

# The Unlikely Wizard of the Silken Caves

THESE CAVERNS ARE INHABITED BY A SPIDERY FOE OF CRUDE, ECLECTIC TASTE. SHE SPENDS HER TIME COMMUNING WITH HER PATRON DEMON 'XILL', BREWING ALCHEMICAL ABOMINATIONS, AND HAS RECENTLY TAKEN ON AN APPRENTICE.

THE CAVERNS ARE THOROUGHLY TRAPPED, IN THE HOPES THAT INTERLOPERS ARE SOONER CAUGHT IN A WEB THAN GIVEN ENTRY INTO THE SANCTUARY OF DINERVA.

MURUS IS A SWEET COUNTRY GIRL WHO COULD NOT AFFORD TO FIND A TUTOR FOR MAGIC; SO, SHE HEARD OF THE MAD SPIDER WIZARD IN THE CAVES AND WENT OFF TO ASK FOR HER HELP.

DINERVA GLADLY ACCEPTED, AND MURUS LEARNS MORE OF ALCHEMY AND SPELL-CRAFT EACH DAY. MURUS'S FAMILY, HOWEVER, MISSES HER.

## Trap A:

Invisible Spiderwebs that become visible once touched. Require help to escape and are flammable.

**Trap B:** A hallway lined with bronze spikes on the bottom, tipped with paralyzing poison. Impossible to walk through normally. The halls are covered in Trap A.

**Trap C:** A glyph that, when disturbed, spits out a gout of acid, dealing a hit die of damage

**Trap D:** The floor is rigged to fall out from underneath into a pit of spiderwebs.

**Dinerva:** Huge Spider, 6 Hit Dice. ATKS: Leg Pierce, Poison Bite, Magics, can weave or shoot webs.

Opponents who fail her bite save are paralyzed and slowly are digested from within. Can walk on walls. Can speak. Black widow with a red skull on her back instead of an hourglass. Fears fire, fond of Murus.

Magics: Shadowstep (Turn into shadow, teleport to another dark place with 1 other creature), Fireball, Invisibility (When cast on objects, it doesn't go away until they are disturbed.)

Lesser Magics: Bolt of Fire, Acidic Splash, Hell's Touch (Causes immense Pain).

**Murus:** Young Human Wizard. 3 Hit Dice. ATKS: Small Dagger, Magic.

Her dagger is poisoned; After it strikes a creature, they lose their sense of direction. Can walk on walls. Doesn't want to hurt people, loves Dinerva.

**Magics:** Glyph (Seals a spell inside of a rune, causing it to be released when disturbed.), Seal (Seals a defenseless creature inside of a painting, bottle, or writing.), Fireball, The Fantastic Gyrotor (Causes a creature to be suspended in the air and spun rapidly, dealing a die of Force damage per round it's sustained). **Lesser Magics:** Bolt of Fire, Web Rope (Pulls caster to target destination.)

**Milk Spiders:** Medium Spiders, 1 Hit Dice. ATKS: Minor bite, Minor poison. Bitten creatures glow for 1d4 hours.

Tiny spiders with bulbous abdomens full of glowing 'spider milk'. They glow like a lantern, and stay put when set down. They attack if touched.

## MISC:

ZOMBIE  
SKELETON  
BLACK OOZE  
GIANT SPIDER (Medium)  
STALAGMITE  
MIMIC (Has 1d6 tentacles, pulls things towards it with each tentacle, bites once per round.)  
LESSER DEMON

These skull pillars suck in light, leaving only darkness. They trap souls if creatures die here. They sigh in relief if destroyed.

Dinerva and Murus wander the caves at will.

**1:** The entrance to the dank, sticky caverns is extremely vertical. Large openings are seen, clearly dug out by wall-crawling creatures. Patches of thick cobweb fill the room in various places, and tiny spiders scuttle away from interlopers. Light sources are dimmed in the dungeon unless the Orb in room 7 is destroyed.

**2:** This ground-level tunnel is a short pathway meant to trap interlopers; The passage is covered with **Trap A**.

**3:** This passage is 10' off of the ground. Inside is nothing but more **Trap A**.

**4:** At the end of the easily navigable passage is a room with an empty treasure chest attached to the wall with web. The treasure chest has **Trap C** inside. The floor of the room is **Trap D**.

**5.1, 5.2:** A hallway lined with **Trap A** and **Trap B** all the way through.

**6:** This room is a small temple dedicated to Xill. Two dead humans sit inside cells along the wall; The last cell contains an unconscious man afflicted with a horrible plague and boils. Corpses have Adventurer Loot.

**Murus Loot:** Gloves that let you cast Web Rope. Whatever else you want to add.

**Dinerva Loot:** Widow's Veil. A giant-spider-sized veil that grants sight of invisible demons or objects.

Alter loot, found items, or anything else as needed!

A pit on the floor is full of what appears to be boiling spider eyes. Dinerva can activate this pit to summon Giant Spiders forth from it.

**7:** A shrine to Xill. On a pedestal before a statue of Dinerva is a floating orb made of shadows. If destroyed, this releases a **Lesser Demon**, and light sources in the caves go back to normal.

**8:** The Void Pond. A pool of pure shadow on the ground. This pond leads to the ceiling of room 12. Anything that's dipped inside of it is reanimated, whether it be a full corpse or a piece of beef jerky. It is surrounded by 2d6 **Zombies** staring into the pond, waiting.

**9:** A curving hallway looping around the room. The floor is entirely **Trap D** for 25 feet in. Deeper in, where it's marked on the map, the passage is filled with **Trap A**.

**9.1:** An Orc (Or equivalent hostile sentient) is bound in webs, and will beg for help. He is infested with **Milk Spider** eggs.

**10:** Steep stairs lead into a room with 4 pedestals, one in each corner. Above each is a floating orb. At the far end of the room is a giant portal with an intricate tapestry of woven spiderweb behind it. Removing the tapestry reveals a secret passage that leads to Level 2. When an orb is touched, it glows and activates. Once all four are activated, the Portal will open, showing only a jet black pool. Going through it sends a creature to the pit in room 13.

**10.1:** This passage leads to Level 2.

**11:** Murus's Room. Three **Trap C's** are hidden by the entrance. A hammock woven from spiderweb sits in one corner, with a work desk and chair against the wall. Alchemy supplies are on the table, and a cauldron over a coal pit next to a narrow vent leading to the surface. There is a pleasant garden of flowers at the far end, being lit by the light from **Milk Spiders** scattered about the room. The shelf contains a potion that grants permanent wall-walking at the cost of a painful transformation and permanently sticky hands (action to swap held items), human brain in a jar, strawberry preserves, sugar, oatmeal, fruit, bug meat, and spider milk.

**12:** In level 2, all corpses are brought to life as undead in Dinerva's service. A large spider-sized throne sits at the back, woven from webbing. A secret passage behind it leads to room 13.

**13:** 3d4 **Giant Spiders** infest this room. It contains the corpses of several commoners and three adventurers. On their bodies is a spell scroll, adventurer loot, and 3d10x10 coin. A pit in the center of the room is filled with spiderwebs, and a large black disc. Anything that goes through the portal in room 10 comes out of the big black disc.

**14:** Dinerva's Lab. The pentagram summons a **Lesser Demon** if the candles are lit using the candles on the shrine against the south wall. This demon cannot leave the circle without permission of that which summoned it. A **Black Ooze** stuck inside of a **Zombie** is strapped to a table on the north wall along with 2d4 **Skeletons**. A **Black Mirror** that reflects only your corpse rests on the shrine; The undead risen here serve whoever is attuned to it, and it grants Shadowstep.

**15:** This room is covered in green moss. Two **Stalagmite Mimics** are hidden inside. The cauldron is full of diseased bile.