Queen of the Interwebz Pits

By Mark Monack
Illustration by Jason Thompson

In the darkest pits of a bizarre demiplane, a mad drider with delusions of godhood pulls the realm’s psychic strands in a bid to conquer all reality and replace it with a virtual surreal landscape of her own devise. Can the players put an end to the devious schemes of the one who calls herself LOLth, demon queen of the Interwebz?

BACKGROUND

The Interwebz is a demiplane located somewhere between the Feydark and the Far Realm. Some speculate it is what would happen if the Shard of Pure Evil were to touch the Feywild.

It is easy to mistake the Interwebz for just another portion of the Feydark. Like the Feydark, the Interwebz appears to be a magical landscape located entirely underground. Some describe it as a series of tubes. Like the Feydark, the Interwebz contains vast subterranean seas populated by Interwebz pirates,
and dank dungeons filled with all manner of prurient creatures. Many find the realm endlessly fascinating. Most that enter lose themselves within and never return. But it quickly becomes apparent that these tunnels are alien, even by fey standards.

The walls of the Interwebz are latticed with white web-like threads of pure thought. These threads float through the air like pollen and are barely detectable to the touch. They glow with an eerie light that suffuses the Interwebz. They are drawn to and cling to sapient creatures. The longer one remains in the Interwebz, the more strands accumulate. Once attached, the traveler’s mind telepathically hears the incessant chattering of the surface thoughts of other creatures, mostly information about their kids’ achievements, boy bands, and thoughts inappropriate to discuss in mixed company.

**Entering the Interwebz**

There are a number of ways to enter the Interwebz, and most visitors happen upon the plane entirely by accident. Here are a few ways your adventuring party may find itself in the Interwebz:

✦ A changeling from Sigil, City of Doors, appears to adventurers as a trusted ally and promises them passage to a plane they seek. He instead sends them to the Interwebz. If the adventurers ask him why he is doing this, he simply replies, “for the lulz.” Only as the door shuts behind them does the changeling reveal his true name: Rickroll.

✦ The adventurers hear of an oracular primal spirit through the air like pollen and are barely detectable to the touch. They hear its thoughts and most visitors happen upon the plane entirely by accident. Here are a few ways your adventuring party may find itself in the Interwebz: a changeling from Sigil, City of Doors, appears to tell them about it, the beast meanders off into the distance, beckoning the adventurers to follow. Those who do may find themselves led unknowingly into the Interwebz, at which point they learn to their regret why it is unwise to blindly follow the lynx.

✦ The party may come across the magical tome called the Book of Face. (See below.)

**INTERWEBZ MECHANICS**

**New Item: The Book of Face**

*The Book of Face* is a cursed item that is becoming too ubiquitous. Any character trained in Arcana will believe use of this magic item will lead to the mastery of telepathic communication. In truth, the item is a one-way ticket to the Interwebz.

<table>
<thead>
<tr>
<th>Book of Face</th>
<th>Level 14 All Too Common</th>
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</thead>
<tbody>
<tr>
<td>Properties</td>
<td></td>
</tr>
<tr>
<td>Find Friends</td>
<td>When you first find the book, designate up to eight willing allies you can see. These are known as your “friends”. You psychically know each of your friends’ precise location as long as they are on the same plane as you. Privacy Policy: You can communicate telepathically with any friend you can see. However, unknown to you and your friends, any enemy that can see you or your friends also hears the communication. Like: When you like something a friend does, all of your friends know you like that friend’s action. They know, but they don’t care. Upgrade: You believe this power grants you and your friends a permanent telepathic bond. Instead, you are all instantly transported to the Interwebz. Upon activation of this power, the Book teleports out of the owner’s possession in search of a new owner.</td>
</tr>
<tr>
<td>Lvl 14</td>
<td>680 gp</td>
</tr>
<tr>
<td>Cursed Item</td>
<td></td>
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**NEW DISEASE: INTERWEBZ ADDICTION**

The pure banality of information funneled into creatures’ minds by the gossamer threads of the Interwebz slowly transforms the victim into a class of creatures known as “memes”. Any creature that spends an extended rest within the Interwebz becomes infected with Stage 1 of Interwebz addiction, which eventually turns its victims into memes. Such creatures become NPCs in control of the DM. Memes cannot survive outside the Interwebz.

**Interwebz Addiction**

| Stage 0: You are cured. However, if you spend another extended rest in the Interwebz you will be infected again. |
| Stage 1: While affected by stage 1, your mind is filled with distracting Interwebz chatter. You want to spend all your time in the Interwebz. |
| Stage 2: While affected by stage 2, you physically degrade into a flabby potato-like version of yourself; and, unless goaded on by allies, will want to do nothing more than sit down on a comfortable couch and listen to Interwebz chatter. |
| Stage 3: While affected by stage 3, you are irrevocably transformed into a meme and forget all details of your former life. If you ever spend an extended rest outside the Interwebz, you will die. |

**Check:** At the end of each extended rest, you make an Endurance check.

| 15 or lower: The stage of the disease increases by one. |
| 16-20: No change |
| 21 or higher: The stage of the disease deceases by one. |
New Monster Theme: Meme

Many creatures stumble from the Feydark into the Interwebz. If they succumb to internet addiction, they become permanent residents of the Interwebz, and gain abilities appropriate to the realm.

Any creature can potentially be a meme. Because of its proximity to the Feydark, most of the more common memes are transformed fey creatures like scarecrows (known as straw men) and displacer beasts (known as LOLcats). For some reason, trolls are also drawn to the Interwebz in unusual numbers.

Language: All memes with an Intelligence score of 3 or higher learn a corrupted form of common known as 1337speak.

Attack Powers

Nom Nom Nom
The bite of a meme can be particularly brutal.

OMGWTTFBBQ
Some memes enjoy roasting their enemies.

OMGWTTFBBQ (standard, at-will)
The meme makes a basic melee attack. If successful, the target also takes 5 fire damage.

Personal Attack
This meme’s attacks do not merely assault your body. They offend your very psyche.

Personal Attack (standard, at-will)
The meme makes a basic attack. If successful, the target also cries for its mommy (whether or not it has a mommy).

Pwned
These memes capitalize on critical hits in new and devastating ways.

Pwned (reaction, at-will)
When the meme scores a critical hit on an enemy, the enemy is dominated and can only speak 1337speak.

OMGWTTFBBQ

Utility Powers

Coolface
Those memes who enjoy using flames are also most often resistant to it.

Coolface (trait)
The meme loses any vulnerability to fire it may possess. Also, the meme’s resistance to fire is increased by 5.

Facepalm
Some memes are strengthened by their enemies’ boneheaded mistakes.

Facepalm (reaction, encounter, healing)
Trigger: An enemy the meme can see rolls a natural 1 on an attack roll or skill check
Effect: The meme slaps his own face, restoring 10 hp, but it is blind until the beginning of its next turn.

MOAR!
Memes have an uncanny ability to egg their companions on to greater success.

MOAR! (reaction, encounter)
Trigger: An ally the meme can see hits an enemy with a basic melee or ranged attack.
Effect: The ally may make that attack again as a free action.

RAEG
Sometimes the most dangerous time to be near a meme is the end of its life.

RAEG (interrupt, encounter)
Trigger: The meme is hit by an attack that would reduce it to 0 hit points.
Effect: The meme throws a hissy fit and buries you in a flurry of misspelled words and an avalanche of logical fallacies.

New Monsters

The Interwebz is inhabited by a number of bizarre creatures who wandered into this realm, succumbed to Interwebz addiction, and were transformed. Foremost amongst these sorry “webizens” is the Queen of the realm: LOLth.

LOLth
About a decade ago a drider fell into the Interwebz and quickly succumbed to Interwebz addiction. She immediately forgot her mortal life as the flood of messages from the Interwebz threads fried her brain. In her madness, she concocted a new identity for herself. She believed herself to be an avatar of the goddess Lolth, the demon-queen of the Abyss. She named
herself “LOLth” and established a stronghold in the deepest darkest part of the Interwebz—a region she dubbed the “Pits”.

LOLth appears as an enchanting drider with hair the color of #F8F8FF and skin the hue of #000080. Her hair entwines in the threads of the Interwebz, giving her an unprecedented connection with the telepathic weave that suffuses the realm.

LOLth
Large fey humanoid (spider), drow
XP 1,000

HP 0; Bloodied >.< Initiative :P
AC : D, Fortitude <3, Reflex : O, Will :)
Perception 0.O
Speed —, rol 1—, 1—.

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LOLcats
Displacer beasts that enter the Interwebz and succumb to Interwebz addiction are transformed into a beast known as the “lolcat”. The lolcats’ feline features are more pronounced than their displacer beast cousins. Lolcats have an affinity for ground beef topped with cheese.

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Obvious Trolls
Trolls seem to thrive in the Interwebz in a myriad of forms, such as the flaming troll and the spoiler troll. One of the weaker varieties of Interwebz troll is the obvious troll. Obvious trolls look like trolls, obviously. The obvious trolls’ regeneration is not suppressed by fire damage; it is impossible to kill a troll through combat. The only way to stop a troll is to ignore him and hope he goes away.

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Obvious Troll
Level 15 Minion Brute
Large natural humanoid
XP 0 (you learn nothing from defeating a troll)

HP 1; a missed attack never damages a minion. (a troll always attacks first)
AC 27, Fortitude 29, Reflex 27, Will 25
Speed 120 words per minute (Willfully blind)

Imune
Flames

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Imune
Flames

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Rage Quit
Trigger: The obvious troll is ignored and fails its Charisma check.

Effect (Free Action): The obvious troll makes a melee basic attack on every enemy within its reach and then disappears from play forever.

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Triggered Actions
Rage Quit + Encounter
Trigger: The obvious troll is ignored and fails its Charisma check.

Effect (Free Action): The obvious troll makes a melee basic attack on every enemy within its reach and then disappears from play forever.

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CONCLUSION

After defeating LOLth and her minions, the adventurers may choose to continue to explore the vast uncharted Demiplane of the Interwebz. Adventurers may travel freely throughout the Interwebz as long as they can resist the effects of Interwebz addiction. Many find it to be a plane filled with inescapably exciting adventures. Some sample adventure seeds include the following:

✦ There Should be a Law. The adventurers encounter a paladin named Godwin who battles a group of memes called “grammar nazis.” He believes that the longer he remains in this demiplane, the likelihood of finding the group’s elusive leader approaches one.

✦ I Hit U. Y U No Die? A druid named Ermahgerd succumbed to Interwebz addiction and began gathering courage wolves, philosoraptors, socially awkward penguins, and others in order to claim the entire demiplane in the name of her advice animals.

✦ I See Dead Sheeple. A thread necromancer has discovered a way to tap into the Interwebz threads of dead spirits, and is slowly flooding the Interwebz with necrotrolls and zombie sheeple.

About the Author

Mark “wrecan” Monack is a freelance writer for Wizards of the Coast and other RPG publishers, and author of the popular Unearthed Wrecana blog. He dedicates this article to Punch Bowl, one of the oldest humor magazines in America, of which he was once co-Editor-in-Chief.