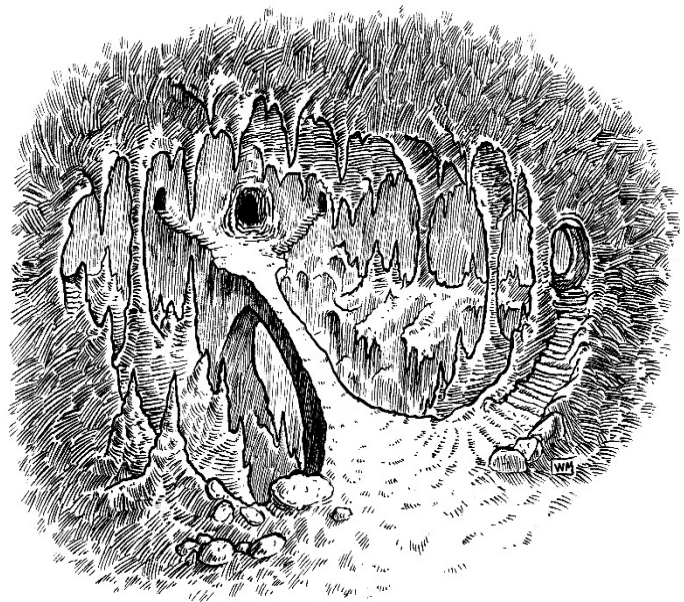
Set Up

A merchant hires the party to escort him from whatever bastion of civilization they currently occupy, to Farstride, then through Greenbough forest to the village of Trisken beyond. The merchant's willing to pay 1,000gp for what seems to be a relatively worry free journey. What the party doesn't know is that the merchant has heard about the webbed over trail. Since the party's contract states "safe passage to Trisken" they'll have to find some way of getting past the webbing if they want to collect their fee.

A Note to the Gamemaster

The set up described here is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

It's possible that a sage has heard of the web-coated forest and of the webbing's strange properties. He hires the party to serve as bodyguards while he studies the strange phenomenon.



Arriving at Farstride

Upon reaching Farstride the party will discover the path to the north to Trisken nearly impassible due to the webbing. Asking around the village they'll discover that the webbing appeared around two weeks ago. It's tougher than standard webbing and has the exasperating nature of growing back again shortly after being cut. This of course suggests some sort of magic behind the manifestation which led to the rumors of the forest being cursed.

The furthest anyone has ventured into the web encased woods was 100' to a stone bridge which spans a river that cuts through the forest. Once there it was discovered that the river along with its banks were free of obstruction, as though it was intentionally left clear. They also noticed what appeared to be several large spiders scurrying along the banks of the river towards the east. Unnerved, the brave trailblazers returned to the village.

The merchant the group's escorting will state that he's going to check himself into the local inn where he'll wait until the party deals with the webbing.

Dealing with the Webbing

The webbing has properties similar to a *web* spell. Its recommended that fire not be used as a solution to the web problem since it would probably result in the forest going up in flames, and possibly Farstride along with it. *Dispel magic* will remove a 20' cube of webbing for 1 hour, after which it will grow back. Webbing cut or broken by normal means grows back after a few minutes.

The gamemaster should feel free to come up with their own mechanics for dealing with the webs. As a suggestion, it takes 1

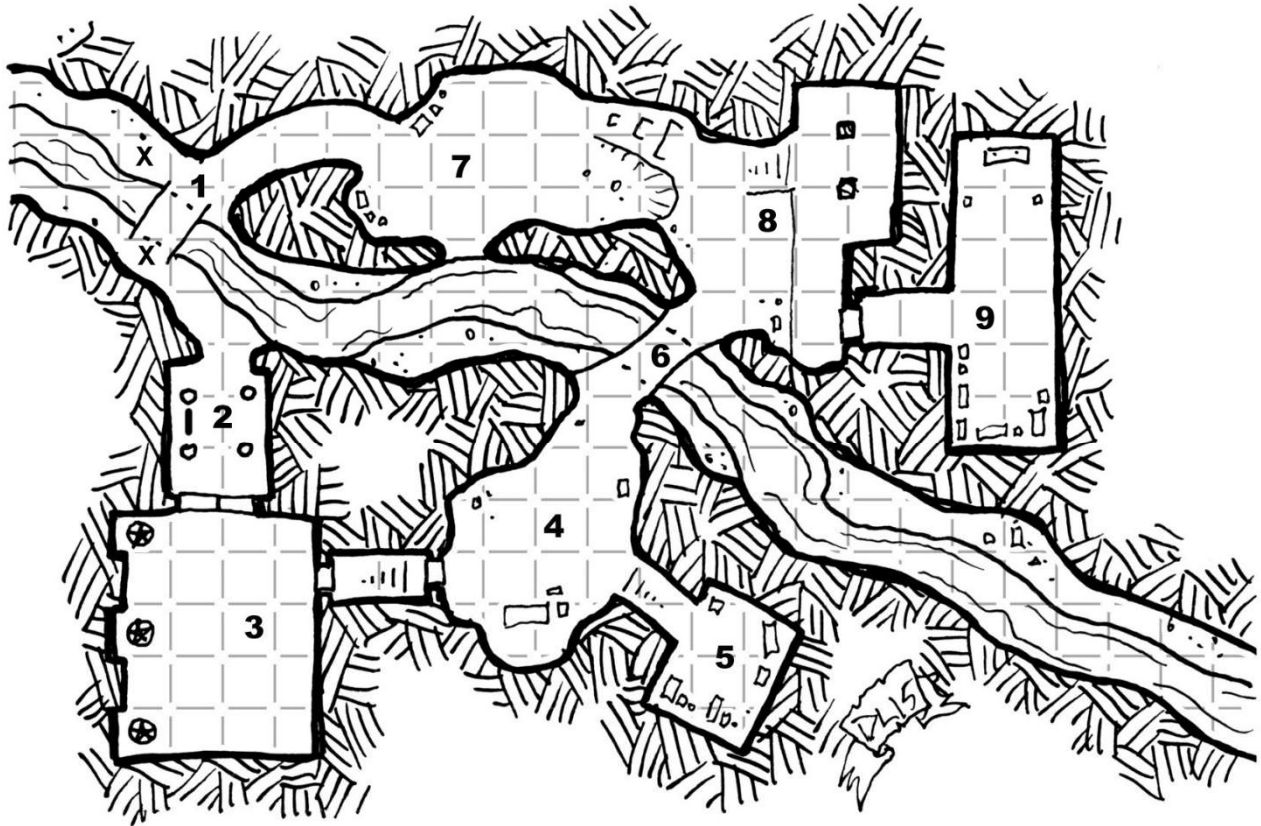
turn to cut through 10' of webbing. This method would require 10 turns to make it to the bridge and the web-free river.

The party may be able to enlist the help of one or two of the villagers who braved the web before. In this case the number of turns required to cut through the webbing can be reduced by 1d3. Any villagers assisting the party will only go as far as the bridge, fearing attacks from the giant spiders they saw scurrying off towards the east, although they may offer to wait at the bridge for the party's return.

Once at the bridge the party will see that the river is in fact clear of webbing and can be easily traversed along its banks in either direction. After walking east for about a mile they'll discover that the river runs into a cave.

The group's free to head west along the river if they desire. If this occurs, they follow the river for several hours until it emerges in a valley to the west of Greenbough.





River Passage

1sq = 10'

Key to the River Passage

The cavern entrance is 30' wide by 10' high. Right after the opening the ceiling quickly rises to 30' along the river. The ceilings of other areas in the temple complex are around 15' high unless otherwise noted.

1. Natural Bridge

A natural bridge spans the river at a point roughly 30' in from the cave entrance.

The web witch has kept the river free of obstructions to allow the minions she's calling to her to move quickly through the

forest to the temple. A band of ettercaps were the first to show up. She's instructed two of them to stand guard near this bridge, to watch for new arrivals and keep a multi-faceted eye out for intruders. They've set traps near the bridge and lurk just inside the passageway leading to **Area 7**. Once aware of the party's presence, one will engage the group while the other will attempt to get to **Area 2** and sound the alarm.



The banks on either side of the river here are covered with a collection of dead leaves and twigs. A 10' x 10' section of webbing lies beneath this covering at the areas marked with an 'X'. The first character attempting to move

through each of these areas will find their feet stuck to a 10' section of web, leaves and twigs. A stuck character requires 1d4+1 rounds to break free. Until they're freed their movement rate is reduced by half, they suffer a -2 penalty to their attacks, and lose any dexterity bonus they have to their AC. A stuck character that attempts to move more than 5' has a 50% chance of falling prone at which point they'll become entangled and immobilized. An immobilized character requires 1 turn to break free (or only half as long if they receive assistance.)



Ettercaps (2): HD 5; AC 6[13]; HP 28,25; Atk 2 claws (1d3), 1 bite (1d8 + poison); Move 12; Save 12; CL/XP 6/400; Special: Poison bite, traps.

2. Hall of Pillars

A squared off room has been carved out of the cavern at this point. Four pillars stand here, one near each corner of the room. A large gong hangs between the two pillars to the west. A pair of large stone doors stand to the south.

A large mallet rests against the wall in the northwest corner of the room. Ringing the gong here has the following effects: The ettercaps in **Area 3** will head towards **Area 1** in 1d4 rounds to investigate, the ettercaps in **Area 4** will head to **Area 6** in 1d4 rounds to stand guard, the web wings (see New Monsters) in **Area 6** will begin patrolling back and forth along the river, and the web witch will emerge from her temple at **Area 9** to take up position at

the top of the stairs in **Area 8**. From this vantage point she can watch **Area 6** and **Area 7** for signs of trouble.

If the party manages to avoid being spotted while the complex is 'on alert' the ettercaps from **Area 4**, the web wings, and the web witch will return to their original positions after a few minutes. Chances are the ettercaps investigating from **Area 3** will find signs of intruders (possibly in the form of a couple of dead guards) and stay on alert in **Area 1**.

3. The Statues

The floor of this room contains several large "nests" constructed from leaves, twigs, sections of cloth and assorted dead vegetation. Three statues stand in shallow alcoves along the west wall.

The statue in the center alcove is a representation of Arachnis the spider god. The statue bears the head of a remarkably handsome looking male with the body of a horribly bloated ettercap. Its arms reach out into the room, beckoning to his worshipers. The other alcoves are populated by a statue of a naked woman and naked man both covered in spiders. Their faces twisted in expressions of agony or rapture. The spiders carved on the statues have the unnerving effect of seeming to move when glanced out of the corner of the player's eyes.



Defacing or damaging the statue of Arachnis will cause it to summon two phase spiders. The spiders will appear near the statue and attack the vandal or vandals. The stats are presented below, however they won't be encountered unless the statues are harmed.



Ettercaps (4): HD 5; AC 6[13]; HP 31,28,25,22; Atk 2 claws (1d3), 1 bite (1d8 + poison); Move 12; Save 12; CL/XP 6/400; Special: Poison bite, traps.

Giant Phase Spiders (2): HD 2+2; AC 6[13]; HP 11,10; Atk 1 bite (1d6 + poison); Move 18; Save 16; AL N; CL/XP 6/400; Special: lethal poison (+1 save or die), dimension phasing.

4. Barracks

Multiple nests comprised of dead vegetation denote this large cavern as being used for living quarters. The shattered remains of a large stone altar stand to the south.

A total of five additional ettercaps make their home in this cavern. If they're not in position at **Area 6** they'll be encountered here.



Ettercaps (5): HD 5; AC 6[13]; HP 30,27,24,22,18; Atk 2 claws (1d3), 1 bite (1d8 + poison); Move 12; Save 12; CL/XP 6/400; Special: Poison bite, traps.



The shattered altar contains a secret compartment (treat as a secret door if the altar's searched.) The compartment contains three 18" statues identical to the ones encountered in **Area 3**, carved from onyx, each held in individual black cloth bags tied shut with silver colored strings. The statues are worth 3,000gp each, although it may be difficult to find a willing buyer.

5. Larder

This room contains several makeshift racks cobbled together from bits of broken furniture. They hold cocooned carcasses of deer, wolves, and one or two other unidentifiable creatures.

This room holds the ettercap's food stores. On closer inspection, the unidentifiable creature carcasses are a mule and a pincher spider.



The mule still wears a leather pack which contains the following: Three small wooden, leather lined cases containing 6 glass bottles each, filled with perfume (worth 50gp each.) A coin pouch which holds 300gp, 100sp, 55cp and 6 gems (worth 30gp each.) An ornate silver box (worth 120gp) that contains a *luckstone*.

6. Overpass

A natural bridge crosses 15' above the river here, connecting caverns on either side of it.

A collection of web wings (see New Monsters) have made their roosts beneath the bridge. They hang beneath it upside down in bat-like fashion. There's a chance that a reasonably stealthy party can cross over the bridge without disturbing the web wings below. Passing beneath them without being detected however is near impossible.



Web Wings (10): HD 4; HP 22,19,18,17,17,16,15,14,13,12; AC 7[12]; Atk 1 bite (1d8); Move 6 (fly 16); Save 12; CL/XP 5/240; Special: net of webbing.

7. Spider Cave

Large lit braziers sit near the west entrance to this cave. The ceiling hangs 30' overhead. A set of wide steps have been carved into a natural ramp on the east side of the cave.

A series of three braziers sit to either side of the western entrance. The stairs lead up to **Area 8** which sits 10' above the floor of the cavern.

This cavern is home to a group of pincher spiders (see New Monsters.) They attack once they're aware of the party's presence.



Pincher Spiders (14): HD 2+2; HP 17,15,15,15,14,13,12,12,11,11,10,9,7,6; AC 7[12]; Atk 2 pichers (1d4) or 1 bite (1d8+poison); Move 18; Save 16; CL/XP 5/240; Special: weak poison, chance to immobilize.

8. Temple

The floor here is littered with the remnants of several broken and rotted wooden pews. A set of stairs that run along the north wall lead up to a raised section to the west.

The raised section at the top of the stairs sits 10' above the rest of the cave. The raised section's been carved into the cave wall. Two square pillars stand here. They're covered with spiders in a fashion similar to the statues in **Area 3**. These also appear to move when viewed in a character's peripheral vision. Like the statues, attempting to damage these pillars will result in two phase spiders being summoned. The stats are presented below in case this occurs.



Giant Phase Spiders (2): HD 2+2; AC 6[13]; HP 13,10; Atk 1 bite (1d6 + poison); Move 18; Save 16; AL N; CL/XP 6/400; Special: lethal poison (+1 save or die), dimension phasing.

9. Altar

This large rectangular room has been carved into the cavern. A collection of stone tables lie to the south while an altar flanked by two round braziers sits to the north.

The web witch (see New Monsters) is here, studying a number of small figurines scattered among the tables to the south.



Maps of nearby areas have been carved into the surfaces of the stone tables. The figurines are various types of spiders crafted out of copper, silver, and gold. The web witch is using these figurines and the power of the silver webbed sigil to cause groups of spiders to amass near local towns and villages. It looks as though she plans on using them to gain control of the area.

The altar to the north is covered by a swarm of small "non-monstrous" spiders. The silver webbed sigil floats a foot above the surface of the altar, suspended between two black candles covered with silver spider web patterns. Simply extinguishing the candles or pulling the sigil from its spot will be enough to destroy the webbing covering Greenbough forest and disrupt the web witch's control over her spider minions. The web witch will of course do whatever she can to prevent this from occurring while she's still alive.



Web Witch: HD 8; AC 6[13]; Atk 1 mandible (1d6), 4 claws (1d4), 1 tail (1d6+poison); Move 12 (Fly 12); Save 8; CL/XP 9/1100; Special: Magic resistance (25%), summon spiders, web.

Giant Spider (4ft diameter): HD 2+2; AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 5/240; Special: lethal poison, 5 in 6 chance to surprise prey.



The figurines on the tables are of various types of spiders. There are 100 gold spider figurines (worth 20gp each) 100 silver spider figurines (worth 2gp each) and 100 copper spider figurines (worth 20cp each.)

A square recess in the front of the stone altar holds a small wooden chest containing 6,000gp. These coins are stamped with the image of a spider on one side and a web on its reverse.

And of course there's the *silver webbed sigil*, however the players should seek to rid themselves of this as quickly as possible...

Wrapping Up

After defeating the web witch and disrupting the silver webbed sigil the players are free to return to Farstride. Once they exit the cave they'll discover that the blanket of webbing that covered Greenbough has vanished, making the trip back to town much easier. If they head to the bridge they'll find the villagers who assisted them with cutting the webbing waiting to congratulate them.

Once the group returns to the village they'll find the merchant eager to continue on to Trisken, insisting that they leave immediately. The reason for his eagerness will become apparent if the party decides to stay in Farstride for a bit. It turns out that the merchant was aware of the fact that the way to Trisken was blocked by webbing. He also heard that the village of Farstride was offering a 6,000gp reward to anyone who managed to clear away the webs. The merchant told the mayor of Farstride that he brought to heroes here to deal with his web problem and when the webs vanished the merchant collected the 6,000gp reward. The longer the group lingers in the village the greater the chance of someone mentioning the reward, at which point the merchant will have some explaining to do...

Continuing the Adventure

Here are some suggestions for further adventures:

✘ If the party keeps the *silver webbed sigil* the sigil will start whispering to a party member (a cleric preferably.) If no action is taken to destroy it the player will be convinced to pledge themselves to Arachnis after one week, at which point they'll start transforming into a web witch (or warlock.) The only way to destroy the sigil is by shattering it with a blow from a magic hammer with a +1 bonus or greater.

✘ A party member who defaced the statues in **Area 3** or the columns in **Area 8** has become cursed. They constantly see spiders crawling about out of the corner of their eyes. This illusion is quite distracting causing them to suffer a -1 penalty to their attacks and AC until the curse is removed. This requires a *remove curse* spell cast by a cleric of level 10 or higher.

✘ Spending the spider faced coins found in **Area 9** attracts the attention of a secret cult dedicated to Arachnis and/or a group of paladins pledged to eradicate followers of the spider god.

✘ The players manage to find a buyer for the onyx statues retrieved from **Area 4**. Unfortunately the buyer turns out to be a warlock that possesses a book describing how to use the statues in a ritual that summons the avatar of Arachnis to our plane. The warlock plans on sacrificing the party to the avatar.

✘ The mule found in **Area 5** belonged to a perfume merchant. The merchant managed to flee to Trisken. If the merchant hears of his perfume samples being in the party's possession he'll be eager to attempt to get them back, along with his *luckstone*. He may even go as far as to try to convince the local authorities that the party stole the items from him.



NEW MAGIC

Silver Webbed Sigil

The silver webbed sigil is the holy symbol of Arachnis, an evil god of spiders. Although there are some benefits to possessing one (the owner is immune to spider poison, can move across non-magical webbing without becoming stuck, and can use the sigil to summon 1d4 giant spiders to aid them once per day) its recommended that the owner rid themselves of it as quickly as possible.

The longer an individual is in possession of the sigil the greater the chance that Arachnis will take notice of them. At this point the spider god will whisper to the owner through the sigil, attempting to convert them to one of his followers. It should also be noted that Arachnis has very few followers. The first thing that he will do after securing a new convert is begin the process of transmuting them into a high priest or priestess, giving them the form of a web warlock or witch.

The best thing to do when one finds themselves in possession of a silver webbed sigil is to smash it with a magic hammer with a +1 bonus or greater as quickly as possible.



NEW MONSTERS

Pincher Spiders

Although there are many similarities between pincher spiders and standard giant spiders they're recognized as being different right away due to the pair of appendages that give it its name. Pincher spiders do not weave webs, instead they rely upon their speed and claw like pinchers to subdue their prey. If a pincher spider succeeds with both its pincher attacks against a single target, the target must save vs. poison or else be considered immobile. An immobilized creature will be subjected to an automatically successful bite attack on the spider's next turn. A target trapped in such a way can attempt to break free each round (by way of grapple rules, a successful 'open door' roll, or whatever's standard in your campaign) however each round they suffer an additional 1 point penalty to this attempt due to a poison that's secreted by the spider's pinchers.

The spider's fangs contain a stronger poison however it's still not as strong as a standard giant spider. Those bit must make a successful save vs. poison or die, however they gain a +3 bonus to the roll.

It should be noted that the meat in the claws of a pincher spider is quite the delicacy, having a taste similar to crab only better. Chefs serving kings have been known to pay good coin for any pincher spider claw meat they can get their hands on. Special care must be taken however in removing the poison glands to avoid contaminating the claw meat.

Pincher Spider: HD 2+2; AC 7[12]; Atk 2 pinchers (1d4) or 1 bite (1d8+poison); Move 18; Save 16; CL/XP 5/240; Special: weak poison, chance to immobilize.

Web Wings

These creatures are a cross between a giant spider and a giant bat. They lack the wing membranes of standard bats, featuring a span of sticky webbing in their place. They use this webbing to snare the insects and small birds they prey upon. Web wings have been known to spin nets of webbing which they can drop upon larger creatures to entangle them. While not immobilized a creature entangled in this way will find difficulty performing many actions until they're freed or break free. A trapped character (or another player coming to their aid) can attempt to make a successful 'open doors' roll to break free each round.

Web Wing: HD 4; AC 7[12]; Atk 1 bite (1d8); Move 6 (fly 16); Save 12; CL/XP 5/240; Special: net of webbing.

Web Witch

A web witch (or web warlock) is a very rare creature. Created by the spider god Arachnis through his silver webbed sigils, these horrors appear to be a multi armed humanoid that resembles a cross between a spider and a scorpion.

A web witch attacks with 4 claws, or a powerful bite from its large mandible. Its most formidable attack however is a strike from its barbed tail. A creature struck by this barb becomes poisoned (+1 save or die) A web witch also has the ability to summon 1d4 giant spiders (4' diameter) to aid them once per day. They can also cast *web* once per day.

Web Witch: HD 8; AC 6[13]; Atk 1 mandible (1d6), 4 claws (1d4), 1 tail (1d6+poison); Move 12 (Fly 12); Save 8; CL/XP 9/1100; Special: Magic resistance (25%), summon spiders, web.



Art Credits

We'd like to thank the following for providing great spot art at low cost so that we can keep offering our products relatively cheap.

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