

## 1: Queen of the Demonweb Pits - Wikipedia

*Queen of the Demonweb Pits (Q1)* is an adventure module for the *Dungeons & Dragons* roleplaying game written by David Sutherland. The "Q" in the module code is an abbreviation for "queen". [1] The module, a sequel to the D series of modules, [2] was novelized in

The system revealed exciting potential, but Gary set an ambitious goal. Whole worlds are awaiting creation, complete invention, that is. Players would wait years for any product to go beyond the prime material. In , Gary published module D3, Vault of the Drow. At its conclusion, the players locate a strange mural. For those who do not plan to play the sequel, Gary suggests that characters passing the gate be considered slain. But Gary seemed deterred by his own ambitious goals for planar adventures. The Demonweb The delay ended when artist David C. Sutherland III pitched his own finale. I had no creative control over it. The adventure reached print in For the first time, TSR demonstrated adventure on the outer planes. Queen of the Demonweb Pits gets some criticism for its execution. Players encounter ogres, trolls, ettins, bugbears, and even a roper, but no drow. On the other hand, she only has 66 hit points, so a careless DM could see her slain in a round. The module spends pages describing changes to the effects of spells cast on the Abyss, but no one liked dealing with all the changes. You can fault some details in Queen of the Demonweb Pits, but not its big ideas. Start with the Demonweb, a web of pathways floating through impenetrable fog. The material of the path moves slightly. The Demonweb captured an unsettling and chaotic feeling that suited the demon queen of spiders. Along the path, unsupported doors open into extradimensional spaces. On the last level of the web, the doors open on alternate material planes that she targets for attack or other schemes. In the Abyss, some spell effects change in evocative ways. For example, restoring an arm with the Regenerate spell may regrow a limb demonically twisted. Many players disliked the spider-ship for its collision of fantasy and steampunk. A diet of Michael Moorcock books and Arduin had already shattered my reservations about mixing such elements. The spider-ship seemed like a fitting creation for a goddess whose power spanned a multiverse. Fans of Planescape can find its roots in the Demonweb. She, as the chief priestess of the elemental deity, would then be the mistress of all. The final scenario was to have been one in which the adventurers got involved in the battle between the evil entities and made it so that both lost and were tossed back to their own planes, relatively powerless in the Mundane world for some time to come.

### 2: Dungeon Module Q1; Queen of the Demonweb Pits by David C. Sutherland III | LibraryThing

*In , TSR published the module named "Queen of the Demonweb Pits" with the module code "Q1". It was written by David C. Sutherland III and Gary Gygax, and illustrated by Jeff Dee, David S. LaForce, Erol Otus, Jim Roslof, and David C. Sutherland III. It consisted of a 32 page booklet and.*

Expedition to the Demonweb Pits takes characters from the planar city of Sigil to the darkest corners of the Outer Planes, gathering resources to battle the forces of Lolth, Demon Queen of Spiders. Wizards of the Coast: Expedition to the Demonweb Pits releases this month, a campaign adventure spanning several daunting planes of existence. To start with, fans of the 1st edition Queen of the Spiders series may well remember module Q1: Was Expedition to the Demonweb Pits influenced by this module, designed as a revision, or is it a completely new expedition? Of course Expedition was influenced by Q1, since there would be no Demonweb Pits without that classic module. But we took the plot in a new direction, focusing on Planescape elements such as the cities of Sigil and Zelatar, plus a wider web than the first one. Many elements carry across the history of the Demonweb: Possibly with more demons than usual. Lolth is making a big play for power in the Abyss and beyond. For PCs looking to better combat the drow, the book offers two new prestige classes. What can you tell us about the demonwrecker and the jaunter? What benefits might they provide a party undergoing this campaign adventure? Both prestige classes were designed for use by player characters, and focused on abilities that would be very useful both in this adventure and in a broader campaign. The demonwrecker is a fantastic class for any spellcaster seeking to get better at combating chaotic evil outsiders. Both a divine and an arcane version are included. The class focuses specifically on the typical qualities of demons. For the cleric or divine caster, the class offers much improved spell penetration and the ability to bypass DR in melee. For the arcane caster, the class provides the improved spell penetration and a unique ability to smite with a spell. The jaunter, well, jaunts. The prestige class presents characters, likely non-spellcasters, with the opportunity to gain spell-like travel powers. The class is a great boon to any party in terms of whole-party campaign travel with teleport and plane shift, but also provides effective tactical options with increased movement, benign transposition, and freedom of movement powers. Along the course of the adventure, Expedition to the Demonweb Pit leads through Sigil. What decision led to a return here, the "most famous planar metropolis in all existence? I wrote *In the Cage: A Guide to Sigil*, so it felt more like returning to a familiar neighborhood. The real reason for returning to Sigil is based on some of the characters that the heroes will meet, including both treacherous and helpful creatures in unexpected places. For those not familiar with Sigil, how would you explain the City of Doors And, just who or what is the mysterious Rule of Three? The City of Doors is the place where all the planar gateways connect, a city at the center of the cosmos on top of an infinite spire in the Outlands. Frequent visitors will find a map of a familiar tavern, and a new and important temple. The Rule of Threes is just the way that things in the planes come in threes: From Sigil, PCs may find themselves climbing the boughs of Yggdrasil, the world tree. A component of Norse mythological cosmology, how does it feature within Expedition? How does it connect the various "roads" leading to and from it? On then, to the Demonweb! For those who might not have had the pleasure of vacationing on the 66th layer of the Abyss, what can they expect in terms of its dangers--environmental as well as perhaps in terms of new creatures? The environment is exactly the same as it was first described for 3E in the Harrowing. The creatures are rather different though; I think the carnevus demon might get a lot of attention, and new giants, new mephits, and some updates like the lamia noble. Plus, there are several new Demon Lord aspects. Any advice for DMs running encounters in this layer, or for PCs planning an expedition there outside of their weapons and of course, what 1 spell or piece of gear you would recommend they have on hand? Scrolls of raise dead are always helpful in the Abyss. The items of legacy offer great power to PCs wanting to do well in the adventure. The items can be acquired early in the adventure and will be great assets. Spidersilk is a mithral shirt most arcane casters will love. Throughout the adventure, encounters are presented in the new format as seen in Expedition to Castle Ravenloft. What led to the development of this encounter format? How does it look to benefit DMs? We wanted to make it easy for DMs to run encounters, providing them with all the information

they need right there: Very challenging to the adventure designer. Do you have any especially favorite encounters from the book, either in terms of design or running your groups through them? What might the PCs be wise to watch out for? My favorite encounters are all in Zelatar, the demon city. Yes, demons are allowed to be ultra-violent, but visitors to the city need to be careful about who they kill, and how. What I like best about the adventure is the combination of encounters. A more flexible group, able to conquer challenges using shadows or smiles as well as swords will do better and have lots of fun. Ultimately, the PCs might well face the Queen of Spiders herself, correct or one of her suitably nasty representatives? Perhaps even more terrifying, Lloth does not look to be the only Aspect presented. Who else might the PCs meet--and might there be ways to avoid combating each one? Without giving too much away, yes, a fistful of demon lord aspects are wandering around the Demonweb with some big ideas. Should the PCs ultimately prevail, what rewards wait in store for them--in terms of outcomes affected, as well as more monetary gifts: While the items of legacy come early in the adventure, but other monetary and magic treasure provide great incentives for the treasure-focused party. The challenges are exciting and the experience should be plentiful. But the PCs have an opportunity to save the multiverse from an unholy alliance of demons.

### 3: Talk:Queen of the Demonweb Pits - Wikipedia

*Queen of the Demonweb Pits is, without a doubt, the most well-rounded adventure in the AD&D module anthology. This module is actually only a fraction of the mammoth Queen of the Spiders super module.*

Average Rating 11 ratings How different things seem now from when you undertook the crushing of a few rebellious hill giants! What seemed a simple adventure has turned into a major expedition. Much time has passed since you discovered the conspiracy that led you to the frost giants, fire giants, and eventually to the long-forgotten Drow. Through your encounter with the dark elves, you have found the true source of the evil -- the demon queen Lolth! For characters level 10 to 14

The next year, the original "Giants"-series and "Descent"-series adventures were brought up to the same standards in a series of three reprints, covering G, D, and D3. As the seventh adventure in a path that ran through G and D, most folks expected the finale to be by the same author -- which is to say Gary Gygax. In a preface to "Queen of the Demonweb," Gygax explained why: He said that "The Temple of Elemental Evil" then also unfinished had kept him from finishing Q1 because they were too similar in nature. If you look closer at Q1, you can see the cracks - i.e. A careful reading of the G- and D-series modules suggests that the villain of the piece was the Eilservs drow clan, who worshiped the Elder Elemental God. If anything, Lolth should have been an erstwhile ally for the player characters in a final adventure against the EEG, rather than a final foe. Gygax said that the villain got changed after Sutherland discovered the "demonweb" pattern in a hand towel and talked Blume into making Lolth the Big Bad. The idea of a planar setting would pave the path for everything from the latter T to the former T. It was a truly original innovation. That perception was helped along by the fact that Supplement IV: The Demonweb Pits, the idea really gained traction here, where Lolth appears as a monster to be killed in room 32 of her spider ship. The very iconic drider appear for the first time here, as does Lolth herself. Queen of the Spiders, a page supermodule. Wizards massively expanded the setting in Expedition to the Demonweb Pits for 3e. Please feel free to mail corrections, comments, and additions to shannon. Bundles containing this product:

### 4: Advanced Dungeons & Dragons Module Q1 Queen of the Demonweb Pits TSR | eBay

*The text explains that this journey to the Abyss will be handled in module Q1, Queen of the Demonweb Pits. (For those who do not plan to play the sequel, Gary suggests that characters passing the gate be considered slain.*

Tomb of Horrors is a meat grinder that has no real love for its players. As we said before, this is a sadistic module that makes people hate playing the game just a little bit. This module is still a byword for meat grinder modules and everyone deserves to see what it means to play a module that absolutely hates them. Tomb of Horrors will make your players hate you a little, but it will also give you a great story to tell. Play it, have fun with it, and put it away until you bring in the next unsuspecting player. If you love old-school, absolutely classic Dungeons and Dragons, though, this is going to make your best-of list. There is a sense of imagination here that might not always make it off the page, but it definitely does permeate the entire encounter. You can tell that this was something that was really new when it was put in paper, something that was special. Most people created their own worlds for adventures, and non-fleshed out modules could easily be popped into their homebrew worlds. Dark, gothic, and appropriately a little scary, Ravenloft was one of those modules that showed exactly how far you could push Dungeons and Dragons without breaking it. A huge part of what makes Ravenloft so great is the atmosphere. The fact that your players can succumb to the temptations of the world and find themselves fallen is something that your players will have to deal with, and anyone who fails will be left with a fantastic story to tell later. Everything about this module is classic. This is the start of the Dragonlance saga, a module that was actually released before the novels themselves. While the module is old, it still stands up to a surprising extent. Q1 – Queen of the Demonweb Pits At some point, you have to go back to the big games. One of the best, though, can be broken down into its component parts and still holds up. As cool as the base module is, though, a ton of its value comes as part of the Queen of Spiders super-module. This is truly one of the greatest adventures ever made for Dungeons and Dragons. By now, everyone knows about the dark dealings of the Drow and their spider goddess. Everyone knows this is a place where light never touches and from which good sinks away. Before all that, though, it was a mystery. Before this whole setting became nothing more than another gaming cliché, it was explored in the D series of modules. The climax of that series, Vault of the Drow, really pushed this setting forward as something that could be mined for the future. Still set in the same Greyhawk universe, this module has players delving into the Underdark to take on a Drow stronghold and to eventually deal with things as major as a gate to the Abyss. The game itself is fun and really should be experienced, but it holds a special place in history for providing the original stats and racial concepts for the Drow. Love or hate what it introduced, Vault of the Drow managed to change the landscape of Dungeons and Dragons in a very permanent way. While there is a grand scale to some adventures, most of the big stuff happens in the background. One module that ditched that common conceit is CM – Test of the Warlords. Test of the Warlords places players in the north of Mystara and tasks them with being part of the movement to settle a new part of the world. Players are actively put into the struggle of creating new dominions, places that can quickly become the bases for new societies and new adventures. This makes the module one of the first to really make players deal with long-term consequences and to serve as the basis for a future set of adventures. CM1 might be just another module, but it is one that could work as a fantastic launching point for an unrelated campaign. This is everything a module is supposed to be, wrapped up in package that has aged remarkably well. The Temple is the grandfather of all of the big dungeon crawls. It is an undeniably huge module, especially for the time period. Created even before adventure box era, this module is spectacularly massive. The Lost City A city in the desert. A ten level pyramid. A fantastic example of early Dungeons and Dragons, The Lost City emphasizes so much more than just combat. This is a module about player choice, about developing civilizations, and about making a difference. This is one of those rare modules that dares to be something bigger than what it should have been. There are some very real problems with The Lost City. It puts far too much work on the shoulders of even a skilled DM. These problems might as well not exist, though. There is a sense of atmosphere in this module that is only rivaled by the best in the field. The civilization with which you fight, work, and eventually try to aid, is fantastic. There is nothing

within the module that really needs to be changed, save for some minor cosmetic details. Beyond the Crystal Caves The other modules on this list are, if nothing else, incredibly famous. Beyond the Crystal Caves, however, has managed to stay under the radar for decades. Your goal here is to find a couple who has eloped and must contend with the mystery of the Crystal Cave. Experience points are doled out here not for combat, but for solving problems intelligently. Give this module a chance. Was taking the chance and going into the roguelike his biggest mistake? Or will playing bring him even further riches and glory? Find out in this first supplement adventure in the Tower of Gates universe. If you loved Rogue, Nethack, or any of the other procedurally generated RPGs, you should grab this book. Of course, these are only six of the great modules. At the end of the day, though, this is all subjective. Your six favorite modules might be entirely different. With a little luck, the might inspire your own stories.

### 5: Vault of the Drow (Advanced Dungeons & Dragons module D3) | DSZBooks

*This module is the exciting conclusion of a series of seven AD&D modules. It may be played on its own or as the climax of the "Giant" series (G) and the "Drow" series (D, and D3). The persistent adventurers must now face the Demon Queen herself, and on her own plane! The first of a new.*

Both these facts are important when looking back on this module and its impact. His artwork laid the foundation for many of the artists who followed by establishing the look of iconic monsters, such as demons, orcs, and mind flayers. But apparently Sutherland had ambitions outside of illustration. All his ideas were too similar to ones he was considering for the Temple of Elemental Evil, so he rejected them. The end result was a very uneven module, equal parts gold and dross. The central premise of the module -- confronting Lolth on her home plane -- remains a powerful and attractive one. Likewise, the design of the Demonweb itself is extraordinarily clever. It is certainly one of the more unusual dungeon designs I encountered back in the day and, even now, I think it holds up pretty well. This is a good case for allowing individuals with artistic sensibilities to draw maps in my opinion, because the Demonweb seems like an idea that only an artist would conceive. I remember as a kid finding the inhabitants of the Demonweb to be not quite what I was expecting, so I replaced many of them with demons and horrid spider-things and similar nasty stuff. Module Q1 actually does a decent job on this score and so set future planar adventures down the right path. This smacks of overkill to me. I see the logic behind it and I endorse it in principle. I simply found the specific implementation of it in Q1 to be more persnickety and detailed than suited me. Nothing slows down play than having to fumble through a module to see how a certain spell or item functions in the chaos of an Abyssal layer. The presumption is that the PCs intend to confront -- and slay -- Lolth on her home plane, but the module supports more than just that one approach. It could be used as a springboard for plane-hopping to other layers of the Abyss, alternate Prime Material Planes, and similar dimensional jaunts. That alone endears it to me. I also appreciate that, while the battles will be unforgiving, it is possible to destroy Lolth forever. I find that refreshing, even if I know that the likelihood of its ever happening to be slim. I see it as a diamond in the rough rather than a jewel in the crown of the Golden Age. Sometimes, I prefer things a little rough around the edges; it gives me an excuse to roll up my sleeves and make it shine. Posted by James Maliszewski at 9:

### 6: The Best D&D Modules and Adventures | LitRPG Reads

*Q1: "Queen of the Demonweb Pits" (), by David C. Sutherland III, was the seventh and final book in the GDQ sequence that TSR began publishing in It appeared in October under TSR's new full-color adventure trade dress.*

### 7: Q1 QUEEN OF THE DEMONWEB PITS Module Dungeons Dragons D&D Adventure AD&D Gygax | eB

*Related Book PDF Book Dungeon Module Q1 Queen Of The Demonweb Pits Advanced Dungeons And Dragons: The Cusp Of Something - Around Berlin In 80 Beers Around The World In 80 Beers.*

### 8: Queen of the Demonweb Pits (Q1) | The Neverwinter Vault

*Interior folder map of the Demonweb lacks a legend at the bottom, which makes this a 1st print according to the Acaem. ~ An other-planar adventure, this module includes several new monsters, maps of the Web and lair of Lolth, and notes on eight alternate worlds, suitable for expansion and addition to existing AD&D campaigns. ~ 32 pages ~ ADnD.*

### 9: Product Spotlight: Expedition to the Demonweb Pits

*Details about Advanced Dungeons & Dragons Module Q1 Queen of the Demonweb Pits TSR Advanced Dungeons &*

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