

Q1 Queen of the Demonweb Pits

A 5e Conversion Guide

Introduction: The following information is a 5e D&D conversion of the various monsters, creatures, spells, magic items, and encounters for the classic D&D module Q1 Queen of the Demonweb Pits. The original module, the Monster Manual, and either Volo's Guide to Monsters or Monsters of the Multiverse are required to use this conversion guide.

by Ernie Noa



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

Q1 Queen of the Demonweb Pits

Welcome to the 5e Conversion Guide for Q1 Queen of the Demonweb Pits. As per the rules of DMs Guild, this is a streamlined, bare-bones conversion guide for someone who already owns the classic adventure (i.e., encounter-by-encounter conversion notes with any 5e stats needed, leaving out all other content.

Thank you from the Author

Thank you for purchasing and downloading this 5e conversion. I sincerely hope you find it useful. If you find any issues, please post a note on DMs Guild and I will try to correct them.

For information about my other 5th Edition conversion guides, original adventures as well as my general thoughts about role-playing games, please visit my blog [Ernie Noa's RPG Blog \(enoa4rpg.blogspot.com\)](http://Ernie Noa's RPG Blog (enoa4rpg.blogspot.com)).

Time and Resource Management

Dungeon exploration in early D&D was very much about resource management. How long would a torch last while exploring a dungeon and would characters escape before it went out. Limited resources, puts pressure on the characters. It is recommended that the Dungeon Master carefully track the passage of time as this directly impacts the use of the limited resources the characters have.

Preface, Background and Notes for the Dungeon Master

These sections may be used as written in the original adventure. Details on the platinum EGG are included in Appendix B, magic items.

Spell Alterations

As noted in the original adventure, Lolth's Web in the Abyss is an environment quite unlike Prime Material Plane. The following spells arranged in alphabetical order do not function or function differently while in the Demonweb.

Furthermore, clerics and paladins have greater difficulty contacting their deities while on the Demonweb and are unable to regain spells or spell slots of 4th level or higher. These may be regained in any of the worlds accessible on the 4th level of the Demonweb.

Animate Object This spell will have no effect, the doors, fog, and pathways are parts of Chaos.

Arcane Gate This spell does not work.

Banishing Smite This spell will do force damage only against creatures summoned from planes other than the Abyss and is thus useless against any demon.

Banishment This spell will only work against creatures summoned from planes other than the Abyss and is thus useless against any demon.

Call Lightning Storms on the abyss are not natural and this spell will not function.

Commune Before the spell, the cleric will realize that while in the Abyss, contact cannot be made with the god. If cast anyway, it will not work.

Clairvoyance Every door on the web leads to another plane, which is beyond the range of the spell

Continual Flame Magical flame will illuminate the path, but not the fog and mists.

Control Weather This spell will have no effect. The weather of the Demonweb is beyond the control of any mortal being.

Conjure Celestial The caster cannot open a channel to the required plane and the spell will fail.

Conjure Elemental The caster cannot open a channel to the required plane and the spell will fail.

Conjured Fey The caster cannot open a channel to the required plane and the spell will fail.

Conjure Minor Elementals The caster cannot open a channel to the required plane and the spell will fail.

Conjured Woodland Beings The caster cannot open a channel to the required plane and the spell will fail.

Detect Good and Evil This spell will only work against creatures summoned from planes other than the Abyss and is thus useless against any demon.

Detect Magic The spell functions, but the entire Demonweb radiates magic.

Detect Thoughts Every door on the web leads to another plane, which is beyond the range of the spell

Dispel Magic The spell will have no effect if cast on the web itself or into the maelstrom.

Earthquake The spell will cause the Demonweb's pathway to buck like a wild pony. Characters must

make a DC 15 Dexterity saving throw or be thrown off into the abyss, lost forever.

Dimension Door This spell does not work. It does not function within the web, nor does it allow interplanar travel.

Fly If cast on the web it will not function, but the spell slot will not be used either.

Gate Lloth will prevent gates from being opened in the Demonweb.

Greater Invisibility In the web, any creature can sense the invisible person's location by vibrations if they are within 15 feet, essentially negating the effect of the spell.

Greater Restoration There is a 10% chance that the spell will unwittingly draw upon the energy of the abyss adding another unwanted contention; a level of exhaustion, the poisoned condition, disease, etc... to be selected at the DMs discretion. The spell will always function normally when curing insanity or feeblemind.

Heat Metal This spell will not work against Lolth's palace, otherwise, it functions normally.

Invisibility In the web, any creature can sense the invisible person's location by vibrations if they are within 15 feet, essentially negating the effect of the spell.

Insect Plague There are no insects in the Abyss that will answer a character's summons. The spell *will* work properly for the inhabitants of this plane, as small insect-like creatures used to torture lost souls will respond to them

Jump Vertical jump distance is limited to 6 feet on the abyss. Horizontal jump distance is tripled as normal.

Lesser Restoration There is a 20% chance that the spell will unwittingly draw upon the energy of the abyss adding another unwanted contention; a level of exhaustion, the poisoned condition, disease, etc... to be selected at the DMs discretion.

Levitate Creatures may only levitate 6 feet within the Demonweb.

Light Magical light will illuminate the path, but not the fog and mists.

Locate Object Web used in the web the proper direction will be indicated, but in each round the spell will randomly point up or down

Magic Jar There is a 30% chance per turn that a lost soul will inhabit the caster's body per turn. The body will leap up, dance about, and cry about its new-found freedom and home. It will cooperate with anyone willing to lead it out of the Abyss but knows nothing of Lolth. It will be very protective of its new body.

Casting banishment on an occupied body may cast the unwanted occupant out if they fail their saving throw.

Maze This spell will function for one round only.

Move Earth The material of the pathways of the web is not real stone, earth, or sand and is therefore unaffected.

Raise Dead There is a 45% chance that the soul of a Vrock will inhabit the body that is being raised. If this occurs the Vrock will try to lead the party astray or into danger. The player may be asked to role-play the part of the Vrock. Casting banishment on an occupied body may cast the unwanted occupant out if the Vrock fails their saving throw.

Reincarnation This spell should be adjusted as per the original adventure.

Resurrection There is a 1 in 4 chance that the soul of a Vrock will inhabit the body that is being raised. If this occurs the Vrock will try to lead the party astray or into danger. The player may be asked to role-play the part of the Vrock. Casting banishment on an occupied body may cast the unwanted occupant out if the Vrock fails their saving throw.

Rope Trick This spell may be used to climb to another pathway, if a character climbs into the extradimensional space at the top of the rope, a room of the web may be reached. Roll 1d20. A roll of 1 to 12 indicates that a room has been reached. 13-20 indicates the normal pocked space has been reached.

Speak with Animals This spell will function with normal animals brought from the prime material plane, but it will not work with the twisted animals found in the abyss.

Spiritual Weapon This spell will fail while in the Demonweb.

Summon Aberration Any creature summoned will look disgusting and horrible. Any character viewing them must succeed at a DC 15 Wisdom save or be affected as by a fear spell.

Summon Beast Any creature summoned will look disgusting and horrible. Any character viewing them must succeed at a DC 15 Wisdom save or be affected as by a fear spell.

Summon Celestial The caster cannot open a channel to the required plane and the spell will fail.

Summon Elemental The caster cannot open a channel to the required plane and the spell will fail.

Summon Fey The caster cannot open a channel to the required plane and the spell will fail.

Summon Fiend The caster cannot open a channel to the required plane and the spell will fail.

Summon Greater Demon Any demon summoned will instantly know that it is in the Abyss. Greater demons will elect to stay only 25% of the time. Lolth will automatically and immedicably summon an equal amount of demonic beings to destroy the summoned demons.

Summon Lesser Demons Any demon summoned will instantly know that it is in the Abyss. Lesser demons are frightened and will retreat and despawn immediately.

Summon Shadowspawn The caster cannot open a channel to the required plane and the spell will fail.

Summon Undead Any creature summoned will look disgusting and horrible. Any character viewing them must succeed at a DC 15 Wisdom save or be affected as by a fear spell.

Tree Stride This spell does not work. It does not function within the web, nor does it allow interplanar travel.

Teleport This spell does not work. It does not function within the web, nor does it allow interplanar travel.

Teleportation Circle This spell does not work. It does not function within the web, nor does it allow interplanar travel.

Wind Walk This player will start to fail as soon as the cleric leaves the pathway of the Web and the caster will start to spin uncontrollably. The player must declare that he or she is immediately returning to the pathway or be blown away by the winds of the maelstrom and be lost forever.

Word of Recall The caster will feel queasy and unsteady, but will not teleport to the desired location. The spell ultimately fails.

Magic Item Alterations

Spells related to magical transportation, and flying are non-functional or impeded (see above). Similarly, spells related to conjuring or summoning are limited. Similar restrictions should be applied to magic items.

Following is a partial list of impacted magic items.

Boots of Levitation See levitation spell.

Horn of Blasting Functions normally, but it cannot damage the walkways or doors of the Demonweb.

Potion of Gaseous Form Any character that moves into the fog surrounding the Web must succeed at a DC 15 Wisdom saving throw or be lost in the maelstrom.

Portable Hole The extradimensional space may open into a room of the Demonweb. Roll 1d20. A roll of 1 to

12 indicates that a room has been reached. 13-20 indicates the normal pocked space has been reached.

Rod of Rulership Not powerful enough to be effective in the domain of Lolth.

Ring of Djinn Summoning Does not function, most items related to summoning or conjuration will not work, unless they are summoning demons. Then see the summon lesser \ greater demon spells.

Ring of Regeneration This restores hit points normally, but if lost limbs are restored they will be distorted and demon-like, either scaled, leathery, or covered with hair.

Details on the Web

The Demonweb appears as described in the original adventure. Darkvision does not penetrate the mists of the Demonweb.

According to the original adventure, characters who step off the path into the mists are lost forever. It is suggested that characters be allowed to attempt either a DC 20 Strength (Athletics) or Dexterity (Acrobatics) check to reach the path and avoid being swept away forever.

Overpasses and underpasses generally will not be seen by characters because of the swirling fog that surrounds the Web. If the party states that they are looking for an underpass or overpass they must succeed at a Wisdom (Perception) check. The DC of the check varies depending upon the movement speed of the characters

Movement Rate Wisdom (Perception) DC

Standing Still	DC 8
Walking	DC 15
Running	DC 20

Wandering Monsters

While in the Demonweb, wandering monsters may be encountered every 30 minutes. While crossing and overpass or underpass and additional checks should be made. Monsters encountered on an overpass will silently flo9at down from above (due to the permeant feather fall) granting them advantage on stealth checks as they approach. Wandering monsters will not occur in any of the rooms of the Demonweb. Encounters occur on a 1 on 1d6.

To Determine the type of wandering monster roll 1d4 while on the 1st level of the Demonweb and 1d10 while on the 2nd or 3rd levels of the Demonweb.

Level 1

- 1) 1d4 Large Pedipalpi (See Appendix A)
- 2) 1d4 Giant Scorpions (MM page 327)
- 3) 1d4 Large Solifugids (See Appendix A)
- 4) 1d4 Giant Spiders (MM page 328)

Level 2

- 1) 1d2 Driders (MM page 120)
- 2-3) 1d4 Huge Pedipalpi
- 4-5) 1d4 Giant Scorpions (MM page 327)
- 6-8) 1d4 Huge Solifugids (See Appendix A)
- 9-10) 1d12 Giant Spiders (MM page 328)

Level 3

- 1) 1d4 Driders (MM page 120)
- 2-3) 1d4 Giant Pedipalpi
- 4-5) 1d6 Giant Scorpions (MM page 327)
- 6-8) 1d4 Giant Solifugids (See Appendix A)
- 9-10) 1d8 Giant Spiders (MM page 328)

Web Level One

1. Chamber of the Trollguards

Use **10 Trolls** (MM page 291).

The room is dark granting the trolls advantage on their stealth check as the party approaches.

Characters searching the trash will find the treasure with a DC 5 Wisdom (Perception) check.

2. The Stronghold of Trose

The glyph of warding causes fear, as per the 3rd level spell. Characters must succeed at DC 17 Wisdom saving throw or be affected by the fear spell.

Use five **werewolves** (MM page 211) for the imprisoned female werewolves.

Use one **Trose** (see Appendix A).

Otherwise, the treasure and encounter are as written in the original adventure.

3. Gnoll Barracks

Use **66 Gnolls** (MM page 163).

Use 3 **Gnolls** (MM page 223).

The furniture will provide the gnolls with partial cover (+2 AC).

Monetary treasure is as written in the original module.

Magical treasure includes a **rope of climbing**, a **potion of gaseous form**, a **potion of invulnerability**, a **potion of poison**, and a **potion of treasure finding**. Details on the potion of treasure finding are in Appendix B.

4. First Teleportation Room

Use four **Vrock** (MM page 64) as the type I demons.

Otherwise, this encounter may be run as originally written.

Web Level Two

5. The Magnetic Chamber

Use **30 Bugbears** (MM page 33).

The mirror, a powerful loadstone will pull characters wearing metal armor (magical or otherwise) towards it. Once characters in metal armor enter the room, they must succeed in a DC 15 Strength save or be pulled 15' towards the mirror (loadstone). The DC increases to 20 for characters in plate mail. Characters must repeat the save each round or be pulled towards the mirror again. Characters who succeed at their saving throw may move, but while in range of the mirror, movement should be considered difficult terrain.

Otherwise, this encounter may be run as originally written.

6. The Black Chamber

Use **1 Drow female 6th level cleric / 5th level Fighter - Micarlin** (See Appendix A)

Use **1 Drow female 6th level cleric / 6th level Fighter - Zebeyana** (See Appendix A)

Use **1 Drow female 7th level cleric / 3rd level Fighter - Molvayas** (See Appendix A)

Use **1 Drow female 8th level cleric / 5th level Fighter - Ereida** (See Appendix A)

Use **1 Drow female 7th level Fighter / 7th level Wizard - Lesaonar** (See Appendix A)

Otherwise, the encounter may be run as originally written

7. The Chamber of Opposition

The mirror of opposition resembles a normal mirror, however as soon as a creature sees its reflection in the surface of the mirror an exact duplicate of that creature comes into being. This opposite immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and her items disappear completely. The mirror otherwise functions as noted in the original adventure.

When the door is opened one of the characters determined by the DM will look into the mirror and their duplicate will step out and attack. The ogres will treat the duplicate as their leader.

Use **20 Ogres** (MM page 237).

Monetary treasure is as originally written.

Potions include a **potion of delusion** (See Appendix A), a **potion of fire resistance**, a **potion of healing**, a **potion of invisibility**, a **potion of invulnerability**, a **potion of heroism**, and a **potion of treasure finding** (see Appendix A).

8. Second Teleportation Room

Use four **Hezrou** (MM page 60).

Should the party charge the illusionary Hezrou on the island, the four actual hezrou should be granted advantage on their stealth check as they emerge and attempt to surprise the party. Hezrou in 5e do not have the spell casting abilities of their original AD&D counterparts, and the tactics suggested in the original adventure should be adjusted. They do however have a stench ability which should be used as they emerge from the water. They also should be granted to Variant ability in the monster manual to summon a hezrou with a 30% chance of success.

Otherwise, the encounter may be run as originally written.

Web Level Three

9. Chamber of the Peace-Speakers

Use **4 Jackalweres** (MM page 193).

Characters inspecting the altars may notice the blood if they succeed at DC 16 Wisdom (Perception) check.

The jackalweres will use the tactics described in the original adventure. If possible they will try to put characters to sleep. Player characters will be asked to make a saving throw or fall asleep, but the dungeon master is encouraged to obfuscate the cause of the effect. Characters who succeed at DC 15 Intelligence (Insight) check will perceive that the gaze of the jackalwere is the cause.

Treasure is as written in the original adventure. The ring of contrariness is detailed in Appendix B.

Characters who make an effort to clean and restore the shrines will be healed 2d6 hit points.

10. The Lieutenants of Lolth

A. This area may be run as originally written

B. This door has a glyph of warding which will do 5d8 lightning damage in a 20' radius. Characters may attempt DC 17 Dexterity saving throw to halve the damage.

C. This door has a glyph of warding which will do 5d8 fire damage in a 20' radius. Characters may attempt DC 17 Dexterity saving throw to halve the damage.

D. Characters moving down this section, not the hallway may attempt a DC 20 Wisdom (Perception) will notice the peephole on the right-hand (north) wall).

This door has a glyph of warding which will cause paralysis. Characters may attempt DC 17 Constitution saving throw to avoid the effect. The paralyzation will last for one hour or until a lesser restoration or remove curse is cast upon the target.

E. When the party opens to door to this area, they will see the last 20' of the hallway filled by a blade barrier. The blade barrier will last up to 10 minutes as the drow in the area cast spells and ready themselves for the approaching party. The blade barrier will be dropped when they are ready.

F. The drow will be well prepared when players enter the room. They will cast spells, drink potions, etc.. and should be fully buffed and ready for action.

On Pyramid #1 (Left):

One **Drow Female 9th level Cleric \ 4th level Fighter**

(See Appendix A) as Ardulace.

One **Drow Male 9th level Wizard \ 4th level Fighter** (See Appendix A) as Anatlab.

On Pyramid #2 (center):

One **Drow Female 11th level Cleric \ 6th level Fighter**

(See Appendix A) as Minolin.

One **Drow Male 12th level Wizard \ 5th level Fighter**

(See Appendix A) as Riklaunim.

On Pyramid #3 (Right):

One **Drow Female 8th level Cleric \ 5th level Fighter**

(See Appendix A) as Lirdnalu.

One **Drow Male 8th level Wizard \ 5th level Fighter** (See Appendix A) as Adinirach.

The drow quarters are as described and have 6 potions of superior healing and all of the monetary treasure included in the original adventure.

11. The Burial Chamber

1d4+1 rounds after player characters enter the room and begin investigating 2d4 ghouls (MM page 148) and 1d3 ghaunts (page 148) will erupt from the ground. Ghouls and ghaunts will continue to crawl out of the ground each round until 8 ghouls and 3 ghaunts are attacking.

Before the attack party members will be able to move easily and pick up 1d6x10 coins and 1d4 gems each round. Roll 1d10 to determine the type of coin.

1-3: cp

4: sp

5-6: ep

7-8: gp

9-10: pp

No more than 10,000 coins may be found. Gems will be found from 1d10x100gp in value. No more than 20 gems may be found.

Each turn spent searching characters may attempt a DC 20 Wisdom (Perception) check. On success, they find a magic item. Only the following items may be found

1) **Scroll of Protection from Lycanthropes** (See Appendix B)

2) **Potion of Undead Control** (See Appendix B).

3) **Long Sword +1, +2 vs Wizards, Sorcerers, and Warlocks**

4) **Spell Scroll of Otto's Irresistible Dance, Detect Thoughts, and Burning Hands**

12. Third Teleportation Room

Use three **Glabrezu** (MM page 58).

The glabrezu will use their confusion spell ability to split the party. If they successfully grapple someone in their pincer, they will attempt to throw them into the fire pit. Characters in the fire pit will take 3d4+3 points of fire damage each round they are in the pit.

Otherwise, the encounter may be run as originally written.

Web Level Four

There are no wandering monsters on web level four. The doorways and membranes to each world on level four function as described in the original adventure.

A. The Kingdom of Caer Sidi

The Kingdom of Caer Sidi is as described in the original adventure.

Any Pharisees (elves) native to Caer Sidi take an additional 1d6 force damage if they are struck by a cutting weapon of iron or steel.

Duke Alfric, the ruler of Caer Sidi is described in Appendix A. If the characters forge an alliance with the duke he will offer up to three magic items to aid them on their quest including a **ring of protection +2**, a **wand of illumination** (See Appendix B), and a **Belt of Frost Giant Strength**.

Lolth's Forest:

Die Roll Encounter

01-20 3d10 Bugbears (MM page 33)

21-40 4d4 Gargoyles (MM page 140)

41-70 1d6*10 Gnolls (MM page 163)

71-95 1d6+3 Minotaurs (MM page 223)

96-100 2d10 Ogres (MM page 237)

Kingdom of Caer Sidi

Die Roll Encounter

- 01-50 1 Scouting party (see below)
- 51-60 1 Aerial patrol (see below)
- 61-80 1d3 Knights (see below)
- 81-85 1d4 Unicorns (MM page 294)
- 86-90 1d3 Manticores (MM page 213)
- 91-95 Gardeners (See below)
- 96-100 1 Hunting Party (See below)

Scouting Party: The scouting party includes six **Scouts** (MM page 347). 50% of the time they are mounted on **Riding Horses** (MM page 336). They are led by one **Fighter \ Magic-User** (See Appendix A).

Aerial Patrol: The patrol consists of 1d4+1 **Knights** (MM page 347), 2d6 **Guards** (MM page 347), and one **Fighter \ Magic-User** (See Appendix A). All are mounted on **Griffons** (MM page 174).

Knights: 1d3 **Knights** (MM page 347), each accompanied by 10 **Guards** (MM page 347) as squires.

Dwarven Gardeners: Use 1d6 **Commoners** (MM page 345) Dwarven Gardeners with 1d4+20 **Goats** (MM page 330) as Sheep.

Hunting Party: 2d4 **Knights** (MM page 347), 1d4 **Fighter \ Magic-User** (See Appendix A), 1d4 **Scouts** (MM page 347) and 1d10+10 **Nobels** (MM page 348) as Pharisees. In addition, the group is 1d10+20 **mastiffs** (MM page 332) as hunting dogs and 1d4-1 **eagles** (MM page 322) as trained falcons.

B. The Frozen Lands

Characters making their way through these harsh lands must succeed at a DC 20 **Wisdom (Survival)** check to find adequate shelter against the elements. Without adequate shelter, it is impossible to take a short or long rest. Characters without adequate cold weather gear must make a DC 18 **Constitution** saving throw or gain one level of exhaustion.

The forts are as described, but the potion of extra healing is a **potion of superior healing**. The **potions of human-control** and **white dragon control** are described in appendix B. Forts are occupied by **Bugbears** (MM page 33), **Ogres** (MM page 237), and a **Frost Giant** commander (MM page 155).

Check for random encounters every 3 hours (a 1 in 6 chance).

Die Roll Monster

- 01-15 1d10+5 **Bugbears** (MM page 33)
- 16-18 1d3 **Adult White Dragons** (MM page 101)
- 19-25 1d4 **Ettins** (MM page 132)
- 26-35 2d8 **Winter Wolves** (MM page 340)
- 36-50 1d4 **Frost Giants** (MM page 155)
- 51-65 1d6 **Yeti** (MM page 305)
- 66-75 1d8+5 **Gnolls** (MM page 163)
- 76-80 1d6 **Werewolves** (MM page 211)
- 81-95 1d4+5 **Ogres** (MM page 237)
- 96-100 1 **Remorhaz** (MM page 258)

Otherwise, this land is as described in the original adventure.

C. The Great Ocean

Wandering Monsters on Shore:

Check for random encounters on land every hour (a 1 in 6 chance).

Die Roll Monster

- 01-50 1d12x10 **Tribal Warriors** as Headhunters (MM page 350)
- 51-75 1d4+5 **Trading Fleet** (See Below)
- 76-80 1d6 **Boar** as warthogs (MM page 319)
- 81-90 2d6 **Giant Crabs** (MM page 324)
- 91-95 2d6 **Jackals** (MM page 331)
- 96-100 1d3 **Giant Scorpions** (MM page 327)

Trading Fleet: 1d4+5 catamarans each with 20 chaotic good **bandits** (MM page 343).

Wandering Monsters at Shore:

Check for random encounters on sea three times a day (a 1 in 12 chance).

Die Roll Monster

- 01-10 1d4+5 **Trading Fleet** (See Below)
- 11-20 1d20x10 **Bandits** as Buccaneers (MM page 343)
- 21-30 1d10x10 **Ixitachitl** (See Appendix A)
- 31-40 2d20 **Dolphins** (Volos page 208 or Mordenkain's page 97)
- 41-50 2d12 **Lacedons** (Tales from the Yawning portal page 147 or use ghouls MM page 148 with the ability to swim and breath underwater).
- 51-55 2d8 **Gargoyles** with the ability to swim and breathe underwater as Kopoacanth (MM page 140).
- 56-60 1 **Morkoth** (Volos page 177 or Mordenkain's page 186)

- 61-70 1d12 **Whales** (MM page 331)
 71-75 1d4*10 **Sahuagin** (MM page 263)
 76-80 1 **Giant Octopus** (MM page 326)
 81-90 2d10*10 **Locathah** (Ghost of Saltmarsh page 243)
 91-95 1d10+10 **Giant sea eels** (Ghosts of Saltmarsh page 236)
 96-98 1 **Sea Hag** (MM page 179)
 99-100 1 **Dragon Turtle** (MM page 119)

Trading Fleet: 1d4+5 catamarans each with 20 chaotic good **bandits** (MM page 343).

D. The Black Fen

Wandering Monsters during the Day:

Check for random encounters during the day every three hours (a 1 in 6 chance).

Die Roll Monster

- 01-10 1d2 **Adult Black Dragons** (MM page 88)
 11-17 1d2 **Roper** (MM page 261)
 18-21 1 **Catoblepas** (Volo's page 129 or Mordenkain's page 70)
 22-35 2d6 **Crocodile** (MM page 320)
 36-40 1d4 **Giant Crocodile** (MM page 324)
 41-45 2d4x10 **Gnolls** (MM page 163)
 46-50 1d3 **Harpy** (MM page 181)
 51-60 3d6 **Giant Leeches** (See Appendix A)
 61-77 1d6 **Giant Lizards** (MM page 326)
 78-81 1d2 **Shambling Mounds** (MM page 270)
 82-90 2d4 **Giant Toads** (MM page 329)
 91-95 1d8 **Troll** (MM page 291)
 96-100 1d20+10 **Tribal Warriors** as Cavemen (MM page 350)

Wandering Monsters during the Night:

Check for random encounters at night every hour (a 1 in 8 chance).

Die Roll Monster

- 01-05 1d2 **Adult Black Dragons** (MM page 88)
 06-15 1d2 **Roper** (MM page 261)
 16-25 1 **Banshee** (MM page 23)
 26-40 2d6 **Stirge** (MM page 284)
 41-50 1d3 **Will-o-wisp** (MM page 301)
 51-60 1d6x10 **Gnolls** (MM page 163)
 61-75 3d6 **Giant Leeches** (See Appendix A)
 76-80 1d2 **Shambling Mounds** (MM page 270)
 81-85 2d4 **Giant Toads** (MM page 329)
 86-95 1d8 **Troll** (MM page 291)
 96-100 1d20+10 **Tribal Warriors** as Cavemen (MM page 350)

E. The Labyrinth of Arachne

Exploring the maze-like tunnels and passages of the Labyrinth will require a DC 20 **Wisdom** (Survival) check every 30 minutes by the lead character to avoid becoming lost. For each failed check a successful check must be made to find the path and begin making forward progress again.

For every 10 minutes in the tunnels, there is a 1 in 8 chance of a wandering encounter.

Die Roll Monster

- 01-10 1d6 **Swarms of Spiders** (MM page 338)
 11-42 1d12 **Giant Spiders** (MM page 328)
 43-74 3d10 **Giant Wolf Spiders** (MM page 330)
 75-79 1d4 **Phase Spider** (MM Page 334)
 80-95 3d6 **Survivors**
 96-100 1d6 **Fugitive**

The survivor and fugitive group size and makeup may be generated using the table in the original adventure. They are armed as per the description in the original adventure. You may use a mixture of **Commoners** (MM page 345), **Guards** (MM page 347), and **Scouts** (MM page 349) for NPC stat blocks.

F. Maldev

- Lolth's armies in Maldev consist of:
 8,000 **Gnolls** (MM page 163)
 2,000 **Bugbears** (MM page 33)
 150 **Ogres** (MM page 237)
 30 **Hill Giants** (MM page 155)
 20 **Troll** (MM page 291)
 10 **Perytons** (See Appendix A)
 6 **Umber Hulks** (MM page 292)
 1 **Adult Red Dragon** (MM page 98)

- The Dwarf Armies of Maldev consist of:
 4,000 **Dwarven Soldiers** (See Appendix A)
 500 Human **Guards** (MM page 347)
 100 **Brown Bears** (MM page 319)
 10 **Cave Bears** (MM page 344)
 50 **Giant Badgers** (MM page 323)
 5 **Pegasi** (MM page 250)

If the party leaves the besieged area the land will be barren and depopulated. Food and shelter will only be