DUNGEON CRAWL CLASSICS
HORROR

THE WEB OF ALL-TORMENT

DCC HORROR #6:
A LEVEL 3 ADVENTURE
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INTRODUCTION

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

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

BACKGROUND

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

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

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

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

The trap worked marvelously. The Kozy Kobweb lured travelers, who would eventually discover the horror of their situation and spend the remainder of their short lives in abject terror and pain. Dreamers worldwide woke screaming and questioned their faith in gods that could not keep the night terrors away.

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

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

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

HOW TO RUN THIS GAME

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

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

THE ILLUSION

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

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

The Web of All-Torment
The Kozy Kobweb

Second Floor

2-2 2-6

2-3 2-4 2-5

2-1

First Floor and Stable

3-2

3-1

1-3

4-1

1-2

Pillars

1-1

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