

DUNGEON CRAWL CLASSICS

HORROR

THE WEB OF ALL-TORMENT

DCC HORROR #6:
A LEVEL 3 ADVENTURE
BY BALEFUL BRENDAN LASALLE





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THE WEB OF ALL-TORMENT

DCC HORROR #6: A LEVEL 3 ADVENTURE

Writer: Baleful Brendan LaSalle • Cover artist: Stefan Poag
Editor: Marc Bruner • Cartographer: Will McAusland
Interior Artists: Chris Arneson, Cliff Kurowski, Will McAusland,
Bradley K. McDevitt and Jesse Mohn • Art Direction and
layout: Matt Hildebrand • Dark Master: Joseph Goodman

Playtesters: Adam Johnson, Alberto Cintron, Anna Horvath, Brian
Courtemanche, Chris Dodd, Craig Spellman, Dale Ehinger, Dan
"Double Iguana" Steeby, Dan Alban, Edward Green, Emily Alban,
Ian S. Burgess, J.M., Jason Amster, Jennakay Richardson, Joe Cook,
Joe Gribko, Katie Bell, Matt Dohnansky, Max Morell, Nathan Groom,
Philippe Genequand, Randy Andrews, Robert Fox, Stephanie Groom,
Tim Deschene

This adventure is for Joe Bob Briggs, Darcy the Mail Girl, and Ernie. The Drive-in Will Never Die!

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INTRODUCTION



Remember the good old days when you had a chance of survival? Monsters had fathomable motivations, the darkness within could be channeled, and the darkness without could be held at bay? Do you remember thinking that a caring God could save you if you just prayed hard enough? *Fool!* Say good-bye to the light; those days are over forever and you shall tumble down throughout eternity, alone, hopeless, rent and ruined. Dungeon Crawl Classics Horror has such sights to show you. Each adventure is 666% evil, with monsters that know what scare you, traps that you create for yourself, and secret doors that lead straight to a hell beyond imagining.

The Web of All-Torment is designed for four to seven 3rd level characters. The adventure draws inspiration from movies like *The Texas Chainsaw Massacre*, *The Evil Dead*, and *The Descent*. This one takes some real liberties with the PCs – they begin the adventure trapped in an illusory world set over an extra-dimensional deathscape, without weapons, armor, or equipment. Leaving the PCs unarmed helps create the feeling of helplessness that is a vital part of the horror in this adventure and should, therefore, not be lightly overruled by the judge.

BACKGROUND



Saint Agony of the Web is a minor deity of pain and malevolence, and an object of adoration for certain Southern cruelty cults. He has devised a plan to make his most fervent wish come true: to seed a new generation of mortals with a respect for torment by broadcasting dreams of terror and suffering out into the world.

His plan required just the right setting. Saint Agony chose a small pleasant town and sent his murderous plaything Malice to trap and then slay all of its residents. He then sent an avatar to cover the entire area in a huge supernatural web. With Saint Agony's web tenting the entire town, the area became its own demi-plane, a pocket dimension utterly under his control.

Saint Agony filled the dimension with wonderful creatures, cruel and merciless, and delightfully sadistic. The God of Torment then created an illusion of a quaint little town with a comfortable inn, the Kozy Kobweb, only later to snatch the illusion away and watch with glee as his guests died in unspeakable agony.

Saint Agony's web took in the pain and suffering of his victims and turned that torment into vibrations, which he broadcast out all over the world. Cobwebs in every sleeping chamber in the world received and shared those amplified vibrations, and mortals sleeping in those rooms thereby experienced a taste of the terror and pain of his victims as horrifying nightmares.

The trap worked marvelously. The Kozy Kobweb lured travelers, who would eventually discover the horror of their situation and spend the remainder of their short lives in abject terror and pain. Dreamers worldwide woke screaming

and questioned their faith in gods that could not keep the night terrors away.

Yet for all that success, Saint Agony wanted more. He wanted mortals who could effectively fight back, mortals who were capable of prolonging, even denying their death. He needed heroes that could live long enough to truly appreciate the deep abiding horror of his grand design, and escape to their world with tales of the God of Torment's magnificence. Saint Agony wanted to turn the volume way, way up.

That is how the Kozy Kobweb came to be in the adventurers' path. On their way to or from another adventure, they came across a small town not on any map. The illusion made the PCs think they freely chose to visit, and then to stay. Once trapped, Saint Agony made the adventurers a part of the place, using them to torment other victims, feeding them the flesh of sentient beings, and having them slay innocents again and again and again.

Now that the adventurers have been a part of the Kozy Kobweb long enough for it to leave an indelible mark on their souls, Saint Agony is ready to dispel the illusion, so that he may harvest their pain and revulsion.

HOW TO RUN THIS GAME

The Web of All-Torment is a story told *in medias res*. Prior to the start of the adventure, the PCs came across a town in the middle of nowhere and spent the night at the Kozy Kobweb, and once there, decided to retire from adventuring and stay on as employees. The town is the bait and the trap: Saint Agony placed the demi-plane in their path and the power of the illusion entranced them into staying.

It is not that the PCs did not receive a saving throw when they first encountered the demi-plane, or that they had no power to resist the lure of the Kozy Kobweb. The premise of this adventure is that it is only occurring because the PCs did fall for the trap, and *did not* make those saves.

THE ILLUSION

Since their arrival in the demi-plane, the PCs have believed they work at the inn, eating the wonderful food provided by the owner, Ms. Alice, and enjoying a well-deserved retirement from the adventuring life. In reality, they are inflicting horrific torture on other travelers captured within the demi-plane. The other travelers are, in fact, their only source of food, and the PCs themselves are an essential part of the evil of Saint Agony's plan. Every member of the party has helped torture and kill dozens, possibly hundreds, of other sentients during their time at the Kobweb.

When the PCs touch the Beggar's coin and the illusion is shattered (see area 1-1), they see what they have become: grown thin and ragged, covered in layers of blood of their many victims, unbathed, hollow-eyed, and bedraggled. They also realize that they do not have their weapons and equipment; as best they can recall, all of their gear was stored in the cellar on the day they accepted their jobs. Post-illusion, their memories are extremely murky. Why did they ever agree to stay here? How long have they been here?



Taking the Beggar's coin is not the only way to shatter the illusion; clever plans should have a chance to work. After all, why would Saint Agony resist his victims tearing aside the veil and seeing the nightmare their existence has become? Torment is the beginning and the end of Saint Agony's plan.

IT BEGINS

The PCs begin the adventure believing themselves former adventurers who are now the live-in staff of the Kozy Kobweb. The players will not have to pretend that their characters are happily retired adventures with no idea that there is something very wrong for long; the action starts right away, and smart players should be able to quickly shatter the illusion for their fellow party members and begin the arduous process of freeing themselves from the demi-plane almost immediately.

Have each player roll a die type equal to the number of characters in the party to determine their position at the Kozy Kobweb, re-rolling until there are no repeated results. Alternatively, let the players choose, or assign the characters jobs that go along with their background profession, beginning with position number 1 (most vital to the story) and working down the list.

For parties with more than eight characters: the remainder alternate as extra cooks, extra servers, and extra scullery workers. The PCs all work together, so they know more-or-less where all of their allies are at the beginning of the adventure.

Saint Agony's opening gambit is sending its avatar, the Beggar, to deliver its coin to the porter. The Beggar waits to do so until everyone is in his or her place, as listed above. The Beggar's coin is not magical; it is actually a coin-shaped

PC STAFF POSITION TABLE

Roll	Staff Position	Location When the Adventure Begins
1	Porter	Area 1-1, outside on the porch
2	Bartender	Area 1-2, behind the bar
3	Cook	Area 1-3, flaying the flesh from a murdered human
4	Stable Hand	Area 3-2, torturing a victim
5	Scullery	Area 1-3, drowning a traveler
6	Server	Area 1-2, sorting a collection of ears
7	Gardner	Area 3-1, planting teeth
8	Barback	Area 1-2, refilling bottles with blood

hunk of unstamped lead. Rather, touching the coin is a condition that instantly dispels the illusion.

From this point, the judge will present a dual-narrative based on whether a character is still under the illusion. For instance, if the porter, free of the illusion, enters the kitchen to free their comrades, describe the kitchen to the porter as the abattoir it is in reality, and then re-describe it as the quaint, happy place it appears to be to those still under the illusion. This dual-narrative is tricky but manageable, and should not have to be kept going for very long.

While running *The Web of All-Torment*, remember: Saint Agony is only interested in death as a means to an end. The

point of the demi-plane is not death but rather torment, and the broadcasting of the terror and pain of the tormented into the dreams of innocents. Death certainly may occur, but it is incidental. All of the creatures encountered (other than the ten-thousand mundane spiders described in Appendix A) will prolong combat whenever possible, torturing the PCs as much as they may, so long as they can do so with a relative guarantee of safety.

Most likely, the PCs will have the veil removed by the Beggar's coin very early in the adventure. However, if by some circumstance or decision the PCs go and explore the Kozy Kobweb while they are still under the illusion, the inn appears as a clean, safe, well-run place, and their minds conjure details of the illusion to preserve that falsehood. So, if Malice enters the common room and attacks the players, characters still under the illusion will see Ms. Alice coming in and dressing down the staff, a rare enough event to warrant concern of its own sake.

RUSTY

When the game begins, the PCs have been living under the illusion of the Kozy Kobweb for at least a year, or longer if it better suits the judge's campaign. They have not been practicing their class skills, and their lack of practice shows.

The characters' combat skills are not affected; they have been committing brutal acts of violence since arriving, and even though they were not aware of it at the time, they retain the muscle memory.

Spellcasters are affected the worst. Arcane spellcasters have not studied or cast a spell since the illusion affected them, and clerics have not prayed. All spellbooks, holy symbols, and other magic gear is currently stored in the basement.

Arcane spellcasters are at -1d on spell checks until they successfully cast a spell, at which point they feel the power infuse them again and they can function normally. Clerics are at -1d on spell checks, turn unholy, and lay on hands until they either successfully make one of those checks or spend a full turn in prayer and atonement for the neglect of their spiritual duties.



ROLE-PLAYING FEAR

This adventure is designed for 3rd level adventurers, who have certainly survived more than a few life-or-death situations. Even so, the creatures and situations here are exceptionally shocking and horrific. Judges should reward players who role-play their characters' fear and revulsion with additional experience points, or even Luck rewards.

READING THE ENTRIES

In areas of the adventure where the PCs are likely to experience both the illusion and the reality of the situation, the read-aloud text is given in two formats:

The read-aloud descriptive text for PCs that are still under the illusion of the Kozy Kobweb appears in a subtle gray box, to make it easier to quickly recognize.

As opposed to:

The read-aloud descriptive text for PCs once they are free of the Kozy Kobweb illusion is aligned normally with no gray box.

ENCOUNTERS

Area	Type	Encounter
1-2	C	Regulars (2), Malice
2-1	C	Malice (if not encountered before)
2-5	T	Restless ghost
3-1	C	Townies (1-3)
4-1	C	Venomeé
4-4	C/T	Undead human faces, grave trap
5-4	P/T	Altar of Torment
6-1	P/C	Web defenses



THE ADVENTURE BEGINS

Read or paraphrase the following to your players:

All of your party gave up the adventuring life long ago – the best decision you ever made! You were on a quest for something or other – it's hard to remember back that far, you aren't even sure how long ago – when you came across this cute little town in the middle of nowhere.

The town only had one inn – the Kozy Kobweb. Luckily, they had vacancies, so you were able to secure rooms for the night. You had one of the best meals of your life, a fantastic time chatting with the locals and joining in their sing-alongs. You slept amazingly well, and woke up refreshed and happy. Over breakfast – another amazing meal – you spoke with the owner, Ms. Alice, about how happy you were there and how sad you were that you had to leave and make your way along your journey.

Ms. Alice said that there was no reason you had to rush off. Indeed, she just had several members of her staff retire. She offered you jobs on the spot and you instantly accepted.

Now you spend your days working and socializing with your friends. You still have plenty of time to relax. All of your old weapons and equipment are packed away in the cellar – who needs them? Rather than the constant travel and danger of your old life, you have endless peaceful days, one fading into the next.

(Judges might have a disgruntled player say something like, "I wouldn't have done anything like that!" Gently remind them that their character did do that, although they cannot remember why, or why they never felt the urge to leave.)

AREA 1: THE KOZY KOBWEB, 1ST FLOOR

Area 1-1 - Entryway Porch: The game begins with all the characters in the appropriate place for their job in the Kobweb, as shown in the PC Staff Position table above.

It is a quiet day at the Kobweb. The weather is beautiful: blue skies with just a few wisps of pretty clouds, and the temperature just warm enough. A few of the townies you see all the time – the baker and the candlemaker's daughter – pass by and wave at you.

You have one of those great moments where you appreciate how good your life has become, and you feel gratitude bubble up inside of you.

Just then, a shabbily dressed man approaches from the street and waves to get your attention.

The Beggar approaches and asks if Ms. Alice is still the owner of the Kobweb. He then tells a story of how once, long ago when he was truly destitute, Ms. Alice took pity on him and gave him a meal and a place to sleep. His fortunes have since changed, and he would like to repay the lady for her kindness. Could he give the porter a coin to give to Ms. Alice?

When the porter takes the coin, their head swims, their perception shifts, and a moment later, the illusion drops:

When your head clears, your entire world has changed. You feel as though you just woke from a dream. Daylight is dimmed, as if the sun were shining through a filthy pane of glass. The air is suddenly cloying and foul-smelling; the smell of too many insects together in too small of a place. You look behind you and see that the inn appears to be a dilapidated, ramshackle place. The porch you stand on and roof above you sags. In the gaps between the boards at your feet you see bones – human skulls and ribs and more – all crammed underneath the porch. Your eye catches movement – one of the "townies" you saw earlier is walking away past a row of burnt-out buildings, but it has somehow become a green-skinned abomination shambling down the road.

The Beggar is nowhere to be seen, but the character still has the coin. Anyone under the Kozy Kobweb illusion who touches, or is touched by, the coin snaps out of the illusion in a single round.

Area 1-2 - Common Room:

The common room is a cheery place that always smells like breakfast. There are six round, free-standing tables and two booths with benches built into the wall. There is a stairway up to a balcony that runs around the entire room – up on this balcony are two more tables and a hallway that leads to the inn's guest rooms, your room, and Ms. Alice's room.

In the northeast corner of the room is the bar. Two of the regulars sit there, nursing tankards of ale and having a laugh. Behind the bar is the entrance to the kitchen. Something back there sure smells good! There is a doorless passageway to the kitchen and an interior window where the cook puts plates for the servers to hand out.

The common room smells like death and decay. The room is filthy, with black and red smears across the walls and ceiling, and dusty cobwebs in every corner. The bottles on the bar all contain a viscous red substance. Two regulars sit at the bar, laughing companionably, as if the world hadn't gone insane. There are three round tables with deep gouges in their surface, a few rickety looking chairs, and a single candle jammed into an old wine bottle on one table.

PCs who have not yet been freed of the Kozy Kobweb illusion go about their normal routine, blissfully unaware. The bartender pours mugs of blood for the Regulars, who crack corny jokes and slap one another on the back.

The bar has a solid footing along its south facing, but its west facing has only a top, allowing servers to pass underneath to get behind the bar.

If the Regulars sense that something is wrong, i.e. the porter comes in and starts screaming about the inn being a house of horrors, they first try to talk sense into the illusion-free person, possibly warning that they may have to call Ms. Alice. If whatever alarmed them persists, they call for Ms. Alice (aka Malice), who comes forth in 1d3+3 rounds to see what is going on. Ms. Alice possibly calls out first (sounding like a concerned Ms. Alice to those still under the illusion, and in a monstrous voice to the free).

If the PCs are crafty, they may be able to free their illusion-bound comrades without alerting the Regulars. At the judge's discretion, PCs may make Personality checks to maintain the falsehood of still being enchanted.

The Regulars are looking for an excuse to initiate combat; at the first sign of any aggression, or if they spot the PCs using the coin to free their allies, they tear off their skin and attack.

Malice eventually appears from area 2-2, looming above on the balcony before it leaps down to attack. If the PCs have already fled, it stalks them, taking its time and trying to slay them one by one.

The Regulars (2): Init +2; Atk claw or bite +5 melee (1d6+1 plus rend); AC 14; HD 3d8+3; hp 23, 19; MV 30' or climb 30'; Act 1d20; SP human disguise, rend; Fort +2, Ref +4, Will +3; AL N; Crit M/d8; Fumble d4.

The Regulars are two chaos-spawned terrors who come to the inn every day and pretend to be humans. They are Saint Agony's "eyes on the inside," who spy on both the guests and their fellow creatures at the Kozy Kobweb. The Regulars absolutely hate this task and would much rather be committing hands-on torture, but fear of the God of Torment forces them to act the role as best as they may.

Before a PC touches the Beggar's coin, the Regulars appear to be two middle-aged humans, both of whom claim to be retired merchants living off the profits of a successful career. After contact with the coin shatters the illusion, they both still appear human, but with something off about them – their eyes are somehow too deep, as if they were peering out from some hiding place, their mouths are a bit too wide, and they seem to have too many teeth.

Before the Regulars go into action, they first shed their disguises: as a full-round action, they reach into their mouths, take hold of both cheeks, and peel away the false flesh to reveal their true forms; two blood-encrusted, red-furred, red-skinned demonic chimpanzees, with savage canines and wickedly curved claws.

The Regulars delight in violence and bloodletting. On a successful bite or claw, the victim must make a DC 12 Fortitude save or the creature tears off a strip of flesh, leaving a painful, debilitating wound. Every such wound results in a cumulative -1 on attack rolls and arcane spell checks (divine spell checks are not affected by this debilitation). The lost flesh can be healed with 2 dice of healing from a cleric's lay on hands check.

Malice, Immortal Slasher: Init +3; spiked chain with razor hook 1d6+d3 melee (2d6+deed+3, range 10'); AC 17, HD 7d8+7; hp 61 (max 66, see below); MV 30'; Act 1d20; SP deed die, thief abilities, weapon proficiencies, infravision, heightened senses, immunities, permanent wound, undying; Fort +7, Ref +4, Will +9; AL C; Crit IV/d14; Fumble d8.

The creature pretending to be Ms. Alice is a champion of destructive energy and god-forged hate. Saint Agony calls it Malice, and it is his favorite toy.

As Ms. Alice, the creature appears to be a middle-aged wom-

an, all smiles and huge blue eyes, always seen in an apron and house frock. As Malice, the creature wears a human-skin mask of a woman with incongruous blonde baby-doll curls, a blood-spattered apron, butcher's slops, and high, hard boots. It constantly bleeds from a cut between its eyes, and blood trickles down either side of its nose. Without the mask, Malice is a deformed monstrous humanoid with a wreck of a face and its scalp removed so its bloody skull shows.

Malice's primary weapon is a 15' long chain with a deadly razor-tipped hook on its end. It can make attacks at targets as far as 10' away. Though the chain-hook is Malice's favorite weapon, the creature is proficient with all melee weapons, and never takes more than a -1 penalty for using unfamiliar weapons, including anachronistic or alien weapons.

Malice has 120' infravision, and its supernatural senses allow it to recognize and track any creature it has ever encountered by scent. In addition, the creature automatically senses when and by whom it is being observed. This allows it to sneak off when no one is looking, or place its body in such an angle with respect to an observer so that only one individual in a group sees it, possibly leading to speculations about the observer's sanity.

Malice has the following thieves' skills at the total bonus listed: sneak silently +15, hide in shadows +13, climb sheer surfaces +15.

Malice is immune to poison, disease, and aging effects. It can be paralyzed, banished, bound, charmed, or affected by illusions or other mind-controlling effects, but it gets a saving throw against the effect every round, and if that save is successful, it breaks the charm.

Malice is an undying creature; whenever it is reduced to zero hit points, it falls inert and seemingly dead, but it rises again with 6d6 hit points after a period of time determined by the manner of its defeat. Assuming multiple kinds of attacks and damage are brought against Malice, use the longest duration for the types of damage that brought it down:

- Normal melee combat: 1d3 rounds
- Damage from a magical weapon: 1d6 rounds
- Any critical hit: 1d6 minutes
- Arcane damage: 2d6 minutes
- Beheaded: 1 turn
- Fully dismembered: 1d6 turns
- Divine/unholy damage: 1 hour/ cleric CL
- Reduced to ash/body otherwise disintegrated: 1 week (except as noted below)
- Drowned/asphyxiated: inert until it regains unobstructed contact with the air.

If the Malice's body is reduced to ash, it reforms at the sight of some terrible evil or life-ending tragedy within 66 miles – it then makes its way back to the site of its demise and begins the hunt for the ones who destroyed it. However, at this point Saint Agony disallows it to leave the demi-plane, so it reforms on the outskirts of town along the web barrier.

Malice has a permanent wound, a vertical slash in its forehead that constantly drips blood in twin trails down both sides of the nose of its human-flesh mask (hence its permanently reduced hit points, see above). This wound is the key to defeating it, and is a weakness even Saint Agony is not aware of. If a cleric or other entity with the ability to lay on hands were to ever willingly, and of their own volition, use their power to cure its wound and scores at least 1 die of healing in the attempt, the creature is neutralized. It walks away, disappearing from the demi-plane, unable to terrorize or harm another for the natural lifespan of the individual who healed it.

If the PCs escape, Malice hunts them forever, provided it can leave the pocket realm. The creature has all the time in the world. If its quarry is already dead once Malice is freed from the demi-plane, then it will pursue their relatives. Or friends. Or ancestors.

Destroying Malice permanently would have to be the object of its own difficult and dangerous quest.

Area 1-3 - The Kitchen:

Ms. Alice calls it the "cozy kitchen." The room is a clean, well-organized workspace that always smells like baking bread and savory stew. The big oven is on the west wall, and over it is a framed needlework sampler, showing a cute cartoon spider spinning a web in one corner and the legend "HERE AT THE KOBWEB WE FORGET TO COUNT THE DAYS."

This room is an abattoir. The walls and floors are streaked with blood, lazy flies hover in the air. Along the east wall is an oversized butcher's block with integral chains and manacles, currently holding the body of some unfortunate. The south wall has a huge trough of brackish water, with a bloated corpse half-in, head submerged. Immense rats scurry about boldly.

The rats are mundane creatures that flee combat unless cornered.

If the cook is still enchanted, they believe they are prepping meat for the evening's pork pies – they are actually butchering the corpse strapped to the butcher's block. If the scullery is still enchanted, they believe they are doing dishes, but they are actually holding the newly-dead corpse's head underwater in the filthy basins along the north wall.

There are knives (1d3 damage) and cleavers (1d4 damage) in ready access all over the kitchen.

KILL IT WITH FIRE!

The PCs might simply opt to flee the inn, set it on fire, and then make a run for the web barrier to try to escape. They can indeed do this – the inn flames up fast and no creatures seem to escape the pyre. However, the burn-fallen timbers will prevent the PCs from making their way to the dungeon and retrieving their personal items from the Altar of Torment (see area 5-4). As soon as they escape, the demi-plane resets, as detailed in area 6-1.

AREA 2: KOZY KOBWEB, 2ND FLOOR

Area 2-1 - Balcony:

The balcony runs above three-quarters of the walls of the inn's common room. There are several clean tables up here, and a few windows with views of the town. It's a nice spot for a quiet drink.

The balcony looks unsafe, with much of its area sagging. There are several missing boards, and more hanging down from their fastenings. All of the furniture here is a smashed to bits.

The marked area on the west side of the balcony is a particularly unsafe bit of floor. Any creature crossing this area weighing more than 60 pounds crashes through, falling straight down the missing stairwell and into area 4-2, taking 2d6 damage and instantly alerting Venomeé to their presence (see area 4-1). A DC 13 Reflex save allows them to grab hold of the floor before they fall, where they may pull themselves up with a DC 8 Strength check. Characters still under the illusion avoid the area as they see a table and chair there.

Area 2-2 - Ms. Alice's Chamber:

This room smells of roses and cinnamon. There is a pallet with an overstuffed mattress covered in quilts, a dressing mirror, and a rocking chair.

The walls of this room are all hung with one continuous gruesome tapestry, made from the skin of dozens of humans, elves, and dwarves, all carefully removed and stitched together in a covering that leaves no bare spot in the room. There is a pile of discarded clothes in one corner that seems to have been formed into a sort of sleeping nest.

If the PCs have not yet encountered Malice, it is here, standing in the center of the room prepared for battle (if characters are freed from the illusion), or sitting in the rocking chair as Ms. Alice, working on a bit of needlepoint. Malice instantly attacks any disenchanting PC.

Hidden underneath the pile of stinking clothes is a scattering of coins and weapons: 124 sp, 48 gp, and a two-handed sword with a lark-skull pommel, a trophy from a particularly engaging guest. The sword is magical, with a +2 to attacks and damage and is of Lawful alignment. If given a command phrase ("Show me!"), it points towards any creature that has told a lie about the sword's wielder.

Area 2-3 - The Red Door: This door appears either to be immaculately painted a cheery red (illusion), or smeared with streaks of drying blood and buzzing with flies.

This room was obviously the site of some horrific violence. Red handprints cover every surface, and it looks like at some point someone attempted to claw through the wall.

This room is empty save for the bloodstains.

Area 2-4 - The Yellow Room: This door either appears to be painted a canary yellow (illusion), or to be coated in some kind of lumpy urine-yellow bile that is caked in patches on the floor and the walls around the door.

A ROOM AT THE INN

If the PCs check out the guest rooms (areas 2-3 through 2-5) while still enchanted, they all appear clean and comfortable, with wide beds, clean linens, swept carpets, and dressing mirrors. The doors appear to lock, but in actuality the locks are a sham. Mister Templeton seems quite comfortable, although a little piqued at being disturbed.

Once free of the illusion, the PCs may try to hole up in one of the guest rooms. This is sure to bring Malice or one of the wandering encounters into play if they linger longer than five minutes (see Appendix A: Wandering Monsters).

The interior of this room is crawling with insects. There is one human here, Mister Templeton, whom you vaguely remember checking into the inn recently. Templeton wears a dressing robe and sandals, and appears to be completely unaware of the hundreds of insects that crawl about his body. Dozens of huge, bloated ticks hang from his face, chest, ears, and eyelids. He looks a bit put out to see you, and you seem to recall his asking not to be disturbed.

Astor Templeton, a traveling merchant, is the last survivor of a caravan recently drawn into the demi-plane. He is still enchanted, and believes himself safe. He recognizes the PCs as the staff, and assumes they are here to bother him for a tip.

If the PCs touch him with the Beggar's coin or somehow get him to accept it, the illusion falls. Templeton attempts to flee, screaming all the while. If the PCs manage to safely escort him outside the web, he is freed from the demi-plane, and considers himself in debt to the PCs forever.

Templeton has a traveling case with him. Inside are changes of clothes, personal items, a set of high quality weights and scales, two bottles of wine, 641 cp, 100 sp, 18 gp, and a high quality cloth map showing the local area (worth 10 gp in any major city). The map does not show the town or the Kozy Kobweb.

Area 2-5 - The Ghost of the Madman: The door to this chamber is plain save for a Neutral holy symbol on a leather thong hanging from a small nail in the door.

A blast of cold air strikes you as the door opens. Suddenly it's cold enough to see your breath. Inside this room is a body hanging from the ceiling by its neck. The body seems ancient, nearly mummified, and it hangs from a twisted sheet hung from a gap in the ceiling. The body twists and the corpse's lifeless eyes seem to stare at you accusingly.

This is the body of a sailor, lured to the inn and tormented so long and horrifically he finally went mad and hung himself. The sailor's ghost haunts this room, appearing as a translucent shirtless human apparition covered in nautical tattoos.

If the body is touched or struck, its ghost appears for 1 round and screams. Every target within 100' of the center of this room must make a DC 12 Fort save or take 1d6 sonic damage, and must make a second DC 12 Fort save or additionally be deafened for 1d4 hours. Once disturbed, the ghost appears

once an hour to scream at the PCs who dared interfere with its corpse, and will do so until the body receives a proper burial. If the PCs manage to get the body outside the web and give it a burial at sea as befits a sailor, they each receive 1 Luck point.

Area 2-6 - Staff Quarters:

This is the room you share with your fellow Kobweb staffers. There are three poles set up, and each of you have your own oversized hammock and little spot for your clothes and personal items. You smile fondly at your messy, happy room.

This room reeks of human effluvia. You must have been sleeping on the floor and only imagining the hammocks. The ceiling is dotted with water stains and blobs of mold. You remember there being a window on the north wall offering a view of the stable, yet on the space where you remember it are words scrawled in dried blood: CONTINUE DYING.

This room is empty; the PCs remember having changes of clothes, books, and personal care items like combs and towels, but they were all part of the illusion.

AREA 3: THE GROUNDS AND THE STABLE

Area 3-1 - The Grounds: Use the appropriate descriptive text once the PCs have gone anywhere outside of the Kobweb where they can see the sky.

It's a lovely day at the Kozy Kobweb – blue skies, wisps of lovely clouds. The peach tree in the yard is laden with ripe fruit. You see a bit of the neighborhood from here – clean buildings set behind well-kept fields.

The inn and the stable are the only buildings standing in this desolate place – every other structure is a burnt wreck. The sky is grey and overcast, and as you look up, you see a vision straight from a nightmare – the entire town is tented with impossible spider webs that go all the way to the sky. At their terminus is a beast that shakes you to your very soul – a colossal spider, so large that it completely straddles the town, casting its shadow over literal miles. You can only make out the outline of the spider through the thick webbing that stretches down from its spinnerets, but you do see it move, adjusting its stance on its unfathomably long legs, resettling even as it spins the webs thicker. The spider is a colossus, the lowest part of its underside perhaps a mile overhead.

If the PCs go out and explore the town they will eventually attract the attention of 1d3 Townies, minor creatures created by Saint Agony to herd victims towards the inn. Townies appear to be normal townsfolk while the PCs are enchanted, and they never fail to wave, although they never speak.

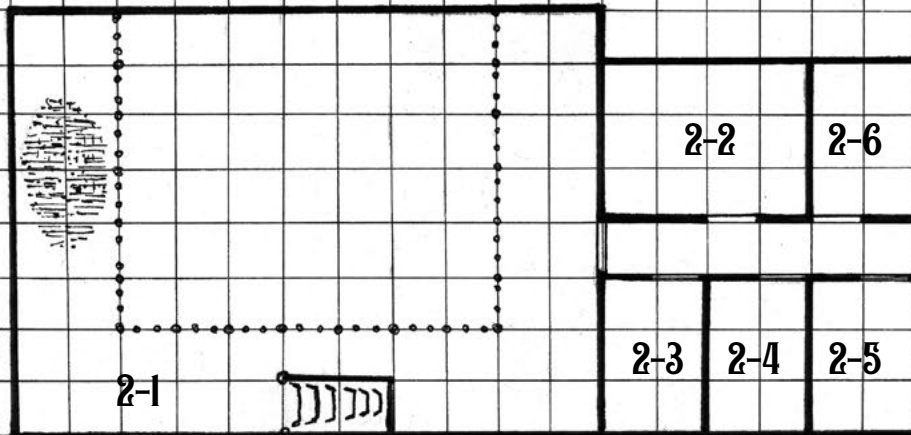
The Townies will chase the PCs and attack to subdue, carrying their unconscious forms back to the inn if victorious.

Townies (1-3): Init -2; Atk slam +5 melee (1d8+3 non-lethal damage); AC 14; HD 4d6; hp 19 each; MV 20'; Act 1d20; SP infravision 120', heightened senses, immune to mind-affecting spells, vulnerable to sleep, demi-plane dependent; Fort +4, Ref +0, Will +4; AL C; Crit M/d10; Fumble d4.

The Townies are creatures that exist to serve the demi-plane.

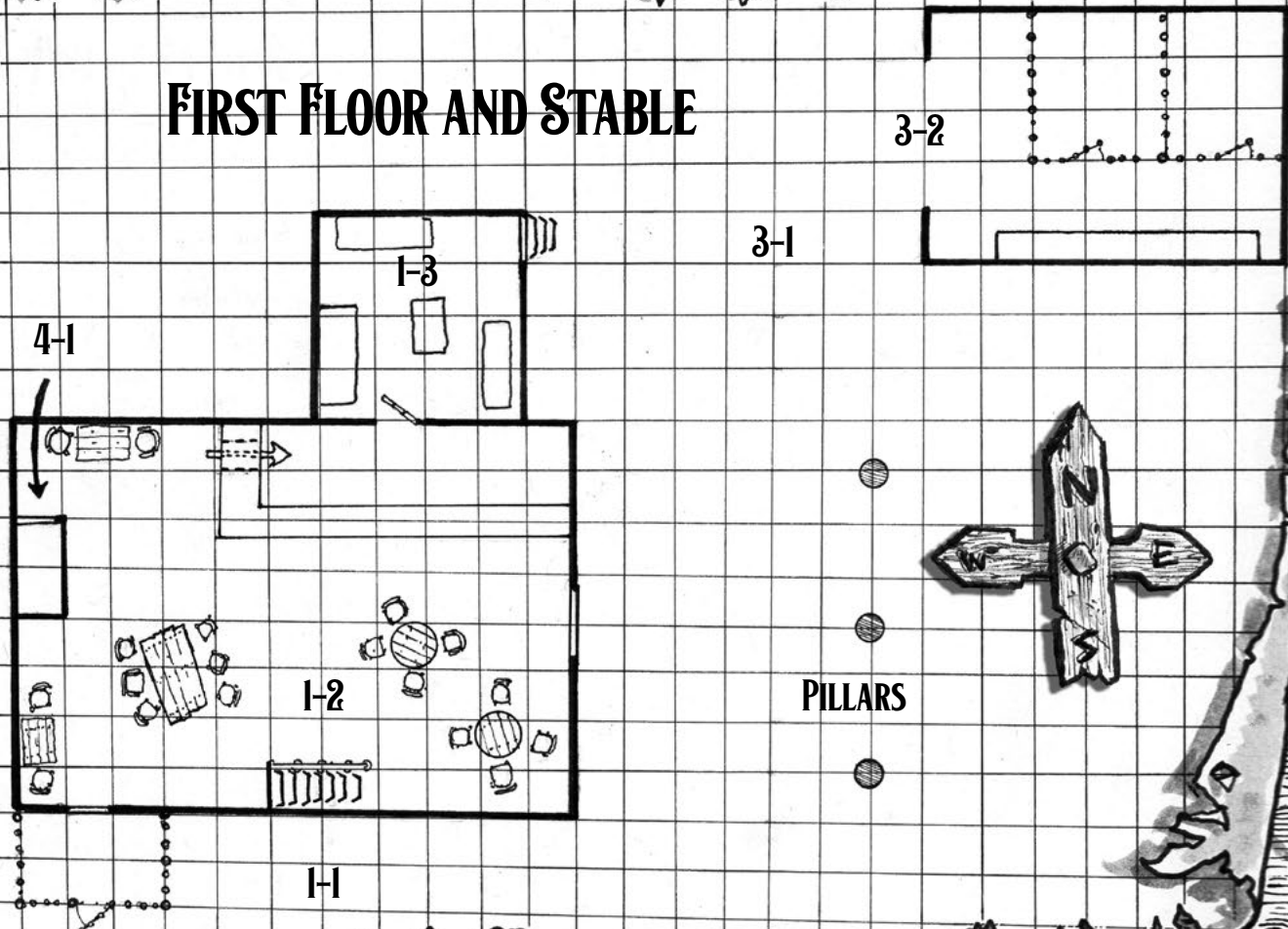
THE WEB OF ALL-TORMENT

THE KOZY KOBWEB



**SECOND
FLOOR**

FIRST FLOOR AND STABLE



Seen outside the illusion, they are 7' tall humanoids with long arms, stunted legs, rubbery green skin, and tiny eyes. Their mouths appear to be mere slits that divide the lower half of their slanted faces until they open them to roar, at which point they unhinge and resolve enormously, with their bottom jaw actually opening to their midsection so they gape obscenely. They subsist on the excrement of the colossal spider.

Townies have infravision and can track warm-blooded creatures by scent. They are immune to charm and other mind-affecting effects, except sleep effects, which act upon them for double normal duration. If they fail their save against a banish spell with a result of 20+ they scream and fade out of existence.

Area 3-2 - The Stables:

The stables are clean and organized. Several handsome horses watch you from their clean pens.

The stable is a ruin that looks as if it could fall over at a touch. Several corpses in various states of decay hang from the ceiling, and a cloud of blowflies hangs over the entire area.

Scattered around the stable are many weapons – hooks, knives, barbed wire brushes, and farriers' hammers (1d4 damage).

AREA 4: BENEATH THE KOZY KOBWEB

Area 4-1 - The Door to the Cellar: If the PCs are enchanted, they can go no further than the door to the cellar. As soon as they get there, they are compelled to walk away, suddenly remembering something else that needs doing before their shift ends. Once they open the door, they see the following:

The door to the cellar opens to complete darkness save a single shaft of light – from where you cannot tell – that illuminates the pleasant face of a smiling human female.

The doorframe is a magical plane of darkness, proof against outside light sources and infravision. The darkness shows only one thing, the creature in the cellar's face. Beyond the magical darkness, the cellar is only mundanely dark – infravision and light sources work normally.

The face belongs to Venomeé, a minor demon that volunteered its services once it heard of Saint Agony's wonderful plan to hasten humanities' downfall.

As soon as the door opens, the demon dweller uses its charm ability on the first PC, telling them to come forward. If the victim fails the save, they take a reckless step forward into the darkness and fall 10', taking 1d6 damage and landing prone before the demon. There is no stairway beyond the door, but there are handholds cut into the wall beneath the door that allow cautious PCs to climb down. The demon attempts to paralyze and slay every member of the party without mercy.

Venomeé, the demon in the cellar: Init +3; bite +6 melee (1d6 plus paralysis) or straight razor +3 melee (1d3+2); AC 15; HD 5d8; hp 31; MV 25'; Act 1d20; SP charm, venomous bite,

heightened senses, vulnerabilities; Fort +4, Ref +3, Will+5; AL C; Crit DN/d6; Fumble d4.

Venomeé is a minor demon. From the waist up, she appears to be a human-snake hybrid, with scaly skin of red, black, and gold. Her face is completely human and framed by long black hair. From the waist down, she is a mass of headless snakes, all ending in ever-bleeding stumps. She has a pleasant demeanor and speaking voice, and truly loves to inflict pain and suffering.

As an action, Venomeé can use her gaze to attempt to charm one creature within 30' with a 1d20+6 spell check. On a failed Will save vs. spell check DC, the target is charmed for 2d4 rounds, treating the demon as a trusted ally, but getting another save if ordered to do anything antithetical to their nature or suicidal.

Victims of the demon's bite must make a DC 13 Fort save or be paralyzed for 1d3 minutes. Venomeé keeps a bejeweled straight razor (worth 50 gp) on her person and enjoys using it against helpless victims, carefully cutting them for only 1 point per round to prolong their agony.

Venomeé loves jewelry, and wears a neckless and two bracelets of hell-crafted gold and silver worth 1d4x1000 gp each. Each piece of her jewelry carries a curse, attracting demons within 1 mile to the possessor, and guaranteeing that the possessor is targeted first in combat by any infernal foe.

Area 4-2 - The Cellar: *The cellar smells like the rich soil of a cemetery. There are several crates stacked up against the east wall. There is a rough-hewn tunnel in the north wall of the cellar, approximately three feet wide.*

The crates seemingly contain all of the PCs' equipment and personal effects, but once their effects are re-equipped, each PC notices that there is one item missing. The judge should decide on which item is missing from each character, using the below as a rough guideline, with items higher on the list being more desirable than the ones below:

- Personal items such as worn jewelry, adventure trophies, or prized items (tarot deck, rag doll, etc.) and weapons held on to since level 0
- Professional tools (thieves' tools, dice, shovels, etc.)
- A favorite small weapon (daggers, slings, etc.)
- A favorite large weapon
- Backpacks with equipment
- Armor components (-1 AC until retrieved and donned)
- Large weapons and shields
- Holy symbols, spellbooks, and lucky weapons
- Mundane treasure (gold coins, gems, etc.)

If the PCs somehow arrived with no equipment, then it is a lock of their hair or beard that is noticeably missing.

The missing items are all sat upon the Altar of Torment (Area 5-4), waiting for the PCs to reclaim them. If they are

removed from the altar and either brought outside the web or destroyed, then the PCs who escape the web are actually free. Items removed from the altar and left in the demi-plane appear back on the altar when that PC leaves the web, only to be returned to the Kozy Kobweb.

Any mundane animals brought by the PCs are never seen again.

Area 4-3 - The Tunnel: *The tunnel is dark and earthy. It twists and turns ahead of you, giving no hint of how far it actually goes.*

The ground here is so soft that it is difficult to move, giving crawling adventures a maximum movement rate of 5' per round, which makes this tunnel seem endless.

As the PCs reach the end of the tunnel, they can see light coming from area 4-4 ahead of them.

Area 4-4 - The Graveyard: *The tunnel leads you to a huge open cavern, more than two hundred feet across. You see dozens of standing grave markers of wood, stone, and marble, most all with names in the common tongue. Many of the grave markers have lit candles stuck to them. Several of the headstones stand before open graves. Against one wall of the cavern, you see several shovels and picks leaned up against the wall, and a short wooden ladder.*

Hanging from the ceiling are 66 un-dead faces. They are extremely difficult to see – only if a PC declares they are playing light across the ceiling from a strong enough light source will they see the faces. Once the PCs spot the undead faces, or once they dig even a single spade full of earth from a grave, they all begin to sing at once, with their voices unexpectedly sounding like a choir of children.

If they are attacked, the undead faces drop from the ceiling at once and swarm over the PCs, fighting to the death.

Un-dead human faces: Init +1; Atk swarming bite +4 melee (1d4); AC 12; HD 6d6; hp 33; MV 20' or climb 20'; Act 1d20; SP un-dead traits, bite all targets within 20' x 20' space, vulnerable to turn unholy; Fort +0, Ref -1, Will+4; AL C; Crit M/d12; Fumble N/A.

The un-dead human faces are Malice's handiwork, being carefully removed from victims for years. Saint Agony breathed un-life into them and made them the guardians of his cemetery. When massed they take up a 20' x 20' area.

In combat, the mass of un-dead human faces makes its swarm-bite once per round against any creature in their area.

The faces are un-dead, with no need to eat, breathe, or sleep. They are immune to sleep, charm, mind-controlling effects, and poison. However, the un-dead faces are vulnerable to being turned. If a cleric rolls any successful turn number (i.e. a 12+ on their total check, die roll higher than their current disapproval score), then the creatures are all turned at once, with no saving throw.

If a cleric rolls any successful turn attempt against the undead faces while they cling to the ceiling they all screech in terror and scramble away, slithering into unseen fissures all over the ceiling. In the space where they had been, the PCs can see

words scrawled in blood on the ceiling in huge psycho-block capitals:

EVEN IF YOU LEAVE THE WEB YOU NEVER ESCAPE THE WEB

Leaned up against the wall of the cavern are four large shovels, two small shovels, three picks, an axe, and a six-foot wooden angle ladder, with flat steps rather than traditional rungs.

If the PCs state they examine the headstones of the undisturbed graves one stands out: the name on it is Ms. Alice Goldkind, which "Ms. Alice" gave as her full name back when the PCs first met her in the illusion. If the PCs dig the Goldkind grave out they eventually come to a wooden platform, which is easy to mistake as a coffin lid. This platform is actually just a thin veneer of pine over a 1000' shaft leading down to the dungeon level. If this veneer is struck with a shovel or a weapon, or even stomped upon heavily, it shatters and the pieces fall down into the shaft below. Any PCs standing on the platform must make a DC 12 Reflex save; with success, they manage to cling to the walls of the grave, or find a space to stand. Failure means they fall – they may attempt one more save to grab the walls of the shaft (DC 14 Ref save). If they are successful, they brace themselves against the walls of the shaft, taking 1d6 points of damage but arresting their fall. If they fail this second save, they plunge to their deaths.

AREA 5: THE DUNGEON

Area 5-1 - The Shaft: *The shaft goes down into the darkness as far as you can see.*

The walls of the shaft are composed of wide stones with large mortared grooves between them. The shaft is narrow and can be climbed by stemming or bridging, with a DC 13 Strength check, but it takes an hour and is physically debilitating: making the climb causes 1d6 points of damage, leaving the climber with bruised and bloody fingers when they reach the bottom. PCs with a Stamina of 13 or less have no choice but to take a rest when halfway down, which causes an additional 1d3 damage. PCs with a Stamina of 8 or less they have to rest twice, taking damage each time. This climb would normally be physically impossible, but the bizarre physics of the demi-plane make it possible, but agonizing.

Falling characters can make a DC 14 Reflex save to grab hold of the wall before they fall; if they are successful, they take 1d6 damage. If they fail the first save, they can make a second DC 14 Reflex save to catch themselves just before they hit rock bottom. If they do, they take 3d6 damage and automatically break a limb, but they may survive the otherwise fatal fall.

Climbing out of the shaft takes the same DC 13 Strength check, and causes the same damage.

Area 5-2 - The Hollow: As the PCs make their way down the shaft they may notice a hollow space built into the wall, about 400' from the top (600' from the bottom). If they have a way to investigate, they find the following:

You find a rough shallow stone cavern along the side of the shaft. Its

THE WEB OF ALL-TORMENT BENEATH THE KOZY KOBWEB

THE SHAFT

5-1

5-2

1,000'
SHAFT

4-4

4-3

4-2

THE CELLAR

THE DUNGEON

5-3

5-4

floor is at a slight declining angle downward – you think that you would have to be careful not to slide off if you were to enter it. A tiny stream of water trickles from a crevice in the ceiling, runs off the edge, and splashes down the shaft.

This is a deceptive torment for the PCs. If they choose, they can hole up here and rest. The water that drips from the ceiling contains trace minerals and makes the drinker's stomach hurt, but it will sustain life. Saint Agony loves to think of the PCs hiding here in this hollow, drinking the tainted water and miserably surviving.

There is zero chance of a wandering monster encounter in this hollow.

Area 5-3 - The Antechamber: *The end of the shaft drops 6' to the floor of a small chamber. On the east wall is a stone archway, carved with symbols of law and topped with the form of a cosmic winged being. The entire archway is defaced with deep cuts and splattered with red stains, giving the entire thing a profane look.*

The symbols on the archway are symbols of the goddess Justicia, and the being depicted is one of her servitors, deliberately defaced.

Area 5-4 - The Altar and the Spider: *Three stone stairs lead to a small chamber through the archway. The ceiling is only seven feet high, giving this place a claustrophobic feel. In the center of the chamber is an altar; its top is a single stone, flat but jagged around its edges, standing on two piles of stones the size of human skulls. On the top of the altar are a number of items: a human scalp, six pale candles, four small bowls of unknown liquids, and a few other small items. There is a single orb spider crawling across the altar.*

This is Saint Agony's Altar of Torment. The PC's missing personal effects are arranged on the altar along with the other items.

The orb spider is an Avatar of Saint Agony. If the PCs reach to take one of their personal items, it addresses them in common. In a reasonable tone, it suggests that they reconsider trying to escape, claiming that they were never happier than when they were blissfully enchanted by the Kozy Kobweb illusion. It offers to return them to the illusion. If they refuse, the spider offers to allow them to stay without the illusion and be his enforcers, helping to torment the next travelers who arrive.

The orb spider avatar has one hit point and refuses to dodge attacks. Any attempt to destroy it automatically hits and kills it.

The human scalp belongs to Malice, a sacrifice the former human creature willingly gave of itself when it accepted the undying power gifted to it by Saint Agony, transforming a simple peasant farmer to an inhuman monster. If the PCs take it with them when they escape or destroy it, Malice is free to make its own escape from the demi-plane. It immediately begins hunting the PCs down.

The four bowls contain magical liquid with the following colors and appearances: clotted brown, crystal clear, electric yellow, and puce. If someone attempts to taste or drink the liquid in the bowls, they cause the following effects in order, no matter which color of liquid they drink first, second, etc.:

1. Heals 2 dice worth of damage.
2. Gives the PC a moment of thinking they are free: they seem to wake up in the village green of their hometown, safe and sound. In the vision they give up adventuring, live long, quiet lives, and then die peacefully, only to wake up prone and disoriented back at the base of the altar with their companions. With a successful DC 13 Will save, the drinker gains 2d6 XP for the adventures they participated in during their dream existence.
3. Transforms the imbiber into one of the Regulars (see area 1-2); they immediately peel off their false-PC skin and attack (the effect is permanent).
4. Poisons the imbiber (DC 18 Fort save or death, or 3d6 damage with a successful save).

AREA 6: THE WEB

Area 6-1 - The Web: *The web tents the entire town – its apex looks to be thousands of feet in the air, and comes from the spinnerets of the colossal spider that straddles the town. The cloying, organic smell of too many insects in too small a space gets more intense the closer you get to the web wall. As you get closer you also see that the web isn't stationary – it twitches constantly in an irregular pattern. It looks much brighter on the other side of the web, but perhaps your perceptions are colored by hope.*

The web can be breached in several ways, but it instantly begins to repair itself as soon as it takes damage. The PCs may be able to do enough damage in one round to make a large enough breach for some or all of them to escape at the same time.

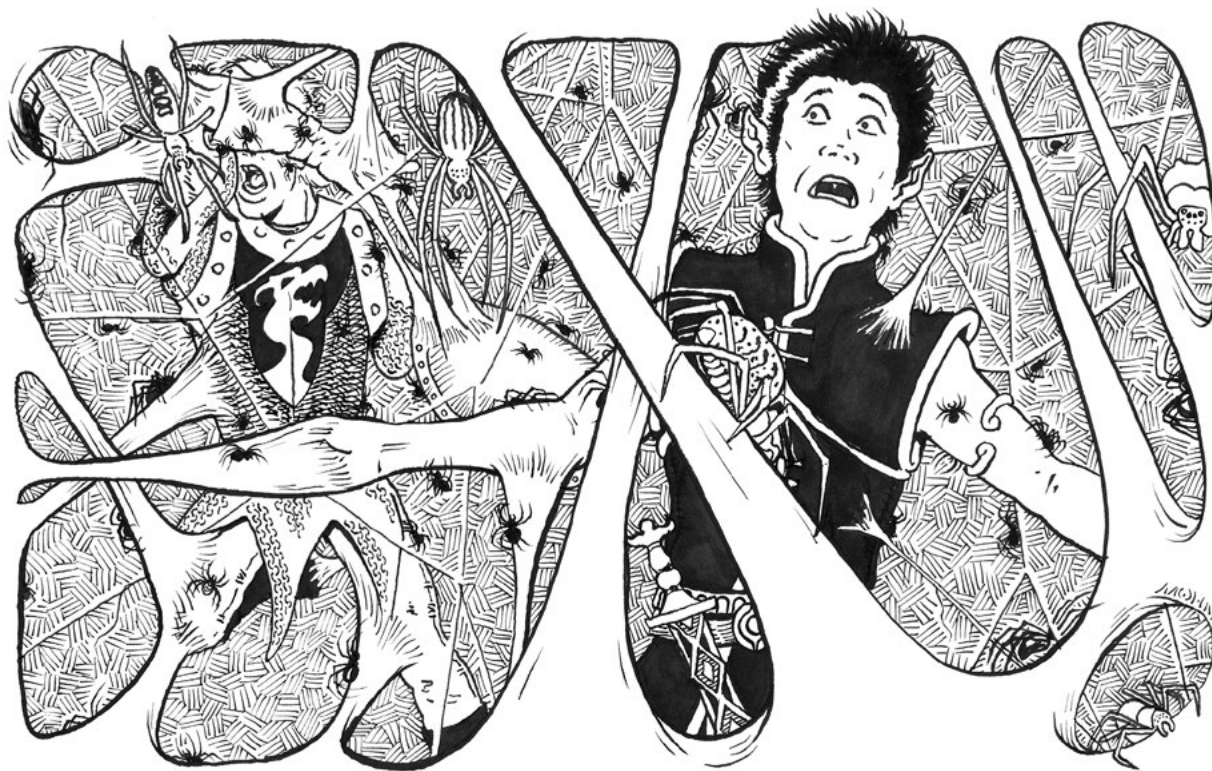
Use the table below to show how much of a certain kind of damage it takes to make a breach, how long the breach stays open for, and how many humanoid-sized figures can escape through the breached area.

WEB DAMAGE TABLE

Damage Type	Damage	Duration	Breach Size
Slashing	7-13	1 round	1 humanoid
Slashing	13-20	1 round	2 humanoids
Slashing	21+	2 rounds	2 humanoids
Flame	4-9	1d3 rounds	1 humanoid
Flame	10-14	1d5 rounds	1d3 humanoids
Flame	15+	1d6 rounds	1d5 humanoids

The damage listed here must be done in a single round to count, although it could be from multiple attacks within that round (i.e. three blade attacks from three characters, or a fire spell and a torch, in all cases all on the same combat round).

There are obviously any number of ways that the PCs can attempt to breach the web, including clever Mighty Deeds, magical attacks, and alternate energy types. Reasonable actions should have a chance of working. Use this chart as a guideline for other kinds of damage that can be brought to



bear against the web. Note that the web is immune to bludgeoning damage.

As soon as the PCs damage the web in any way, the demi-plane acts to defend itself and retain the prisoners. The round after the PCs make the breach, a blast of webbing shoots down from the colossal spider at one of the individuals who damaged the web. That individual must make a DC 14 Reflex save, with failure meaning that the web-blast has struck all the PCs, holding them fast to the area. At the same time, 4d6 swarms of ten thousand normal spiders appear from thousands of hidden pockets within the web-wall, and start charging down at the PCs (see Appendix A). The spiders arrive in 2d4 rounds and attack the party, focusing on any who are trapped by the web-blast.

It takes a DC 16 Strength or Agility check to free oneself from the web blast. Allies may free trapped allies with 13 points of fire or slashing damage to the web (with the trapped PCs also taking a like amount of any fire damage).

If the PCs manage to break out of the web: If the PCs have reclaimed or destroyed the items they left on the altar, they are free. Once they are outside the web they find themselves at the last spot they remember traveling through. They cannot see the web at all, and other escaping PCs seem to arrive from a rent in reality itself that disappears after they are free.

If the PCs personal items remain on the Altar of Torment, all attempts to escape the demi-plane fail. Once the PCs break through the curtain of living spider webs and step into the real world, they are transported back to the Kozy Kobweb, once again thrall to Saint Agony's illusion. Any dead PCs remain dead, but the rest are back to full hit points and free of any ability score damage or spellburn they expended while in the adventure.

The adventure literally begins again from the moment the Beggar hands the coin to the porter. The PCs do not remember having escaped already until the Beggar's coin once again frees them from the Kozy Kobweb illusion – until then, they are once again the happy live-in staff of the inn. Once they are freed from the illusion, they remember having their earlier escape attempt and can use that knowledge to (hopefully) escape on their second attempt. The web also remembers: all creatures within gain +1 hit dice, +1 on all attacks and saving throws, and have full knowledge of the PCs powers and tactics, and will absolutely use that knowledge to destroy them for good this time.

Fully escaped PCs will be unable to find the web or the Kozy Kobweb again without supernatural aid or by some other extraordinary agency.

THE AFTERMATH

If the PCs escape for good, they are hardened individuals. Each gains a permanent +1 on Will saves versus fear.

Saint Agony just laughs at the PCs escape; his plan worked to clockwork perfection. The torment the adventurers endured was broadcast across the world and even into some near-by dimensions. Every sleeper in a room with cobwebs received terrifying nightmares, the duration and reoccurrence of which depending on how long it took the PCs to finally escape the trap. The monster moves the demi-plane and prepares the Kozy Kobweb for the next group of guests.

The PCs may try to avenge themselves against Saint Agony, or to destroy the demi-plane to save future travelers. This could become an entire campaign arc.

Saint Agony cannot wait to host his old friends again.

– The End –

APPENDIX A: WANDERING MONSTERS

Whenever the PCs start feeling that they are in a secure place in the adventure, have the PC with the lowest current Luck make a Luck check – failure means a wandering monster activates and begins stalking them. Roll or choose from the following table.

WANDERING MONSTER TABLE

Roll 1d3 Encounter

1	Ten-thousand spiders
2	The Dancers in Silk
3	The Friends that Hate You

Ten-thousand spiders: Init +1; Atk swarming bite +4 melee (1 plus venom); HD 8d4; hp 22; MV 10' or climb 10'; Act 1d20; SP bite all targets within 30' x 30' space, wall crawl, webbing, chaos; Fort +0, Ref +2, Will -3; AL C; Crit N/A; Fumble N/A.

This is a swarm of hundreds of species of venomous spiders all together in one aggressive mass. Once per round they can make an attack against every target within their roughly 30' by 30' area. The ten-thousand spiders can neither fumble nor make a critical hit. On a successful bite, the target must make a DC 12 Fortitude save or be envenomed, taking 1d3 points of damage to a randomly-determined physical statistic (i.e. Strength, Stamina, or Agility).

The ten-thousand spiders are under the control of Saint Agony. They are creatures of chaos and can be turned by a lawful cleric. They can create mundane webbing, and if left to their own devices can fill a room with webs in 2-3 days.

The Dancers in Silk (2): Init +5; Atk array strike +8 melee (2d6); AC 17; HD 6d6; hp 42, 37; MV 60'; Act 1d20; SP curse, permanent *detect evil*, nimbleness, personified apparitions; Fort +2, Ref +11, Will +5; AL C; Crit IV/d12; Fumble N/A.

The Dancers in Silk appear to as two aristocratic youths dressed for a costume ball. Their silks, shoes, and hair are in a style that was fashionable two generations ago. Each wears a full-face *Arlecchino*-style mask fastened with ribbons – if their masks are forcibly removed, it reveals that their true faces look exactly like animated and fleshy versions of the mask-face, uncanny and macabre. They make no sounds but communicate silently and perfectly to one another as a duo in a pantomime.

The Dancers in Silk are a manifestation of humankind's fear of being excluded from the wonderful things of the world. All who see the dancers must make a DC 15 Will save or be cursed. Cursed victims feel a deeply acute but vague loss, as if they will never be happy again. This feeling is the only manifestation of the curse but when a PC is afflicted, the judge should pretend to make notes. They might ask the player how many points of Luck they have remaining, and jot it down. For best effect, judges should do so with a look of effected normalcy, to work on the players' real-world paranoia. There are no further effects to the curse other than the terrible sense of loss, but it may drive the player to taking interesting and dramatic action.

When they are encountered, the Dancers in Silk dance past the PCs, seemingly taking no notice of them unless they are attacked. If attacked, the Dancers flee, all the while taunting their opponents, attempting to draw them into a pursuit. As the Dancers in Silk run, pursuers begin to hear far-off echoing music and the laughter of unseen partygoers. They only move quickly enough to stay just ahead of their pursuers. They are astoundingly nimble: neither of the pair ever fumble, treating a natural 1 as a simple miss, and if they ever fail a Reflex save but have an action remaining during that combat round they can forgo their action to automatically make the save, dexterously springing away at the last moment. They can leap up to 15' straight up or take horizontal *grand jeté* leaps up to 30'.

If pursued, the Dancers in Silk trick their victims into danger. They have the equivalent of enhanced permanent *detect evil* at 32+ that additionally makes them aware of dangerous creatures of any alignment within 300'. The creatures use this both to find victims to torment and to find dangers to lead them to. If pursued, they lead the victims into traps or hazards (which they nimbly avoid), or into the path of dangerous monsters, dashing away once combat with these other creatures begin. In the Kozy Kobweb, they might lead the PCs to the cellar, across the dangerous spot on the balcony, into the path of some of the Townies, or anywhere else there is danger. They are currently in the thrall of Saint Agony and are unable to leave the demi-plane.

If the PCs do not pursue the Dancers, they just keep coming back and dancing around the PCs to music only they can hear.

If the Dancers in Silk are somehow forced into combat, they fight in an array, using one another as weapons. They will swing one another as in some energetic and acrobatic dance, striking with their partner's feet, elbows, hands, or even heads. Each Dancer can make one attack per round in this method, and can move between targets in range (i.e. one could move 60' and swing it's partner at target A, and then the other dancer could move 60' to attack target B. If one dancer is slain, the other attempts to flee, and if forced to fight on alone its strikes at a reduced +4 attack for 1d6 damage.

The Dancers in Silk are anthropomorphic personifications of the fear of being excluded. They have no need to eat, sleep, or breathe. They are immune to charm or sleep effects, poison, and ability damage. They can be turned by a lawful cleric, and if one is turned the other is automatically turned as well.

The Friends that Hate You (1d6+2): Init +1; Atk knife +3 melee (1d3+1) or fist +3 melee (1d3+1) or as weapon +3 melee; AC 13 or more; HD 3d4; hp 12 each; MV 30'; Act 1d20; SP doppelganger, weapon proficiencies, self-customizing; Fort +3, Ref +2, Will +4; AL C; Crit M/d8; Fumble d4.

The Friends that Hate You are natives to Saint Agony's demi-plane. Each one is a perfect doppelganger of someone in each PCs' life, past or present; for instance, family members, friends, or neighbors. Each member of the mob is indistin-



guishable from their real-world counterparts (down to their mode of dress and accent), except that they are (most likely) tougher and better at fighting. They have the same knowledge of their target as the real individuals, and might use this to target specific weaknesses, or just to taunt or accuse their prey.

If the Friends that Hate You arrive, they always target the PC with the lowest current Luck score, and appear to be individuals they know. Often all of the Friends that Hate You are from a specific group: a PC raised in nobility might see the entirety of their keep's household staff, a former prisoner might see their jailers, or the child of farmers might see the folks from the market. The creatures speak exactly like the people they imitate, and may curse their target for some real or created insult or injury.

Victims who survive an encounter with the Friends That Hate You must make a DC 14 Willpower save whenever encountering those individuals who these creatures impersonated, with a failure meaning they can never have a relationship without fear and distrust with that person ever again without the intervention of some extraordinary circumstance.

The Friends That Hate You are proficient with any weapon they pick up – melee, ranged, anachronistic, or improvised. Their stats might change to better match the mimicked individual. For example, if the target is a dwarf, the Friends Who Hate You might appear as dwarves from their home mine, in which case their movement would decrease to 20', they might arrive armed with hammers or picks, and could possibly wear armor. The judge should kit the Friends That Hate You out as they best see fit given their target.

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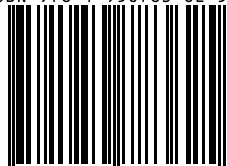
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