

THE QUEST FOR THE SACRED SCEPTRE

The Kingdom of Talinor is in great upheaval since King Parmen has died. The king's son, Fallon, only a boy of fifteen years, is the rightful heir to the throne, but the sacred Sceptre of Talinor, a symbol of the rulership of the kingdom, has been stolen by the evil sorceress Clarissa, High Priestess of the Temple of the Web, and is guarded by the dreaded Warriors of the Web.

Garth, the king's chancellor and the boy's guardian, has enjoined you and your party to complete the following mission. You must penetrate the Temple of the Web to the underground vaults below, where the Warriors of the Web and things even more terrible guard the sacred sceptre. Keep any treasure you find but retrieve the sceptre so that the rightful king can be placed on the throne.

The only real aid Garth can offer is a scroll written by the only man who ever escaped the underground vaults and lived. As far as Garth knows, it was written while in a delirium, but it may help. The contents of the scroll are:

To find the way to what you seek
Pay homage to the Spider Queen.
Present yourselves as mild and meek
And you'll receive a blade that's keen.
Pour blood on the sky,
And spit on the sun,
Keen blade in the eye,
Turn once and you're done.
The way you seek will then appear,
Be wary, friend, for Death is near.

Garth also provides the party with appropriate clothing to disguise all characters as devotees of the temple.

CAUTION; The Quest for the Sacred Sceptre has been designed for a well-balanced (both in character classes and races) , high-level (9th minimum for humans, 7th minimum for non-humans) party of 8-14 characters.

SPECIAL CHARACTERS, MONSTERS, AND TREASURES

Clarissa, High Priestess of the Web

ALIGNMENT: Lawful evil	12th level cleric, 10th level magic-user
HIT POINTS: 68	
ARMOR CLASS: -3	STRENGTH: 12
NO. OF ATTACKS: 1	INTELLIGENCE: 17
DAMAGE/ATTACK: Normal	WISDOM: 18
HIT BONUS: Nil	DEXTERITY: 18
MOVE: 9"	CONSTITUTION: 16
PSIONIC ABILITY: Nil	CHARISMA: 18

Clerical Spells:

<u>1st</u>	<u>2nd</u>	<u>3rd</u>
Bless (r)	Hold Person (X3)	Cure Disease (r, X2)
Command	Silence 15'r (X3)	Remove Curse (r, X2)
Sanctuary	Spiritual Hammer	Cure Blindness (r, X2)
Cure Light Wounds (r, X3)		
<u>4th</u>	<u>5th</u>	<u>6th</u>
Cure Serious Wounds (r, X2)	Raise Dead (r)	Blade Barrier
Neutralize Poison (r, X2)	Flame Strike	Heal (r)

N.B.: At the DM's option, the reverse of spells marked (r) may be used.

Magic-User Spells:

<u>1st</u>	<u>2nd</u>	<u>3rd</u>	<u>4th</u>
Charm Person	Invisibility	Fireball	Ice Storm
Magic Missile	Web	Lightning Bolt	Fear
Sleep	Mirror Image	Slow	
Enlarge	Stinking Cloud		<u>5th</u>
			Cone of Cold
			Cloudkill

Magical Items On Person:

Disappearance Dust, Rod of Cancellation, Wand of Paralyzation, 2 Potions of Extra-Healing, Ring of Regeneration, Bracers of Defense (AC=2), +1 Ring of Protection.

Retrievers (from the novel TOM O' BEDLAM, by Tom Moldvay)

FREQUENCY: Rare
 NO. APPEARING: 1-2
 ARMOR CLASS: -2
 MOVE: 18"
 HIT DICE: 10
 % IN LAIR: 40%
 TREASURE TYPE: Z
 NO. OF ATTACKS: 4 cleavers, 1 bite
 DAMAGE/ATTACK: 3-18 per cleaver, 5-30 bite
 SPECIAL ATTACKS: Eye rays
 SPECIAL DEFENCES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low
 ALIGNMENT: Chaotic evil
 SIZE: L
 PSIONIC ABILITY: Nil

Retrievers are giant spider-like creatures whose front four limbs end in large meat cleavers. Approximately the size of mammoths, Retrievers are fast and quick in the open. They have 8 eyes, 2 for seeing and 6 which project rays (2 rays per round). The rays recharge after 4 turns. The rays are: fire, cold, electricity, disintegrate, jellyfy, and transmute. Jellyfy turns its victims into undifferentiated cellular goo. Transmutation is at random: 1) mud, 2) stone, 3) gold, 4) lead. Fire, cold, and electricity do damage equal to the current hit points of the Retriever. The rays affect an area 5-feet wide at maximum width.

All rays have saving throws as spells. If made, fire,

cold, and electricity damage is halved; disintegrate, jellify, and transmute are negated. Like Dragon breath, victims of fire, cold, and electricity must save for their magical items. Stone may be turned back into flesh with a spell, but it takes a philosopher's stone to transmute gold or lead back into flesh. Once a victim becomes mud, or jelly, or is disintegrated, there is no chance for resurrection.

Retrievers have large, scythe-like mandibles which can cut through plate armor. They can attack with all 4 meat cleavers and the mandibles simultaneously or use two eye-rays, but never both modes of attack at once (50-50 choice of attack modes until all eyes have been used).

Ice Sharks

FREQUENCY: Rare
 NO APPEARING: 1-3
 ARMOR CLASS: -4 under the ice, 2 if head exposed for attack
 MOVE: 24"
 HIT DICE: 5-8
 % IN LAIR: 0%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-10 fin and 5-10 bite
 SPECIAL ATTACKS: See below
 SPECIAL DEFENCES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non
 ALIGNMENT: Neutral
 SIZE: S, M, or L
 PSIONIC ABILITY: Nil

Ice sharks are normal sharks which have been enchanted to function in ice. Their motivations are much the same as regular sharks. They are attracted by noise and blood and will

attack anything which is wounded.

Ice sharks attack in two different ways. They use their razor-sharp fin to slice their victims, wounding their victims before closing in for the kill. When attacking with their fin they remain under the ice and are difficult to hit. When biting, the ice shark raises part of his head above the ice and becomes an easier target (with the appropriate armor class).

Gauntlet of the Master Thief:

A fine leather glove with mithril links across the back, and a ruby encrusted wristguard.

This glove can only be used by thieves. Any other class who attempts to use it will find that its plusses become minuses. Thieves gain the following abilities: +25% on all thieving abilities in which the hand is used. When using a rapier in the gloved hand a thief will gain +3 to hit. The gloved hand will be hasted so that the thief gets 2 attacks per round.

Puff of Prescience:

A small bag full of what looks like yellow powder.

When a pinch of the powder is thrown to the floor, it will burst in a puff of smoke, and the person using it will get a look at some room or area they will come to in the near future. The catch is that the person doesn't know the location

of the room nor can he hear what is going on. The bag contains 20 pinches usable once per day. If used more than once, the person using it will be teleported alone to the room shown.

THE TEMPLE OF THE WEB

On the outskirts of Talinor is the Temple of the Web. A 20' wide walkway of inlaid marble lined with overhanging trees leads to a large meadow where the temple stands.

The first glimpse of the temple is a truly awe-inspiring sight as the party spies a 40' tall giant spider filling nearly the whole meadow. The spider is made of a dark iridescent material that seems to change color as one watches.

The spider is standing over an octagon shaped building of white marble. The walkway continues between the front two legs of the spider and then extends in both directions around the building.

As one continues around the building, one notices eight doors for the eight sides of the building. 10' in front of each door is a statue. The statues depict: Hunger, Hate, War, Greed, Envy, Lust, Poverty, and Death. Above each door is the following inscription in glowing runes which change to the language of those reading it. The inscription reads:

Beware the Web that snare us all,
Its strands cause mighty men to fall.
Those silken threads though eight in count
are actually one. If you doubt,
Then follow the thread and you will see
That eight are one eternally.
Hunger, Hate, War, and Greed,
Envy, Lust, and Poverty
Bind us together one by one
Unto the Web where all must come.
Death, the final strand of all
Makes us one who heed His call
And thus unto the Web we fly,
To heed its call until we die.

Any of the doors will open with ease. Upon entering the temple, the corridor goes to the left and right. An examination of the corridor shows it continues all the way around and matches the octagon shape of the outside walls. The floor is of polished stone and the wall are sculpted marble. Torches are mounted on the wall every 25'. The sculptures depict the long and bloody history of the Warriors of the Web.

On the north face of the inner walls of the temple are two ornate jewel-encrusted doors. Standing guard at the doors is a male, human fighter of 6th level (HP: 34; +2 plate mail, +3 for dexterity, for an overall Ac of -3) who is armed with a +2 long sword. His 18 (84%) strength gives him hit and damage bonuses of +2, +4. He will ask all who come near to halt and state their business. Any kind of humble or pious answer will be satisfactory for him to open the doors. This is done by turning the flower in the dancing girls hand (depicted on a sculpted wall to the left of the door) in a counter-clockwise direction.

Room 1 - Temple Sanctuary

The sanctuary is a large octagon-shaped room (200' from one side to its parallel side). The walls and domed ceiling are jet-black smooth stone. At periodic intervals along the sides of the room, braziers are placed which give reasonably good light to the room. Hanging from the center of the ceiling is a many-colored glass globe.

In the center of the room is a large white dais of marble. Two steps lead up to the altar of solid polished ebony upon which stands a bejeweled, solid gold, statuette of Arachna, Goddess of the Web. The statuette depicts a woman holding a sword in the air. She has the head of a spider. To each side of the altar are two small ivory basins with different sorts of coins in them. Inside the ivory basins are 2200 gold pieces, 1700 silver pieces, 100 platinum pieces, and 20 gems worth 5000 gold pieces.

There is a 75% chance that a Priestess of the Temple will be present along with 4 acolytes. The priestess is a lawful evil 10th level cleric (H.P.=51; Bracers of Defense AC=2 and +2 for her 16 dexterity for a total AC of 0) with a Staff of Withering (20 charges) and a scroll of 3 spells (Poison, Cause Critical Wounds, Flame Strike) Her spells are as follows:

- 1st level: Bless, Command X2, Protection from Evil (Good), Purify (Putrefy) Food and Drink, Cure Light Wounds.
- 2nd level: Silence 15'r X2, Hold Person X2, Spiritual Hammer X2.
- 3rd level: Cure Disease, Remove Curse, Cure Blindness, Prayer.
- 4th level: Cure Serious Wounds X2, Neutralize Poison, Tongues.
- 5th level: Cure Critical Wounds, Raise Dead.

Her acolytes are all 1st level (H.P. 4,7,6,2; AC=10). Two of them have Cure Light Wounds as a 1st level spell; the other two have Command.

If she is there when the party enters, she will bid them come and kneel and pay the Goddess tribute. By remembering the poem the party was given they can successfully pass through the Temple to the vaults below.

Proper behavior should proceed something along these lines:

Kneel at the altar and say some appropriate comment about the great and powerful Arachna. Then place some kind of tribute in either of the shallow ivory basins to either side of the dais. When this has been done the statuette on the altar will begin to move and the sword the statuette was holding in the air will be lowered and proffered to one of the party.

After the party has taken the sword, they should proceed to the southeast section of the room. There a waist-high, 10' square block of stone is colored a light blue. Here and there over the stone are dark splotches which have been washed over. Beside the stone is a basin of water. Either by having a supply of blood handy or by cutting one of the party members, the party must "drip blood on the sky".

Then they should proceed to a block 30' to the west. This raised 10'square block has the likeness of a sun embedded in it. There are some discolorations on this block also and and water basin to one side of this block. Obviously,

one of the party must "spit on the sun".

While the party is following this precedure, the acolytes follow behind and wash off the blocks with the water in the basins (They are actually decanters of endless water).

As soon as the party has completed the first two phases of the procedure, the stone dais in the middle of the room moves toward the door, revealing a giant square of stone with a great eye in the middle. Inspection of the stone will show a slot in the middle of the eye. By inserting the blade and turning once, the stone will begin to raise up at the south end. The blade itself will not come loose once it has been inserted.

As the stone slab raises toward the altar, the party can see the beginning of a spiral staircase leading down. They can also see the statuette of Arachna reach down and pluck the sword from the eye and then resume her former position with the sword raised in the air.

DM'S NOTE: With any amount of common sense, a party can get through this part of the scenario without mishap. However, if the members of the party are stupid, or foolish, and don't follow somewhat closely the guidelines established by the poem they were given, then this is what takes place:

The room darkens as the torches go dim and then go out completely. As soon as the room grows dark, the glass ball comes to life and emits many-colored strands of light as it

slowly revolves. (Much the same as the "Starlite Ballroom" effect.) There is a 75% chance that each character will be touched immediately by a strand of light. The percentage chance increases 5% every round so that by the 5th round everyone will have been touched by the lights. When a character is touched by one of the strands of light he must make a saving throw (at -4 on the die) against petrification or be paralyzed for 1-6 rounds (he has been caught in the "Web").

After the 1st round, the two 10' stone blocks move to one side and out climb 6 giant spiders (AC=4, H.P. 16, 20, 21, 24, 28, 32) 3 from each hole. The spiders are unaffected by the globe as are the priestess and her acolytes. The spiders will advance on the party, attacking everything they can, and killing all party members if possible.

If it looks like the fight is going in the party's favor or if the priestess and her acolytes are attacked directly, they will attack the party also, with spells and if need be, with daggers. If the stone slab has already been raised, one of the acolytes will attempt to race down the stairs. On the last step is a trigger which lowers the stone slab back into place.

If the party should survive all these obstacles, they can proceed but their chances of getting very far are reduced considerably if the acolyte has made good her escape to warn the High Priestess (she will be waiting for them in the hallway outside the 1st room in the vaults).

THE VAULTS

Whatever the outcome in the temple, if the party members continue, they descend a spiral staircase to a room 30' below. Stepping on the last step lowers the stone slab. The room is bare and torches are mounted on two of the walls giving adequate light. On the northeast section of the north wall is a 5' door (All doors unless otherwise stated are of very thick, heavy oak).

The door opens into a corridor 10' wide with smooth floors and fairly smooth walls and ceiling. Torches every 30' light the way. 50' down the corridor, the passage turns to the east. There is a door directly ahead and a secret door on the west wall. The Warriors of the Web know of this door and go through it. The party however must detect the secret door or go the other way through the door directly ahead into rooms which are traps for any non-Warriors lucky enough to get this far through subterfuge. NOTE: All secret doors are protected against detection by swords, wands, spells, etc., so that, at best, the party has a 1/3 chance of detecting secret doors (if they have an elf or half-elf in the party).

Room #1 - Hall of Mirrors

This room is lit with a continual light spell and thus is always brightly lit. It is 70' long, 30' wide, and 20' high. Every 10' on the north, west, and east walls are 8' tall mirrors.

When every member of the party has entered the room, the door shuts and locks behind them and their images in the mirrors come to life, leap out of the mirror, and attack (one image per character).

The images won't kill the characters but instead attempt to insert their lifeforce into the character. The images attack by draining strength points. Every time they hit they drain 1-4 strength points (1 attack/round). The images attack at the same level of expertise as the character. When a character's strength has been totally drained, he falls to the ground and the image disappears (the image has successfully inserted his lifeforce into the character). One round later, the character leaps back into the mirror and is lost forever unless restrained. Only an exorcise spell will free the character, but a charm will serve to get the character to do the party's bidding until safely out of the dungeon.

As far as attacking these images, the party will find that they can't be hit, because the only way to destroy the images is to destroy the mirrors. Behind each mirror is a 5' X 5' alcove which contains a B treasure, as all who leap back into the mirror from the other parties which have come before have left behind the mirror the treasure they had on their persons.

Room #2

As the party comes down the passage, they can see a flight of steep stairs going down for 30' and ending in a doorway. Careful scrutiny will show that the steps seem to be more damp

or wetter than the rest of the passage. This is actually oil and the party will be able to tell this if they inspect carefully enough. However, if they proceed down the stairs, when the first members of the party get halfway down, there is a 70% chance the trap will be triggered. If they don't set it off, check for every row of party members as they go down.

If the trap is sprung, the stairs will immediately flatten themselves out and the stairs become a greased chute (from this point each DM should use his own judgement on what a character could do to stop his slide). When the characters get to the bottom of the chute they don't hit the door. The door is an illusion and they go right through it into a 50' long by 50' wide by 20' high room. The chute narrows and runs right to a 10' hole in the floor of the room. Sitting behind the hole in the room is a medium-sized, adult Green Dragon (AC=2, H.P. 40, no magic use). The Green Dragon will ignore all who fall down the hole. If anyone manages to avoid falling down the chute, he will attack (DM's discretion on mode of attack).

Anyone who falls down the hole lands 20' below in a room of identical proportions (taking 2-12 pts. of damage for the fall). In this room is a large, very old Blue Dragon (AC=2, H.P. 70, speaks and has magic use). The Blue Dragon will say "This is the price all those who oppose 'She of the Web' must pay!" and then he will attack (once again, DM's discretion as to method of attack) His magical spells are:

1st level: Charm Person X2, Magic Missile
 2nd level: Web, Stinking Cloud, Invisibility
 3rd level: Fireball

Surviving the ordeals in these last two rooms gains one small advantage. In the Blue Dragon's treasure is a torn corner of a map which shows the party they are in a dead end and that there was a secret door they should have taken before the Hall of Mirrors. The map gives them no other information.

BLUE DRAGON'S TREASURE: H, S plus the scrap of map
 GREEN DRAGON'S TREASURE: H

Once the party is through the secret door, they see a corridor going west, torches every 30' lighting the way. After 70', the corridor turns north and 70' ahead is a 5' door.

DM'S NOTE: On the last 10' of the west wall is a secret door.

Room #3

The room is 50' long by 50' wide by 30' high and dimly lit by torches. There is a door directly opposite on the north wall. In each corner of the room are what look like giant clams.

When the party has completely entered the room, the shells open a few inches and out roll 25,000 small golden balls. There is an 80% chance that anyone attempting to move will fall and when fighting, everyone standing on the ground attacks at -4 to hit.

After one round the giant shells open completely and from each one flies one monster: Northeast - an Imp (AC=2, H.P. 11);

Northwest - a Cockatrice (AC=6, H.P. 27); Southeast - a Giant Wasp (AC=4, H.P. 20); Southwest - a male human, 6th level fighter (AC=2, H.P. 33) wearing a cloak of flying.

All four swoop down on the party and attack. If anyone survives, they will find a Wand of Lightning Bolts (12 charges) in the Northeast shell; a Rod of Absorption in the Northwest shell; a Bowl of Watery Death in the Southeast shell; and a Ring of Fire Resistance (10 charges) in the Southwest shell. Also, each golden ball is worth 1/10th of a gold piece, so that there is 2500 gold pieces worth of golden balls.

DM'S NOTE: On the 1st 10' of the west wall outside Room #3 is a secret door.

Room #4

This room is 50' long by 50' wide by 20' high and is just off the secret passage that goes around the Seashell Room. It is rather full of treasure, such as gold and silver, gems and jewels, armor and shields, and weapons of many types.

The room is actually a one-way teleport out of the dungeon. However, the character teleports out minus his armor, weapons, and treasure, which remains in the room.

Each person, as he enters the room, is teleported out, but the other party members see any who enter looking through the treasure and gloating over their good fortune (subject to a saving throw at -2 on the die roll).

Room #5

DM'S NOTE: 5' before the door to Room #5 on the north wall of the passage is a secret door.

This room is 110' long by 40' wide by 30' high. A continual light spell allows the party good light. The northernmost 20' of the room is blocked off by rich velvet draperies.

At any time, there are always 2 monsters between the party and the draperies. From behind the draperies the party can hear a moan. Almost immediately another monster appears. The monsters will attempt to attack the party.

Behind the curtain is a large four-poster bed. Laying on the bed is a large, ugly, fat woman. Every other round she moans and out from under the covers rolls a wet transparent bubble which falls to the floor and bursts. Where the bubble was, there now is a monster. This is the legendary "Silva, The Monster Mother" (AC=10, H.P. 50). If the party gains access behind the drapes, she will do nothing herself to fight the party. As long as she lives, she will continue to give birth to a monster every other round.

The following table is a list of monsters she can give birth to: (roll at random)

1. an Owlbear (AC=5, H.P. 32)
2. a Minotaur (AC=6, H.P. 33)
3. an Umber Hulk (AC=2, H.P. 50)
4. a Medusa (AC=5, H.P. 34)
5. a Gorgon (AC=2 H.P. 26)
6. a Hill Giant (AC=4, H.P. 26)
7. a Carrion Crawler (AC=3/7, H.P. 21)
8. A Boring Beetle (AC=3, H.P. 24)
9. A Rust Monster (AC=2, H.P. 32)
10. A Wyvern (AC=3, H.P. 36)

There is a 5' door on the north wall of the room. If the party searches, there is a secret compartment under Silva's bed which contains 10 gems worth 5000 gold pieces, 200 platinum pieces, a Ring of Protection +1, a Necklace of Missiles (5), and a small bag with yellow powder (Puff of Prescience).

Once outside the room the passageway goes straight north. DM'S NOTE: On the 1st 10' of the east wall outside Room #5 is a secret door.

The passageway turns to the east after 80' and goes as far as you can see. 50' down the corridor on the south wall is a 10' opening.

Room #6

The room is 90' long by 30' wide by 20' high. The sides of the room are lined with bunks and in the center are a couple of tables. By the opening is a desk.

At any time someone will always be behind the desk and will question any who pass the opening. The person will not be violent but will very strongly hint that for a small compensation the party may pass unhindered.

There will always be 7 Warriors of the Web in the barracks at any time. There is a 50% chance they will all be asleep. Those encountered will be:

- 3 - 4th level fighters (AC=2, H.P. 25 each) armed with +1 swords.
- 3 - 5th level fighters (AC=1, H.P. 30 each) armed with +2 swords.
- 1 - 7th level fighter (AC=1, H.P. 40) armed with a +3 sword.

The man behind the desk is a flunky, hence an AC of 10 and 8 H.P., armed only with a dagger.

110' further down the corridor is a 5' door on the south wall.

Room #7

This room is 30' long by 30' wide by 15' high. It is lit by torches and in the center of the room is a fountain of ivory from which a geyser of liquid is pouring forth. Every round the color of the liquid changes. The colors and what they represent are:

- 1) red - Fire Resistance
- 2) green - Plant Control
- 3) clear - Invisibility
- 4) blue - Flying
- 5) gold - Treasure Finding
- 6) purple - Poison
- 7) Silver - Dragon Control
- 8) brown - Oil of Ethearealness
- 9) black - Delusion
- 10) milky - Extra-Healing

Roll the colors at random. Chance of wanderings is doubled.

DM'S NOTE: 40' after the door to room #7 on the south wall is a secret door. The next 20' of corridor covers a secret compartment.

If the party doesn't detect the secret door and continues down the corridor, they will go until they see the dead end. At that time the slab over the secret compartment will slide open and an 8-headed Hydra (AC=5, H.P. 64) will leap out and attack the party from behind. Once the monster has been killed, the party will find a B treasure in the compartment. Also

the secret door to Room #8 opens.

Room #8 - The Revolving Corridor

After going through the secret door the party sees a corridor heading south for 40'. Standing in front of a 5' door is a gnarled old man in tattered robes.

When the party nears he says, "If you would have an audience with the High Priestess, you must first prove yourselves worthy. Beyond this door is a test of skill and daring. You must all enter the next room. Then you must cross the acid vats on the enchanted glass bridge to the door beyond. Let me caution you, though. Only one may cross the glass bridge at one time. If more than one attempts to cross at the same time, the enchanted bridge will shatter and you will be cast into the acid vats."

With those words the old man disappears.

The next room is as the old man described. It is 110' long by 10' wide by 15' high. For 20' after the door, the floor is like the rest of the corridors, but for the other 90' there is nothing but a trough full of bubbling acid.

Once everyone has entered the room a 5' wide glass bridge appears that starts at the edge of the floor and continues across the acid vats to the 5' door 90' away.

What this room really is is a revolving corridor. It revolves smoothly enough so that the party can't tell. The reason for this becomes clear as the party proceeds across

the glass bridge, one by one. What seems like one room beyond this room is actually many rooms spaced in a circular pattern around the corridor. While the first character across the bridge enters one room, each succeeding character enters a room of his own as the corridor slowly revolves around.

After being in the 10' square room for one round, each character sees a cloud of smoke appear, then slowly dissipate to reveal an adversary that they must fight. Each room has a different opponent and once the fight has been resolved, either for or against the character, another cloud of smoke appears, enveloping the room, and the character is teleported, dead or alive, to a 50' square room (Room #9). Since time has no meaning in the individual cubicles, all the party members will appear in Room #9 at the same time.

The opponents which appear in the cubicles are:

1. A 7th level magic-user (AC=10, H.P. 20) with the best available spells (DM's option)
2. A Hellhound (AC=4, H.P. 38)
3. A Lion (AC=5, H.P. 34)
4. An Ogre (AC=5, H.P. 24)
5. A Tiger (AC=6, H.P. 23)
6. A Troll (AC=4, H.P. 35)
7. A Wight (AC=5 H.P. 22)
8. A Worg (AC=6, H.P. 27)
9. An 8th level fighter (AC=0, H.P. 44) +2 +4 on 18 strength hits 3/2 round
10. A Wraith (AC=4 H.P. 27)
11. A Jackelwere (AC=4, H.P. 25)
12. A Brown Bear (AC=6, H.P. 32)
13. A Ghast (AC=4 H.P. 30)
14. A Giant Scorpion (AC=3, H.P. 24)
15. A Mummy (AC=3, H.P. 32)

When all have appeared in Room #9, the old man appears once again, congratulates those who passed the test, and bids

them go through the door on the south and down the stairs to Her inner sanctum in the caverns.

THE CAVERNS

At the bottom of the stairs is a 5' door. When the door is opened, the party sees a passage approximately 10' wide, heading south.

DM'S NOTE: From this point on unless otherwise specified, all passages are rough, unworked stone and light must be provided by the party as there are no longer any torches lining the walls.

Room #1

The passage continues for 100' and opens into a large cavern. The cavern is covered with ice and a strange luminescence emanates from the ice and bathes the cavern in a wierd unearthly glow.

There are three other passageways; one heading west from the cavern, one heading northeast, and one heading southeast.

If the party attempts to walk across the ice, they must move at $\frac{1}{2}$ speed or there is a 75% chance they will fall. It takes two rounds for a character to get back to his feet.

When the party starts across the ice, one round later they can see 3 fins slicing through the ice and coming toward

then from the direction of the other passages. These are the dreaded Ice Sharks, enchanted monsters able to swim through ice like sharks swim through water.

If the party has been lucky enough to see some Warriors of the Web cross the ice, they will see the Warriors toss raw meat on the ice to distract the sharks while they cross. However, if the party hasn't seen this, and can't think of a way to distract them, the sharks will immediately attack.

DM'S NOTE: Refer to earlier stats on how to run an encounter with these monsters.

Room #2

The passage heads northeast and then north for 60' getting less icy the farther in one goes, and opens into a glade or orchard. Four trees (apple, pear, orange, and bannana) and one grape vine stand along the walls of the cavern. Grass and flowers cover the ground. A glowing golden web on the ceiling provides heat and light.

One round after entering the room, characters must make a saving throw against spells or sleep for one turn. This is caused by inhaling the fragrance of the flowers.

Five rounds after any character falls asleep, the ground will begin to engulf them any two rounds later, they will be buried (the victims serve as fertilizer) unless one of the other characters picks the victim up and carries him.

After one turn, the party can safely stay in the cavern,

having gained immunity to the fragrance.

If any of the characters decide to pick the fruit, the properties of each are:

- Apple - super cure 6-36 H.P.
- Pear - causes 6-36 H.P. damage
- Grape - instant death
- Orange - permanent bonus of 2 on amount needed for saving throws
- Bananna - raises constitution 1 point permanently

Saving throws are applicable when any of the fruit is eaten. Those characters who make their throws gain no benefits or ill from the fruit.

As soon as the character picks a fruit it begins to dissolve. The character has one round to make up his mind whether or not to eat it before the fruit has completely dissolved. After a character has eaten one piece of fruit, any fruit eaten thereafter will have no effect.

DM'S NOTE: The DM may wish to add a randomizing rotation of the effects of the fruit so that each time the same fruit is picked its effects differ.

Room #3

The passage heads west from Room #1 for 80' and opens into a cavern almost as large as Room #1. All along the passage and in the cavern the eerie glow continues because the surface is still ice.

When the party has entered 50' or so into the cavern they will hear a sound as if something heavy were being dragged.

They can also hear a sound like beating wings. One round later from out of a small side cavern comes a Remorhaz, the polar worm (AC=Overall 0, head 2, underside 4; H.P. 66). The monster is 36' long (12 H.D.) and he immediately heads for the party to attack.

If the party elects to fight (remember, on ice, characters can safely move at only $\frac{1}{2}$ speed) and kills the polar worm, they can find an F treasure in the small cavern the monster came from.

Room #4

The passage winds around for 220' (from Room #1) and then heads directly south for 30', the last 20' being 20' wide stairs descending into a large cavern.

The floor of the cavern is polished marble with a large symbol of the web embedded in the stone. Towards the southern end of the cavern is a huge 40' X 40' dais on top of which is an ornate throne of shimmering stone which resembles the colors of the rainbow. To each side of the dais are braziers and at different points around the walls of the cavern are more braziers. Steps lead up the front of the dais to the throne.

The main source of light in the cavern comes from three golden webs of fire, one to the back of the dais, and the other two to each side. Behind these webs of fire are what look like rooms but it is impossible to distinguish anything else

because of the brightness of the webs.

On the throne is Clarissa, High Priestess of the Web.

DM'S NOTE: If Clarissa has been encountered before this point and has been killed or defeated, a successor of the same power will be on the throne.

Standing beside the throne is Castor, guardian of the High Priestess (AC=-3, H.P. 50) Castor is a 10th level fighter with superior strength (+2 to hit, +5 damage). He wields a +3 Flaming Sword.

Standing in front of the braziers at the dais are two Fire Giants (AC=4, H.P. 55 each). Each Fire Giant commands a squad of 5 Trolls (AC=4, H.P. 35 each). The Trolls wait 40' away along the east and west walls of the room for the Fire Giant's command.

When the party enters the cavern, Clarissa, or her successor will demand the reason for your presence.

DM'S NOTE: At this point it is up to the DM to decide just what the characters can do, and what Clarissa's reaction to them will be. Sooner or later, the party will have to fight. How favorable their situation is, depends on what steps they decide to take.

When the High Priestess is attacked or decides to attack she will motion and the Fire Giants and Trolls will rush to attack.

The High Priestess and her guardian will attack any who break through and near the dais.

The battle will continue until one side or the other is victorious. However, if the High Priestess is killed, the glowing webs of fire die and from the rooms on each side of the dais emerge two Retrievers. They will enter the battle.

The party members who survive this ordeal will find that the third room behind the dais is the treasure room. Besides all the treasure, on a silver pedestal in the middle of the room lays the Sacred Sceptre of Talinor.

In each of the other rooms where the Retrievers emerged is a Z treasure.

In the treasure room is a U treasure which consists of 10,000 gold pieces, 2000 platinum pieces, 50 gems worth 70,000 gold pieces, 25 pieces of jewelry worth 65,000 gold pieces, a +1 Neutral Sword with 3 wishes, 15 +1 Magic Arrows, a Shield of Missile Attraction -1, a Ring of Water Walking (10 charges), a Staff of Striking (13 charges), and the Gauntlet of the Master Thief.

In the treasure room is a door which opens onto a flight of stairs, going up. If the party goes up the steps (it takes 5 turns) they will finally come to a stone slab which slides open as they near the top of the stairs. The stone slab is actually the bottom of the statue depicting Death and the party will find themselves in front of the Temple of the Web. They have only to return the Sacred Sceptre to a grateful kingdom and the Quest for the Sacred Sceptre is completed.

RANDOM MONSTER TABLES FOR PASSAGES

There is a 1 in 8 chance of encountering a wandering monster in this scenario. Below is a table for determination of encounter:

1. 1-4 Manticores
2. 1 Iron Golem
3. 1 Neo-Otygugh
4. 1-3 Shambling Mounds
5. 1 Ghost
6. A Patrol (10 Warriors of the Web)
7. 1-4 Stone Giants
8. 1 (1-3) Pit Fiends
9. 1 Beholder
10. A pilgrimage (7-10 pilgrims)
11. 1 Andro-Sphinx
12. A Priestess of the Web & 4 Acolytes
13. 2-5 Salamanders
14. 1 Spectre
15. 1 (1-4) Ice Devils
16. 1-4 Basilisks
17. A Web Mage and his entourage
18. 1 Groaning Spirit
19. 1-4 Giant Scorpions
20. 1-4 Chimera

Web Patrol:

There will be 10 Warriors of the Web in the patrol, consisting of three 4th level fighters (AC=2, H.P. 25 each) wielding a normal sword, three 5th level fighters (AC=1, H.P. 30 each) wielding a +1 sword, three 6th level fighters (AC=0, H.P. 35 each) wielding a +2 sword, and a leader of 7th level AC=-1, H.P. 40) wielding a +3 sword.

Web Pilgrims:

A pilgrimage will consist of 7-10 pilgrims (AC=10, H.P. 8 each)

armed only with wooden staves. However, since these are religious fanatics, there is a 25% chance the pilgrims will recognize your party as false and attempt to make an outcry against you. Circumstances, and the DM will determine whether they are able to report their findings or not.

Priestess of the Web and Acolytes:

Refer to the Priestess and Acolytes encountered in the Temple of the Web.

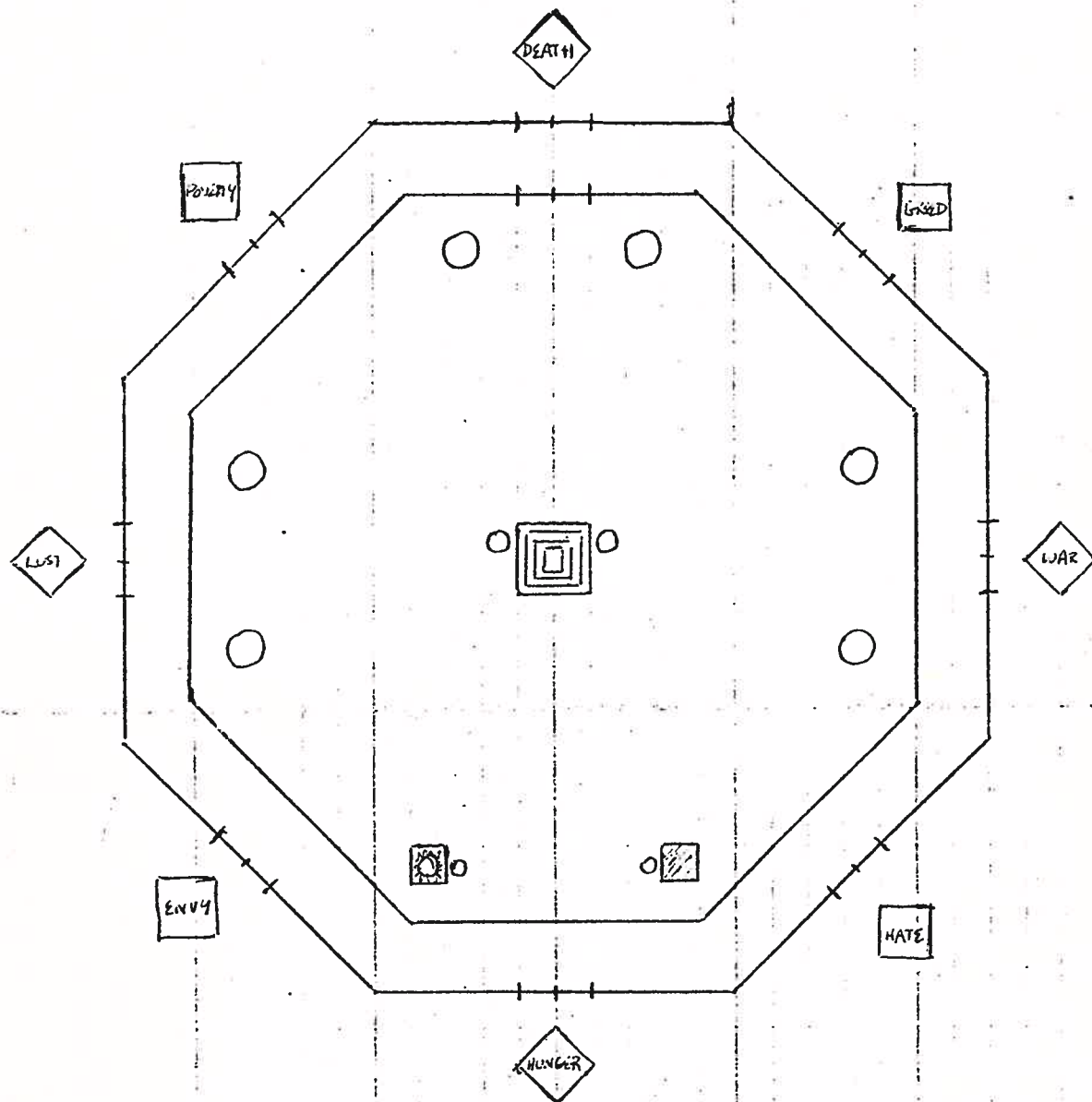
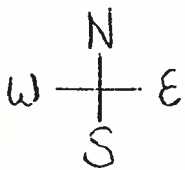
Web Mage and his Entourage:

There will be 4 Warriors of the Web traveling with a Magician of the Web. The Warriors will be a 4th level fighter (AC=2, H.P. 25), a 5th level fighter (AC=1, H.P. 30), a 6th level fighter (AC=0, H.P. 35), and a 7th level fighter (AC=-1, H.P. 40). The magic-user will be 9th level (AC=0 because of Bracers of Defense AC=2 and a Ring of Protection +2; H.P. 32) and will be able to use the following spells:

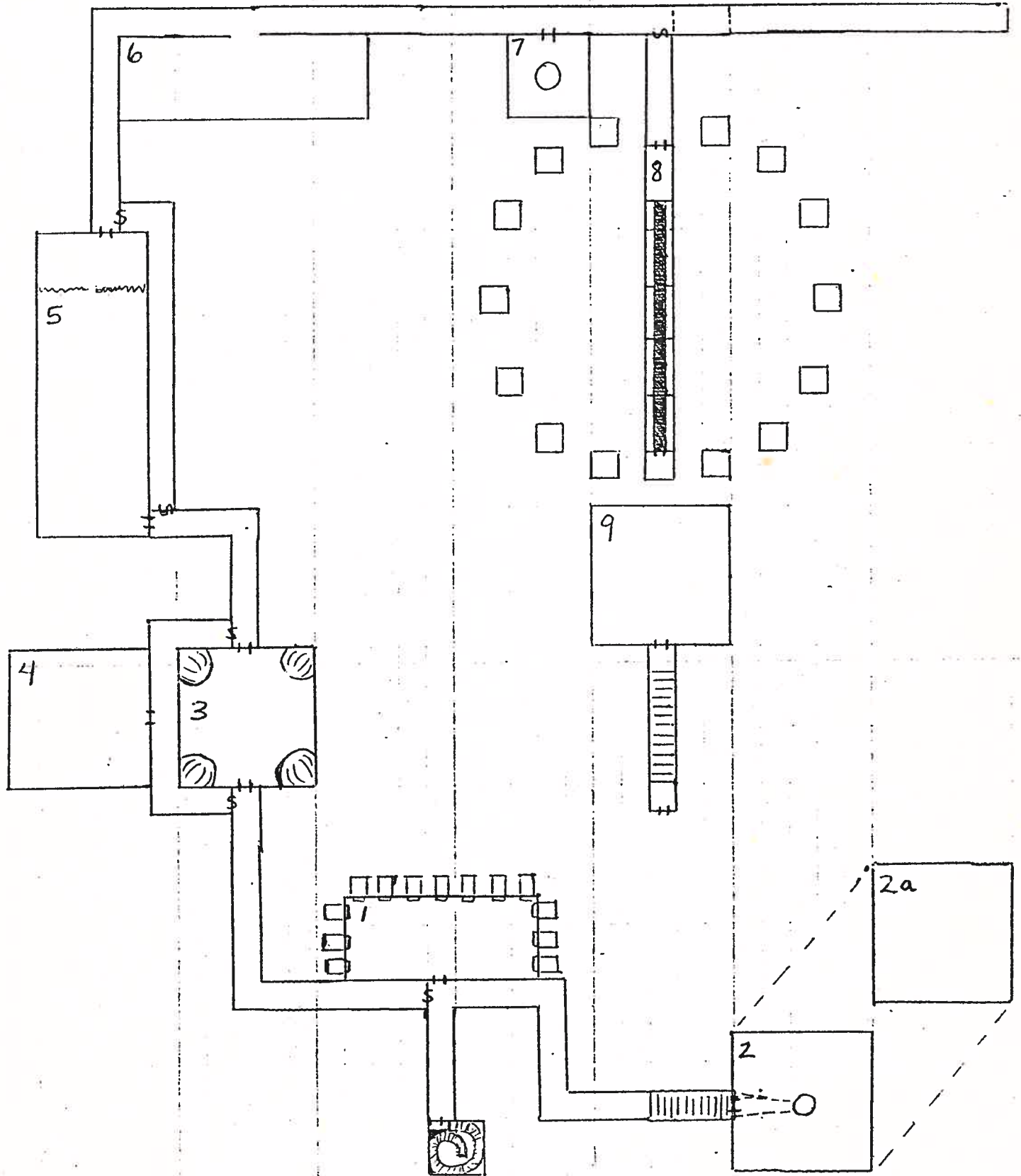
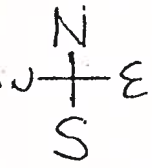
1st level: Charm Person, Magic Missile, Feather
Fall, Shocking Grasp
2nd level: Invisibility, Stinking Cloud, Web
3rd level: Fireball, Lightning Bolt, Slow
4th level: Ice Storm, Charm Monster
5th level: Cone of Cold

The Web Mage also has a Wand of Paralyzation (10 charges).

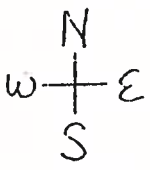
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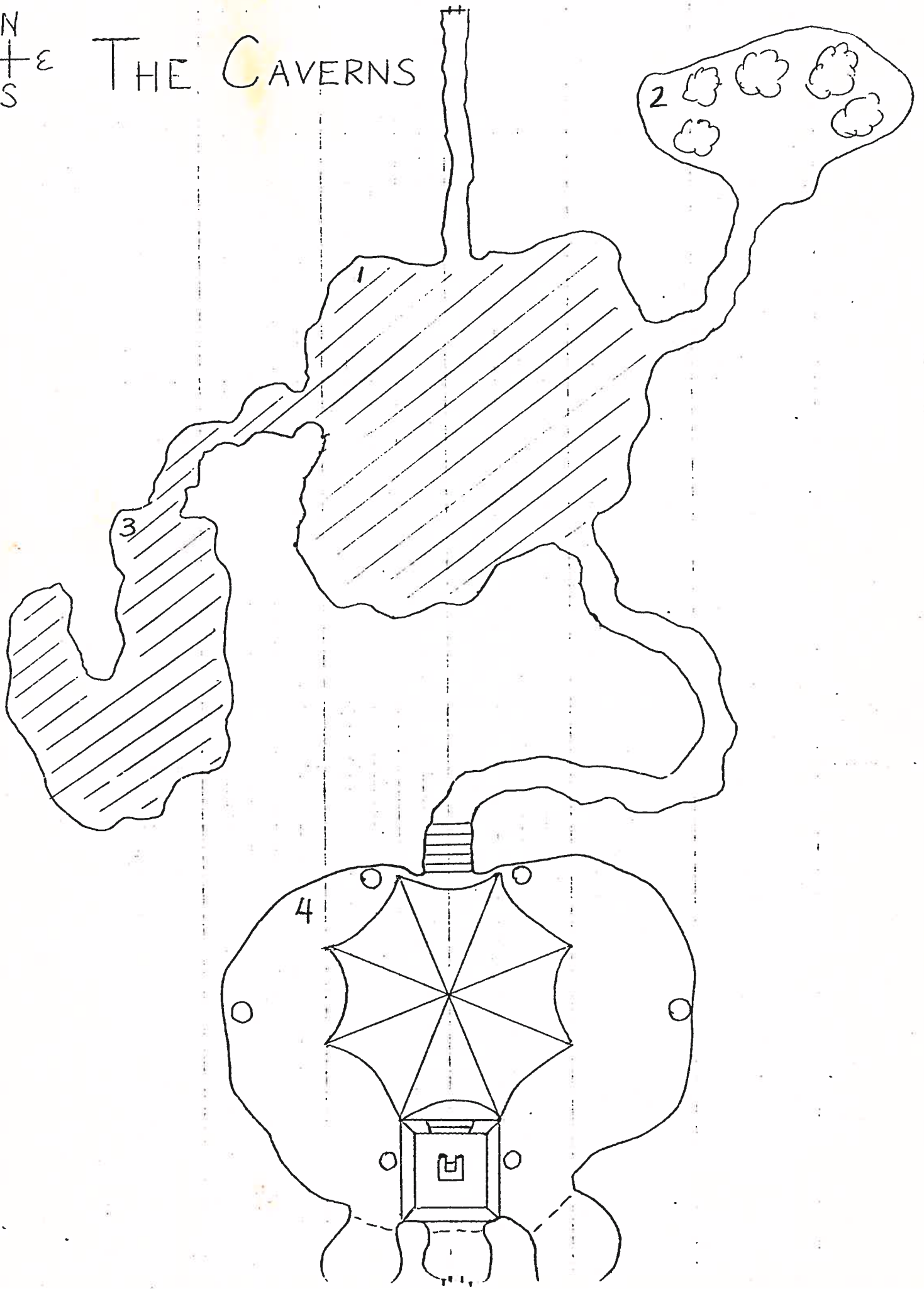
THE VAULTS



each square = 10'



THE CAVERNS



TO FIND THE WAY TO WHAT YOU SEEK
PAY HOMAGE TO THE SPIDER QUEEN.

PRESENT YOURSELVES AS MILD AND MEEK
AND YOU'LL RECEIVE A BLADE THATS KEEN.

POUR BLOOD ON THE SKY,
AND SPIT ON THE SUN,

KEEN BLADE IN THE EYE,

TURN ONCE AND YOU'RE DONE.

THE WAY YOU SEEK WILL THEN APPEAR,

BE WARY, FRIEND, FOR DEATH IS NEAR.