Caught in the Web

Overview

Caught in the Web is the raid added in Update 14. Elminster has determined that the time is right to free Ana from Lolth's grip. Go to Eveningstar Cavern and enter the "Caught in the Web" quest.

Spoiler Warning: Information below this point can be considered spoiler material!

Objectives

- Find Ana Brabener
- Lead Ana out of the Demonweb
- (Optional) Help Ana destroy all four artifacts
- Do battle with Lolth's Spider form. Destroy the legs.
- Follow Ana Brabener

Known Traps

Spellwards

Tips and Misc

Walkthrough:

1. Clear out the trash mobs and then talk to Ana. It helps if Ana's guardian is someone who is ranged dps trapmonkey.
2. Tell Ana not to fight and then have her drain the orb. After the orb is drained move Ana's guardian to the island you were previously on. Ana's guardian will have to deal with spell wards spawning on that island.
3. Melee move in on Lolth and begin beating on her. Arcanes and Divines can find a safe spot near a ridge to the left of Lolth to stay away from a majority of the beams.
4. Leg Phase: You must slay around 8 legs, which upon death turn into Bebelith Souls. You can see where the leg is about to pop up if you look at the ground. Must focus on legs one at a time because if the leg doesn't die and goes back into the ground it fully heals itself. Safe strategy is to go Leg then Bebilith until all the legs are down.
5. Lolth Returns. Beat her down again.
6. Hand Appears: Someone self-sufficient, preferably immune to knockdown should kite this. It often bugs out on the 1st/2nd island so this mundane task can at least be done while AFK if you find a safe spot and it can't reach you.

Caught in the Web

| Heroic level: 24 |
| Epic level: Yes |
| Duration: Very Long |
| Heroic XP: ♠17,654 ♥17,942 ♦18,230 |
| Epic XP: N/A |
| Takes place in: The Demonweb |
| NPC contact: Elminster |
| Quest acquired in: Eveningstar |
| Patron: Purple Dragon Knights |
| Base favor: 8 |
| Free to Play: No |
| Extreme Challenge: No |

Caught in the Web map (legend )

Loading screen
The hand is invulnerable (it can be damaged, but instantly regenerates if damaged much) can be Intimidated away from the party with a successful intimidate check. (N/H/E: 44/?/? Intim proof on Norm screenshot (http://www.gophoto.it/view.php?i=http://img31.imageshack.us/img31/3048/handintim.jpg). If you lack intimidate, you can damage it via any untyped/force spell damage such as Blade Barrier. If you lack both spell casting and intimidate, you can use certain destiny abilities such as Orchid Blossom from Grandmaster or Wild Shots from Shiradis.

7. Retreat Phase: Begin by going west to where Ana's guardian was for the Lolth fight and start making your way through the Demonweb. Keep in mind that the trash spawns when Ana on the island where they appear so keep Ana around the back of the group. Eventually you will run into a portal for one of the options.

8. (Optional) Fight the Glabrezu. When you step through the portal note the spikes on the ceiling as the Glabrezu will hit the party with Anti-Gravity. Have a person kite/kill the trash while the party beats onto the Glabrezu until it dies. When it dies bring Ana up to the orb so she begins draining it.

9. Retreat Phase: Keep on travelling through the Demonweb until you eventually end up on an island that is filled with Drow Priests. One of the best ways to deal with this is to fight at the bottom of the island where the Exalted Driders spawn and let the priests slowly come to you.

10. (Optional) Fight the Beblith. Same set up as the Glabrezu fight except you will not be affected by Anti-Gravity this time.

11. End Fight Phase: It consists of the last 3 islands.
   - You stage on the 3rd to last island, park Ana's guardian into the little cubby on the right and place the rest of the party to the left, this keeps Lolth out of range. Have an Arcane or a Divine cover the ramp with Aoes to pull all trash and kill it on the staging island, while taking care of the spellwards that appear.
   - Ana only has to move half way up to the 2nd to last island to start the trash spawns. Go up and come back down with Ana. Once the first wave of trash is down, move Ana to the orb and pull the trash down to the 3rd to last island and beat down.
   - While fighting on the 2nd to last island, only fight on the north side and this IMPORTANT, use the web as the dividing line of north and south. On the south end of the 2nd to last platform is an EXALTED NECROMANCER, while alive there is very limited respawns, once dead the respawns occur every minute.
   - Once the orb is destroyed move Ana to the last platform and defend her from there, while the rest of the party focus's on Lolth and handles the limited spawns from her. Once Lolth is down finish off left over trash before head to the southern section of the 2nd to last platform. Now take down what is in the southern section of the platform and any additional spawns that pop up.
   - IMPORTANT note about killing Portal Keepers, kill them last. If one dies it will turn all the monsters around it into Portal Keepers as well. As soon as the last portal keeper dies, the barrier should drop and Ana's guardian will then have to tell her to go through it ASAP and follow her. As soon as Ana gets through that barrier the quest is basically done.

12. Note: Do not block Ana's path after her dialogue with Lolth as it can break the quest and prevent you from getting your hard earned completion.

**Bonus XP**

**Loot**

- Chests: 1-6 chests at completion.
  - One chest guaranteed for completion
  - Two chests for slaying the optional purple named Glabrezu raid boss near the optional additional artifact orb
  - Two chests for slaying the optional purple named Beblith raid boss near the optional additional artifact orb
  - One chest if Ana's health is above 80% at the end

- NPC rewards: Standard

**Named Loot**

All weapons on this list are Bound to Character on Acquire, have 2.5 times the base damage, and ML 23. Many also have a better critical profile (Expanded threat or increased multiplier).

- Agony, the Knife in the Dark - +7 Dagger: 2.5[2d4], 17-20/x2 (Including Keen), Entropic, Hemorrhaging, Disintegration, Improved Deception
- Antipode - +7 Handwraps : Antipodal, Doublestrike 6%, Reinforced Fists, Stunning +10
- Balizarde, Protector of the King - +7 Rapier: 2.5[1d8], Increased Multiplier: 15-20x3 (Including Keen), Hemorraging, Superior Parrying, Dodge Bonus 4%, Good Luck +2
- Breach, The Dividing Blade - +7 Falchion: 2.5[2d6], 18-20/x2, Shrieking, Disintegration, Shatter +10, Doublestrike 6%
- Celestia, Brightest Star of Day - +7 Shortsword: 2.50[1d10] 19-20/x2, Light damage - Not Piercing, Supreme Good, Radiance, Greater Sunburst, Fiery Detonation
- Cleaver, Hewer of Suffering - +7 Greataxe: 2.50[2d8] 20/x3, Hemorraging, Limb Chopper, Improved Curespewing, Doublestrike 6%
- Mornh, Hammer of the Mountains - +7 Warhammer: 2.5[1d10], Expanded Threat: 19-20/x3, Fracturing, Magma Surge, Stunning +10, Seeker +10, Adamantine
- Needle, Quill-slinger - +7 Repeating light crossbow, 2.5[1d12], Increased Multiplier: 19-20/x3, Ranged Alacrity 20%, Hemorraging, Attack Bonus +4
- Nightmare, the Fallen Moon - +7 Bastard sword: 2.50[1d12] 17-20/x2 (Including Keen), Entropic, Life Stealing, Vampirism, Nightmares
- Pinion, Cloud-piercer - +7 Longbow: 2.5[2d6], Expanded Threat: 19-20/x3, Ranged Alacrity 20%, Shrieking, Seeker +10
- Sireth, Spear of the Sky - +7 Quarterstaff: 2.5[1d10], Double Expanded Threat: 18-20/x2 and Slashing/Piercing damage - not bludgeoning, Supreme Good, Lightning Strike, Cloudburst, Freedom of Movement, Feather Falling
- Tinah, Sword of the Sea - +7 Longsword: 2.50[1d10] 19-20/x2, Supreme Good, Crushing Wave, Freezing Ice, Greater Dragon Bane, Underwater Action
- Twilight, Element of Magic - +7 Quarterstaff: 2.50[1d8] 20/x2, Spellcasting Implement +21, Potency +80, Impulse +120, Major Evocation Focus, Major Enchantment Focus, Arcane Augmentation IX, Greater Arcane Lore
- Commendation of Heroism

Note: All of the above relic weapons can have the Planar Conflux property added to them by acquiring 375 Purple Dragon Knights favor and 3 Commendation of Heroism and speaking to Mikrom Sum, the Purple Dragon Knights favor vendor in Eveningstar. This allows them to become a part of any of the three Planar Focus Sets

Monsters

Patch and closure history

The raid was temporarily unavailable as of its launch due to player complaints about the beta version.

- Closure announcement thread (http://forums.ddo.com/showthread.php?t=379645)

Quote:

Originally Posted by Feather_of_Sun

This is a result of beta feedback, not any new problems found with the raid. The raid's being delayed to make it more fun.

With Update 14 Patch 1, it was open for the 1st time on live. However, a couple days after, it went unavailable again and didn't become available until Patch 2. This is suspected due to raid timer being broken.


Update 14 Patch 2 Release Notes

- Removed an entrance to Caught in the Web from the Demonweb explorer area. Players should use the entrance in the Eveningstar Cavern to access the raid.
- The raid timer now operates properly.
- Fixed several issues with portal keepers that could cause the raid to break.
- Fixed an issue that prevented Lolth from moving to a new phase of the raid when she was damaged too quickly.
- Ana will now respawn at the altar within 15 seconds of becoming lost in the Demonweb.
• Fixed several stuck spots.
• Lolth's leg now has a proper focus orb.
• Lolth has a slightly different look.
• The end portal barrier is now much better about staying down once Ana escapes.

Update 15 Release Notes

• Fixed the goddess of chaos. Again.
•Ana is now immune to slippery surfaces and will not fall off the bridge near the loot area of the raid.
• Lolth no longer tries to spawn monsters on falling players.
• Portal Keepers will no longer try to hide out in the void of the Demonweb.
• Ana no longer tries to follow unreachable people to her doom
• Lolth's hand now moves more erratically - however the goddess of Chaos gets bored easily and the hand may leave quickly.

DDO wiki (the Dungeons and Dragons Online Wiki, or DDOwiki) is a user-supported and created information database for Dungeons and Dragons Online the game.

All content submitted to this wiki is considered to be released under Attribution-ShareAlike 2.5, and is licensed for use as such. DDO wiki is not affiliated with Turbine Inc. in any way (this is a fan site). You may view this site's privacy policy here. This site's Truglass skin designed by Elliott Cable.
Summary

Copyright status:
Mjoll

Source:

File history

Click on a date/time to view the file as it appeared at that time.

<table>
<thead>
<tr>
<th>Date/Time</th>
<th>Thumbnail</th>
<th>Dimensions</th>
<th>User</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>current</td>
<td>05:06, July 12, 2012</td>
<td>2,655 × 1,371 (765 KB)</td>
<td>Mjoll (Talk</td>
<td>contributions)</td>
</tr>
</tbody>
</table>

- Edit this file using an external application (See the setup instructions [http://www.mediawiki.org/wiki/Manual:External_editors] for more information)

File usage

The following page links to this file: