

DAGGER OF SPIRIT



A Scarred Lands adventure for
4th to 5th level characters

DAGGER OF SPIRAGOS



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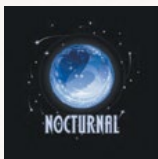
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Dagger of Spiragos is an adventure designed for four characters of 4th to 5th level. It is the second of three adventures to rid the Scarred Lands of relics from Spiragos the Ambusher, a fallen titan. This adventure is designed to be a follow-up to **Gauntlet of Spiragos** (which you can download for free at <https://www.drivethrurpg.com/product/171523/Gauntlet-of-Spiragos-5E-OGL-adventure>), but it can also be run as a stand-alone module. Advice is provided for GMs who wish to run this module by itself.

In cases where groups below 4th level or above 5th level undertake **Dagger of Spiragos**, we suggest that you modify each encounter by increasing or subtracting numbers of enemies, altering the DC of various skill and ability checks, and adjusting the villains by raising or lowering their Hit Dice or substituting different creatures that are weaker or stronger, as appropriate.

Dagger of Spiragos takes place entirely on the Fangsfall Peninsula on the continent of Ghelspad, and the adventure includes two visits to the city of Fangsfall. To flesh out the setting, “Appendix A: Fangsfall Peninsula” offers detailed information about the locations presented in the adventure. “Appendix B: Carnival of Shadows” presents rules and write-ups for a traveling group of NPCs integral to Chapter 5. Both are designed to give GMs more options, and can be used to design short side quests or follow up adventures to extend the campaign.

Dagger of Spiragos also presents optional encounters you can use to customize the adventure to your group’s needs. Each GM is encouraged to pursue an entertaining balance of exploration, interaction, and combat for their group’s enjoyment.

This adventure requires the 5th Edition Player’s Guide and the **Scarred Lands Player’s Guide**. The 5th Edition Monster Book is also referred to in places.

Synopsis

Following the conclusion of **Gauntlet of Spiragos**, the PCs possess the unholy *Dagger of Spiragos* and *Ring of Spiragos*, and the relics’ dark taint follows them wherever they go. In “Chapter One: The Journey to Fangsfall,” the PCs travel to Fangsfall to find means to destroy these corrupted artifacts. For groups that have not completed **Gauntlet of Spiragos**, the PCs acquire the evil dagger and ring before setting off on the rest of the adventure.

Upon their arrival, the PCs find themselves in the middle of a bustling, overcrowded city filled with intrigue and opportunity for adventure. Following the clues, the heroes visit the Mithril Chapterhouse. These knights assume responsibility for the *Ring of Spiragos*, but inform the heroes that, to destroy the *Dagger of Spiragos*, they must first retrieve the blood of a thulkan — a fiery elemental giant loyal to

the fallen titan Thulkas – from its lair in the Bronze Hills. Unfortunately, their quest will not be easy. With the dagger in their possession, the PCs feel the weight of the evil they carry. They encounter harrowing challenges, aggressive creatures, and nefarious thieves attracted to the cursed object.

While searching the Bronze Hills for their quarry, the PCs encounter a band of Redeemed slitherin who offer to aid them in return for a “harmless” favor. With their heart set on finding the thulkan, the heroes enter its domain only to be met with deadly challenges and clockwork creatures. Victorious, the heroes return to Fangsfall only to find the city is not how they left it. The Carnival of Shadows has hurtled the city into chaotic revelry, and before they can make sense of the mischief, the heroes must confront a sinister agent of Vangal who seeks to steal the dagger for his own dark purposes.

If the heroes successfully obtain the thulkan’s heartsblood and return it to the Chapterhouse, their next step is to find out what became of the ring, a series of events that play out in the final installment of this adventure trilogy, **Ring of Spiragos**.

Background

In **Gauntlet of Spiragos**, the adventurers obtained a mysterious map and unlocked its clues, hoping the cryptic drawings would lead them to untold treasure. The heroes traveled from Creagfort into the Devil’s March, to their destination: the treacherous Chasm of Flies. There, the heroes discovered that the Chasm of Flies, which was infested by a tribe of spider-eye goblins, was created by the slain titan Spiragos the Ambusher, whose giant bones form columns and barriers throughout the labyrinthine cave. Worse, the titan’s massive, iron gauntlet stretches through the interior of the underground complex, and there is no discernible way to retrieve or extract the evil artifact.

The *Dagger* and *Ring of Spiragos*, however, had shrunk over time and were taken deep into the Iron Tunnels, where the matriarch of the spider-eye goblins guarded the relics for her tribe. Following an intense battle, the heroes successfully recovered the unholy artifacts.

Now, they head to the city of Fangsfall to find help and destroy the artifacts by any means necessary.

Spiragos, Fangsfall, and the Titanswar

Less than two centuries ago, the world was destroyed and rebuilt in a cataclysmic confrontation known as the Divine War, or the Titanswar. The eight chief gods, known as the Divine Victors, rose up against the titans and slew their forebears.

While most historians are familiar with the great titans who ravaged the countryside, there are also a host of lesser titans whose deeds, exploits, and histories are not as well known. Spiragos the Ambusher was one such lesser titan. (For more on the Divine Victors and the titans, consult the **Scarred Lands Player’s Guide**, pp. 14-16.)

Spiragos the Ambusher was the offspring of Kadum the Mountainshaker and an unknown mother. (All that is certain is that she was not another greater titan.) During the Titanswar, the volatile god Vangal the Ravager cornered Spiragos and sundered the eight-armed titan, leaving behind two known artifacts: a dagger and a ring. For Vangalite priests, these relics hold a powerful significance, for they symbolize Vangal’s ascendancy over lesser beings – and the priests might do anything to retrieve them for their own purposes.

Good-aligned PCs should want to destroy these unholy artifacts, while other heroes should be reminded, through the events that unfold on their way to the city of Fangsfall, that the relics are far too dangerous to keep or use. Destroying them, however, is no simple matter. In Fangsfall, the PCs should entreat the help of the Mithril Chapterhouse, an organization that possesses knowledge they can use to complete their quest.

Players who are unfamiliar with Fangsfall Peninsula and its many locations can learn details with ability checks. These checks should be offered when relevant, as they can help the PCs strategize their next steps.

For the GM, a comprehensive overview of the area can be found in “Appendix A: Fangsfall Peninsula.” You can adjust weather conditions and introduce random encounters to intensify the threat level of this adventure.



Chapter One: The Journey to Fangsfall

This adventure can begin in one of two ways: either the PCs already have the *Dagger* and *Ring of Spiragos* in their possession, or they will acquire the evil relics. In either case, the group is camping in the Bronze Hills, and they should have some knowledge that the city of Fangsfall holds a wealth of opportunities to learn more about the artifacts, their uses, and their destruction; this helps form the group's motivation for travelling to the city. If, however, the knowledge they gain doesn't entice them, remind the heroes there are plenty of opportunities to gain allies and exchange favors in Fangsfall for gold and glory.

Unfortunately, before the heroes can reach the city's gates, they are ambushed by a group of poorly disguised bandits. These "thieves" are really Vangalite cultists desperate to get their hands on (or retain) the evil relics, and the PCs cannot be allowed to pass. The cultists have been forced to operate in secret under the shadow of the local authorities, the Mithril Chapterhouse, and other interested parties. They, too, have been hiding out in the Bronze Hills within

a densely forested weald, plotting a safe distance from those who might bring them to justice.

The Fangsfall Peninsula is in the southern region of Ghelspad and, as such, usually boasts clear skies and warm temperatures; however, it does suffer from inclement weather at various times of year. To set the scene, consult Appendix A to determine the season's weather conditions and local terrain. Details like these help establish the mood and bring your adventure to life by narrating the smell of sea salt in the air or the cold, for instance, and the wet, sticky mud the heroes must trudge through. The weather may also impact combat if conditions like heavy rain, fog, or stormy conditions occur, which can make the adventure more interesting or more difficult for some groups.

The passage to the city of Fangsfall is fraught with danger. Curious or unlucky groups can expect to run into their fair share of trouble along the way. Consult Appendix A for random encounter tables filled with dangerous creatures indigenous to the peninsula. While you are encouraged

to pick a starting location appropriate to the group, it is recommended that the PCs make camp in a forest adjacent to the main road leading to Fangsfall.

The Low Road

After some morning banter as they pack up camp, the heroes head south toward the city of Fangsfall. Once they're on the road, they are ambushed by Vangalite cultists disguised as bandits. The devotees' motivation for attacking the group will depend upon whether, at this point, it is the PCs or the cultists who have the *Dagger* and *Ring of Spiragos* in their possession.

If the **player characters** have the artifacts, the cultists have been drawn by the unholy power of those relics and have set a trap to steal the artifacts for themselves.

If the **cultists** possess the titanspawn relics, however, they view the PCs as a threat, and they attempt to silence them (forever).

Though the main road to Fangsfall is well traveled, few merchants, visitors, or pilgrims can be seen on the road this morning.

Trudging along the hard-packed road, you're struck by how quiet your surroundings have become. As you crest the low hill in front of you, you see several figures standing in the road ahead. Hoods obscure their faces, and they are all armed. The sinking feeling in your stomach alerts you to the presence of danger, just as a few more cloaked people step out from behind some of the boulders that line each side of the road. Clearly, they've been waiting to ambush travelers on the road. Travelers like you.

As noted above, this encounter has two variations. The first version assumes the PCs completed the adventure **Gauntlet of Spiragos**, and thus they have the *Dagger of Spiragos* and the *Ring of Spiragos* with them. The second is for groups who do not have those relics.

PCs Have the Relics

Read the following aloud:

*The grave importance of the artifacts you retrieved compels you to ensure their safety once more. Thankfully, despite that nagging feeling that they've slipped away into unseen hands, the *Dagger* and *Ring* are still with you. Their unholy taint weighs you down, and you feel an unearthly chill no fire can warm. Your mind cycles rapidly through a dozen scenarios, hoping these bandits may be satisfied with gold.*

One of the men steps forward and holds his arms out – not to indicate peaceful intentions, but to draw attention to the fact that you're outnumbered and surrounded.

*His voice rumbles, "This doesn't have to go the hard way. I'm in no hurry to sacrifice any of my men, and I imagine you'd rather not die out here on the road today... We're only after the *Dagger* and the *Ring*. We know you have them. Hand them over and you're free to leave. No blood has to be shed." He pauses to glance at his cohorts and crosses his arms. "But rest assured, one way or another, we'll get what we want."*

Unfortunately for the heroes, the cultists refuse any counter offers and attack the instant they detect any hostility or deception – even if the PCs move to hand over the relics. The cultists shed their bandit disguises if they're caught in their deception, but they are not deterred.

PCs Do Not Have the Relics

If the PCs have not completed **Gauntlet of Spiragos**, read them the following description:

You feel the hair stand on the back of your neck, and beads of sweat breaking out on your forehead. The bandits immediately start to spread out, with what is clearly malicious intent. Their hooded leader glares at you. You can feel the hatred burning in his eyes, and he brings up a vicious axe. His deep, grave voice breaks the uncomfortable silence.

"Unfortunately, we cannot afford any witnesses," he says. "I do not expect you understand." He whistles sharply, signaling his cohorts to attack.

Forced into the heat of battle, the PCs are left with more questions than answers. They are fighting for their lives, and they can do little to investigate further until they save themselves.

Combat

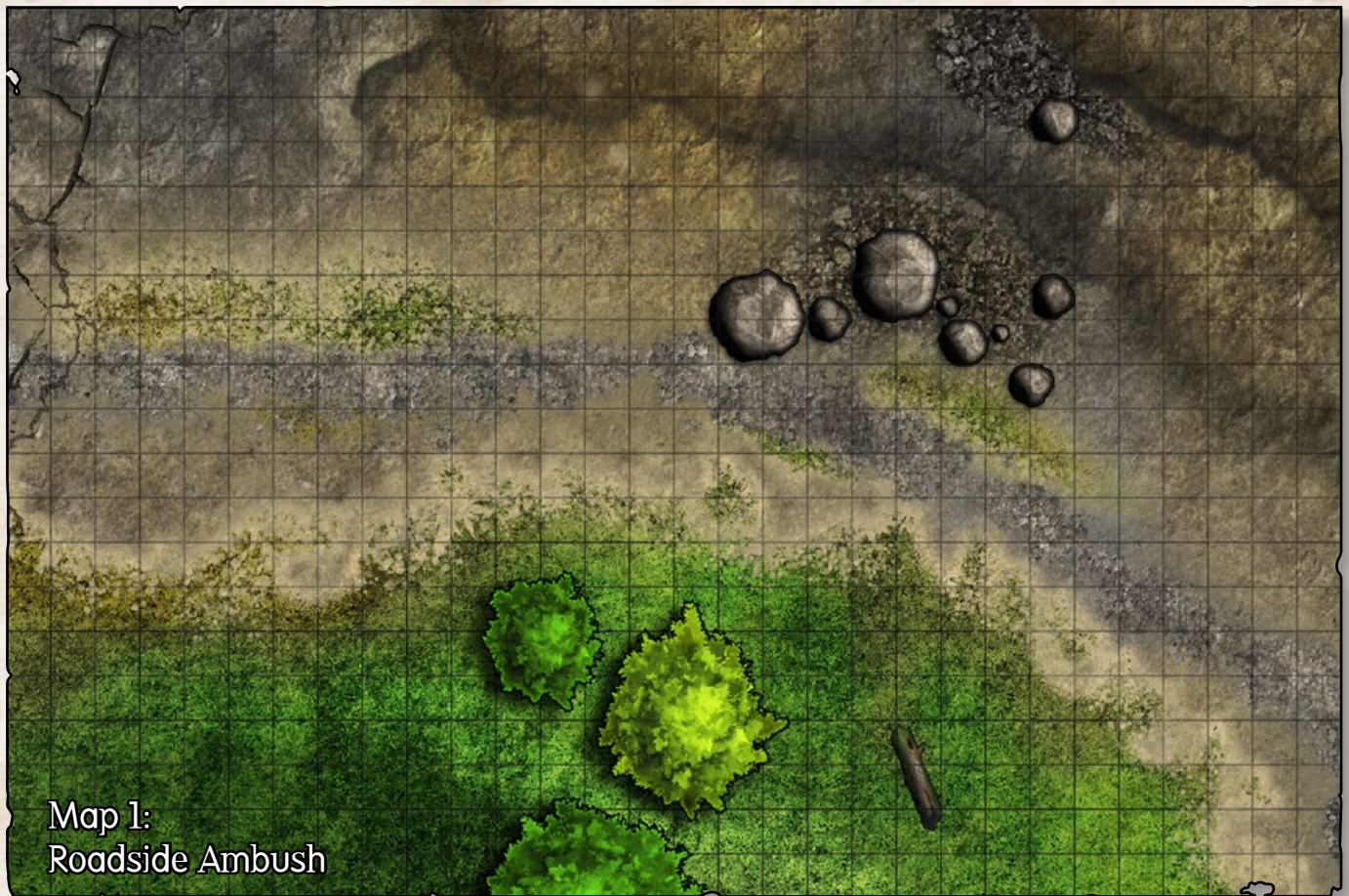
The number of **cultists** should be greater than, but no more than double that of the PCs, with their total number depending on the party's overall combat prowess. While the cultists aren't a dire threat individually, together they might overwhelm their targets.

They are led by a **cult fanatic** wielding a battleaxe. In place of *sacred flame*, he knows *chill touch*.

Cultists (up to 2 per PC): hp 9 each

Cult fanatic (1): hp 33

Unlike common bandits, these attackers fight to the death, sacrificing tactically sound positions to attack the PCs savagely. Their aim is to kill everyone for two reasons: one, they believe they are the rightful owners of the Spiragosan artifacts, and two, they do not want survivors left alive who can report them to local authorities.



Map 1:
Roadside Ambush

After the Dust Settles

Once the fight is over, the characters quickly realize that their assailants were not ordinary highway robbers. Each of the bandits seems to have taken great effort to conceal their identity; not a single article of clothing or piece of equipment bears an insignia, family name, or crest. With a successful DC 10 Intelligence (Arcana or Religion) check, the PCs realize that the attackers were Vangalite cultists of some kind. The corpses have self-inflicted brands in the shape of a cloven shield, the symbol of Vangal.

If the PCs **did** possess the *Ring and Dagger of Spiragos*, let each character who searches the cultists attempt a DC 8 Intelligence (Investigation) check. If successful, they find an unsigned letter describing the cultists' plans to retrieve the artifacts and prevent them from entering Fangfall. The ink is fresh, and it is unclear who the sender or the recipient is. Yet it is clear that the cultists were not working alone.

If the PCs **did not** possess the *Ring and Dagger of Spiragos* at the start of this adventure, read the following:

On the side of the road, you notice a tree trunk has been marred with the glyph of a cloven shield. You quickly scout the ground below, and see that it's been disturbed. You plunge your hands into the fresh, damp earth, and scoop out the dirt as fast as you

can. You don't know what's buried here, but your gut tells you it's something important, something worth dying for.

Moments later, your fingers scrap the top of a small chest. Excited, you hold your breath as you dig it out – but it's locked. Just as you start to wonder how difficult it would be to pick it open, you hear a happy yell: one of your fellow adventurers has ripped the key from the body of the cult leader.

Your hands tremble. You insert the key and turn it gently. The lid pops open. Inside, you find a letter and a dark bundle of cloth. You suck in your breath, and carefully unwrap the material to reveal a decorative dagger with a black, serrated blade. A strange ring crafted to resemble a spider accompanies the ominous blade. You read the letter, and you can't help but gasp. Could it be? Could these be the lost relics of some fallen titan called Spiragos the Ambusher?

The two objects in the lockbox are the *Dagger and Ring of Spiragos*. Though the ink on the letter is fresh, it is unsigned and does not contain any names. It does describe, however, how the relics were recovered by thrill-seekers who were slain by the (now deceased) cultists, who planned to attack the city of Fangsfall with the artifacts. The letter also hints that dire consequences will befall anyone who uses the artifacts for casual aims, and that great care must be taken to protect the items from those who seek to destroy them.

The tainted relics do not have any visible effects on the bearer, yet any who carry one of the artifacts report different observations – no doubt tricks of the mind. Some who wield them imagine their hands are covered in inky, black blood; others complain of the strong, overpowering smell of decayed flesh. Regardless, upon witnessing the relics, the PCs should now understand the *Dagger* and *Ring of Spiragos* are very powerful, thoroughly evil, and must be destroyed.

Take special care when revealing the rules for the *Dagger* and *Ring of Spiragos*. These artifacts, while they can be used by the characters, are the heart of this campaign, and the means for their destruction is part of the story. Should the PCs decide to use them, the GM is encouraged to narrate effects that highlight creatively their accursed nature.

Dagger of Spiragos

Weapon (shortsword), artifact (requires attunement)

Lore. The serrated blade of this foul weapon is made of some strange, blackened metal. Its handle is made of sweat-darkened skin, perhaps crafted from human flesh, and the tarnished silver pommel is a stylized, twisting spider.

Powers. You have a +1 bonus to attack rolls and damage rolls for attacks you make with this magic weapon; despite being the size of a typical shortsword, it can be wielded without penalty by anyone proficient with either a shortsword or a dagger. If you apply poison to the weapon, the poison's saving throw DC increases by 2.

Once per day, you can use an action to cause thick, black poison to coat the blade. The poison remains for 1 minute or until you hit with an attack using this weapon. When you hit a creature with the poisoned weapon, the target must make a DC 15 Constitution saving throw. On a failed save, the target becomes poisoned for 1 minute and takes 2d10 poison damage.

This artifact has other properties that may be revealed in time.

The *Dagger of Spiragos* can be destroyed only by submerging it in holy water for 33 days and then melting it in the fiery heartsblood of a thulkan.

Ring of Spiragos

Ring, artifact (requires attunement by a druid, sorcerer, or warlock)

Lore. This black band is shaped like a spider, four of its legs extending around to either side and joining on the opposite side of the wearer's finger. Its eyes are tiny emeralds.

Powers. If you are a druid, then starting at 5th level, you can use your Wild Shape to transform into a giant spider.

If you are a druid, sorcerer, or warlock, then while you wear it, you gain the following benefits:

Spells. You add *bestow curse*, *spider climb*, and *web* to the list of spells you know or have prepared. These spells are class spells for you and do not count against the number of spells you know or have prepared.

Spider Friend. Three times per day, you can cast *animal friendship* (save DC 13) without requiring any components. This spell targets only spiders, whether normal or of the giant variety, and monsters that are spider-like in nature.

Virulence. Whenever you cast a spell that deals poison damage or imposes the poisoned condition, the saving throw DC of that spell increases by 1, if applicable.

Web Walker. You ignore movement restrictions caused by webbing.

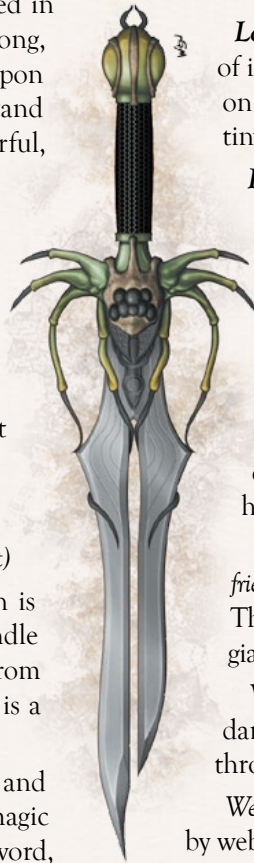
This artifact has other properties that may be revealed in time.

The *Ring of Spiragos* can be destroyed only if sundered by a solar or a good-aligned demigod or deity.

Cleaning Up

In addition to the artifacts, if they have them, the cultists carried a total of 110 gp, plus any normal gear listed in their stats. The PCs might also retrieve a few healing potions or scrolls from them: This is a good opportunity to help the adventurers stock up before heading into Fangsfall.

Having overcome the cultists and discovered just how valuable the relics they carry are, the PCs can now continue their journey. They should understand not only the gravity of their mission, but the fact that finding allies in Fangsfall may be the only way to ensure their safety and destroy the artifacts once and for all.



D% ANIMAL BEHAVIOR

01-25	Flee from the PCs, frightened.
26-50	Thrash about in brambles, run into trees or rocks, or do some other act of self-harm, dealing 1d4 damage + Str modifier to itself.
51-75	Attack the nearest PC carrying one of the artifacts until killed or incapacitated.
76-100	Attack the nearest creature for 1d4 rounds with a +1 bonus on attack and damage rolls; then roll again.

Bad Omens

With the relics of Spiragos in tow, the PCs should start to notice strange things happening around them. Depending on how deeply they investigate these occurrences and deal with them, they could be minor phenomena or dangerous encounters. One thing is certain: the *Dagger* and *Ring of Spiragos* are the sources of these ill omens. It's now up to the PCs to get these accursed items to Fangsfall so they can be dealt with once and for all.

The GM should reference Appendix A for random encounter tables in the Fangsfall region, and is encouraged to narrate interesting, unnatural effects that are spider-like or are related to spiders. As the PCs travel, for example, they might hike for several hours without seeing or hearing a single bird, only to find thousands of them resting in an open field – or maybe a small copse of trees with thousands of birds trapped in spider webs as if they were flies.

If the PCs encounter any hostile wild animals during their journey while carrying the artifacts, such creatures may be hostile or behave erratically, as shown on the chart

below. These encounters should be adjusted by increasing the number of creatures to offset this drawback.

Likewise, the PCs should soon become keenly aware that simply carrying such items has a tangible effect on how they are perceived, not only by wildlife but by the people they encounter as well. Strangers, merchants, and fellow adventurers may give the party a wide berth, while pilgrims whisper prayers and clutch their amulets when they pass. Though these travelers and locals are unlikely to know what the party carries, they act on instinct and are naturally distrustful of the PCs.

The GM can also extend or shorten travel as appropriate. The goal, at the end of this first scene, is to help the players realize that they're putting themselves – and everyone else – in danger if they do not destroy the tainted relics. This gives the GM opportunity to narrate moments that hold great emotional impact. For example, if the adventurers come across a wounded victim of a robbery, what happens when that traveler would rather die than accept their help? How do the PCs react when they realize other people are afraid of them?



Chapter Two: City of Refugees

With its ivory-hued lighthouses and unbreachable walls, Fangsfall was built to serve as a gateway to Ghelspad. The city's gleaming white walls rise high above the surrounding hills dotted with dense copses of trees and brightly-colored fields of wildflowers. As the PCs continue to head south along the well-traveled road, they pass through smaller villages and outlying farms flush with opportunities for trade and casual conversation.

Compared to that of the folk in the few hamlets scattered elsewhere throughout the peninsula, the demeanor and dress of the townsfolk surrounding the city shows that their fields are bountiful and they are thriving. However, this prosperity is in stark contrast to the increasing density of poor, refugee caravans trudging along the road; these range in size from a single wagon carrying a lone family to massive groups representing entire towns displaced by foreign wars.

The Fangsfall Peninsula takes its name from a fallen stone that, according to legend, is a tooth of Gaurak the Glutton, the fallen titan. Beyond that bit of information, encourage the PCs to make ability checks regarding any local lore they

might know or to glean information by chatting with travelers and locals. The knowledge they can glean may help them plot their next steps.

Navigating Crowds

Though groups of refugees and travelers have grown increasingly dense, Fangsfall – the port at the very end of the peninsula – is a shining beacon that attracts travelers across the continent and beyond. Now that the roads governed by the Redeemed asaatti have opened up through the Swamps of Kan Thet, all routes lead to Fangsfall. Travel is at an all-time high. Unfortunately, the fearful desperation of refugees is a sobering reminder that Fangsfall also represents the last shred of hope for anyone fleeing the devastating wars and turmoil that dominate much of life elsewhere on the continent.

If the PCs are nervous about the ill omens that travel in their wake, encourage them to use their social skills to set their minds at ease and speed their way. A successful DC 12 Charisma (Persuasion) check might convince a group of wealthy merchants to hide them in the back of their caravan,

COMMON LORE

INTELLIGENCE* DC RESULT

- | | |
|----|--|
| 10 | While they are not known as a devout people, the common inhabitants of Fangsfall do worship the gods (mostly Enkili, the Dame of Storms, patron of sailors). Some would gladly help uncover the means to destroy titanic artifacts, while others would be fearful of such items. |
| 15 | The Eight-Armed Beast symbol of Spiragos the Ambusher is not directly associated with the city of Fangsfall. Other than the Devil's March and the Chasm of Flies, the symbol has not been spotted. |
| 20 | Some Vangalite priests seek the artifacts of lesser titans that Vangal fought or destroyed, for these relics are symbols of their god's great power. |

INTELLIGENCE** DC RESULT

- | | |
|----|---|
| 5 | Fangsfall is a young city built on the ruins of several failed colonies once possessed and traded by pre-Titanswar empires, and its port is designed to protect against the typhoons that occasionally batter the southern coasts of Ghelspad. It is also the oldest known city found in the Fangsfall Peninsula. |
| 10 | The city of Fangsfall, once called Southlede, was constructed from ore mined from the nearby Fang Quarry. The municipality's architectural design, however, still shows its roots as an abandoned charduni dwarven outpost; its older roads and structures are laid out logically and systematically. |
| 15 | Several antiquated mines exist throughout the peninsula, some of which are charduni in origin, others far older. Charduni mines, like most dwarven sites, tend to have uniformly shaped, well-engineered, sturdily supported tunnels. The oldest mines are more dangerous to enter, and are discernible by the sound of falling rocks and their roughly hewn and unstable passages. |

KNOWLEDGE*** DC RESULT

- | | |
|----|--|
| 5 | The abundance of marshlands and hills in the surrounding region prevents the peninsula from growing much beyond the bounds of Fangsfall city and its immediate environs. Much of the land is not suitable for planting large fields or pasturing herds of animals, but it can be tamed for individual homesteads. |
| 10 | A few small settlements and holdings of dwarves, goblinoids, and slitherin can be found throughout the region. The dwarves and some slitherin tribes are either neutral toward or friendly with Fangsfall's citizens. |
| 15 | A darkwood forest can be found nearby, and it's protected by a group of Denev-worshipping druids. One tribe of slitherin maintains a warren not far from the city of Fangsfall, on the west side of the peninsula. The inhabitants of their village, the Cheery Brine Warren, count themselves among the "Redeemed" who have elected to ally with the divine races following the end of the Titanswar. |

CHARISMA**** DC RESULT

- | | |
|----|--|
| 5 | Fangsfall's population has been steadily increasing for years due to the influx of refugees seeking safe harbor from the expansion of the Calastian Hegemony. This has created a tense situation where emotions run high and tempers flare, as citizens worry how they'll earn gold or feed their families. |
| 10 | Approximately 15 years ago, the current city's ruler, Lord Killian Vrail, accomplished a nearly bloodless, "accidental" coup. Since then, Vrail has governed the city with a capable, fair hand and, as a result, most of Fangsfall's citizens are happy with his leadership. |
| 15 | Lord Vrail seeks a solution to a complex problem: dealing with the hobgoblins that occupy Fang Quarry. While this external threat has helped keep disparate factions united, the hobgoblins' hostility has added an extra layer of tension. When combined with the ever-increasing refugee population, the hobgoblins may be the tipping point that results in civil unrest. |

* Arcana or Religion, ** History, *** Nature, **** Persuasion

for example – although only for a while, as the taint of the relics they bear may soon sour relations. Once they reach the gates of Fangsfall, they may need to fend for themselves.

A few hundred feet is all that stands between the PCs and the city gates. The area is so tightly packed with refugees that the heroes are forced to squeeze their way forward. As soon as the main gate is within sight, they see the reason the area is so crowded: the portcullis is down. The closed gates are blocked by a line of heavily armed guards, who are supported by archers atop the battlements.

Off to one side, a smaller contingent of soldiers is nestled around a modest service door. There, a city official interviews one person at a time; her face is fraught with frustration and fatigue, her arms filled with scrolls and deeds of nobility. The line before her stretches all the way back into the crowd, and vanishes beyond the mob of weary travelers.

Any attempt to enter the city is going to require a feat of persuasion or subterfuge – that or a couple of days spent waiting in line. Simply sneaking right into the city should be very difficult without the aid of magic, especially for an entire group of adventurers. However, the GM should offer suggestions to help the PCs deal with the crowd and quickly get past the guards, or else simply handwave the time passing so that two days flash by in a moment. (It's no fun for the players if their characters are stuck waiting in line. Some groups might want to seize this opportunity for roleplaying with the various refugees and guards, however.)

Option: Clear Out Fang Quarry

Note! This option requires some extra work from the GM.

Savvy PCs who know or have learned that Lord Vrail is upset with the hobgoblins plaguing Fang Quarry can bypass a meeting with the magistrate and gain instant access to the city. To do so, they must pay the hobgoblins a visit and clear out the site. (See Appendix A). Should they do so, spies report back on their success to Lord Vrail, who arranges to slip the heroes a pass good for travel in and out of Fangsfall. It may not last forever, but for a while – certainly for the duration of this adventure – they should be able to bypass the crowds.

Later, the heroes may also learn that city politics are complicated. While Lord Vrail privately rewards the PCs, he may also publicly claim that marauders have overtaken Fang Quarry in the hobgoblins' stead to ensure his city remains united. He won't point fingers directly at the PCs unless it becomes expedient for some reason, but he won't hesitate to use the situation to keep various factions united and prevent a riot.

Barred Gates

Getting into Fangsfall is no easy matter, for the main gates have been shut to stem the influx of refugees arriving on foot and by caravan. The city government is worried that their

resources are strained to the limit; temples are overflowing with sick and wounded, inns have little room, and jobs are scarce. Now, officials have taken steps to stem the flow of refugees to keep the population in check, maintain adequate food and water supply, and reduce the threat of petty crime, disease, and costly accidents like fire.

The PCs have several options to reach the front of the line without having to wait any longer. As they are likely armed and armored, they might simply push their way to the forefront; doing so diminishes their reputation in the eyes of the refugees and possibly the city guard. They can use DC 15 Dexterity (Stealth) checks to sneak their way forward; should any of the PCs fail, however, the guards regard them with suspicion.

Bribery, in the form of money or food, can also be an effective tool. Before the PCs negotiate with the refugees, however, they should make a DC 10 Wisdom (Insight) check to assess how the guards and officials regard the anxious masses. A success reveals that the guards have mixed feelings about the refugees, such that most city officials regard them with disdain.

If they decide to wait, however, they pick up on a few key names – notable NPCs who are the movers and shakers active within the city. This knowledge can also be gained after the PCs have had the opportunity to roam the crowds and pick up on local gossip. (See Appendix A, “Fangsfall,” for more about the city's rulers and notable NPCs.)

The relics in the PCs possession act as a natural deterrent and make them stand out no matter what they might do. Nearby refugees shrink in their presence, and officials might turn up their noses at the party. Luckily, this behavior can also allow rumors of the PC's magical prowess to follow in their wake. Regardless, they should be able to speak with the presiding official, Magistrate Zalindra Danut (LN female human **noble**).

Read or paraphrase aloud:

As you approach the official, she regards you wearily. Her shoulders are slumped, and the dark circles under her eyes are a sign she hasn't slept well in days. Were it not for her finely trimmed robes and officious manner, it would be easy to mistake her for one of the refugees. “The city is closed. Unless you have official business, I cannot let you in.”

Convincing the Official

Convincing the official and her guards to let the party pass through at once requires two successful DC 10 Charisma (Intimidation or Persuasion) checks. The PCs' previous actions can modify the DC for these checks as follows:

DC MODIFIER	IF THE PCS HAVE...
+ 5	...openly encourage refugees to wait patiently for the official. (Unfortunately, the officials cannot welcome every refugee, for there isn't enough room. There also isn't enough food and water for everyone, so it's best to slow things down, drive some people off, and prevent riots!)
+ 2	...snuck to the front of the line using subterfuge or intimidation. Their acts have caused the guards to become suspicious of them.
0	...waited their turn, coming before the magistrate at the expected time.
-5	...encouraged rumors that they are great magicians, possibly even performing a trick or two to delight the crowds. The PCs have managed to make the best out of their current situation.
— (no check)	...bribed the guards and/or the official with 100 gp or more. Such a bribe obviates the need for checks, granting the PCs immediate entry.

After a minute or so of hard negotiations, if she suspects any criminal activity or foul play, the magistrate instructs the PCs to follow her inside her tiny makeshift office in a nearby wagon. There, Zalindra informs the group that she intends to report the matter to her superiors. This, combined with any aggressive acts toward the refugees, officials, or city guards, should have a chilling effect on future interactions with other NPCs as the adventure continues. Take note of any harm the PCs caused, which could result in disadvantage on future Charisma checks involving some city residents and officials.

Otherwise, the PCs gain entrance to the city unhampered, as noted above.

Around Town

Fangsfall is a strange, yet beautiful city; it has a uniquely anarchic beat, even though it is ruled by law-abiding Coreanic nobility. Now that the PCs are within the city's walls, they can earn (or spend!) gold, find food or shelter, heal, repair their weapons, or find important clues leading them to their next destination: the Mithril Chapterhouse.

The PC's arrival is not the only oddity in a city of this size and multivariate nature. Most citizens may never know that the *Dagger* and *Ring of Spiragos* were brought within their borders. In fact, the PCs may be shocked to learn that the city is neither evil nor benign, for the forces of both

are actively working against one another at every moment. Yet the presence of titanspawn artifacts does not go *entirely* unnoticed. The longer they remain within the city limits, the greater the chance the PCs are espied or even openly assaulted.

Each player can make one DC 10 Intelligence (Investigation) or Charisma (Persuasion) check to learn the intent of one of the city's notable NPCs, gaining one piece of information or insight from below, as appropriate to that player character.

- Dame Commander Sempronia Raho is sympathetic toward refugees and would undoubtedly seek the destruction of the relics.
- Lord Vrail is interested in ensuring the safety of his people at any cost. He would not be interested in the relics personally, and might even furnish the PCs with resources to destroy the relics, provided the characters prove their worth.
- The Veshian agent known as Duchess spits on the titanspawn, and she may well be watching the group secretly to see what they do next. Assuming their general goals align, she would help them destroy the artifacts.
- Fervent worshiper and socialite Lady Marana Sol cares only for the works of her goddess, Manawe, and the safety of the sea goddess's shrine. If she believes the Temple of Enkili is after the relics, she would move heaven and earth to find them first. If not, she'll leave the PCs alone.
- High Admiral Lord Remig is jealous of Lord Vrail, and seeks to further his own glory. He is not as popular as Vrail, though, so he seeks to increase his profile with the city's rabble. He would be likely to claim the artifacts for himself, and use them for political gain.
- Tidebrother Atanis Inton is a loner who is known to be friendly with the church of Enkili. He will probably side with whatever the clergy of Enkili decides.
- Scandinius Stormborn, Fangsfall's high priest of Enkili, is said to be a former Vangalite priest who lost his faith in the Reaver for some unknown reason and turned to Enkili. Should he learn that the relics have been found and are within city limits, he would do anything to prove their authenticity. Beyond that, it is hard to say what he might do (but see "Optional Ruse: Traitor Revealed," under the The Big Chase in Chapter 5, for some ideas).

The following table provides opportunities for encounters in and immediately around the city that can be tied to rival factions or notable NPCs who might be intent on stealing the *Dagger* and *Ring of Spiragos*.

CITY OF FANGSFALL ENCOUNTERS

D%	ENCOUNTER	AVG. CHALLENGE	SOURCE
1-7	1d6 giant wolf spiders	150 XP	MM
8-16	1d3 asaathhi blades	200 XP	Scarred Lands Player's Guide , p. 235
17-22	2d4 murder sprites	250 XP	SLPG , p. 284
23-25	1d6 pestilites	300 XP	SLPG , p. 289
26-34	1d6 spider-eye goblins	300 XP	SLPG , p. 268
35-45	2d6 goblins	350 XP	MM
46-50	3d4 shadow ravens	350 XP	SLPG , p. 292
51-55	1 asaathhi witchblade	450 XP	SLPG , p. 236
56-60	1 hunter's hound	450 XP	SLPG , p. 279
61-68	1d6 giant spiders	600 XP	MM
69-73	1 asaathhi witchblade and 2d4 asaathi blades*	950 XP	SLPG , p. 242-3
74-82	3d6 spider-eye goblins	1,000 XP	SLPG , p. 268
83-85	1d2 bloodmen	1,100 XP	SLPG , p. 240
86-89	1 windrider*	1,100 XP	SLPG , p. 309
90-92	1 arcane devourer*	1,800 XP	SLPG , p. 233
93-95	1 narleth	1,800 XP	SLPG , p. 286
96-98	1 cloudsting*	2,300 XP	SLPG , p. 243
99-100	1d2 flayed giants*	2,300 XP	SLPG , p. 267

* Occurs only once. Reroll if encountered a second time.

Though Appendix A covers the city of Fangsfall in more depth, the GM is encouraged to create smaller, lesser-known locations to give the PCs more opportunity for adventure and intrigue. For example, Houses of Healing might be a good place for the PCs to earn goodwill, for lending a hand to the sick will be viewed positively by all. The local Mermaid's Tale tavern is always a good place to eavesdrop for more information.

A few other suggestions are as follows:

Homesteading Help

Many of the refugees in Fangsfall are beginning to realize they may never go home and they might also never be able to settle in Fangsfall. The braver and hardier among them have started to think about homesteading. Characters having proficiency with cartographer's supplies who mapped even part of the Bronze Hills can attempt a DC 8 Charisma (Persuasion) check to sell maps to homesteaders; they earn 10 gp with a successful check, plus 1d6 gp for every 2 points rolled above DC 8.

Should the PCs wish to hire themselves out to guard refugees determined to leave and resettle, they can earn multiple rewards. Characters willing to work as caravan guards or mercenaries for homesteaders can make as much as 10 gp per day for their services – and possibly other

benefits, including the hand of one of the settlers or their sons or daughters. City officials would be happy to see some refugees go, and others still outside the city gates might tag along hoping for a safe place to settle down.

If the PCs take up this line of work, Magistrate Danut happily grants them a pass to come and go as they please.

International Exports, Ltd.

On the surface, International Exports, Ltd. is a small shipping house operating in a run-down neighborhood. This market serves low-quality imported food and novelty items to customers. It also offers clothing repair and cleaning services provided by the finest cleaners of Shelzar. In truth, the shop is a front for a group of agents associated with the Vigils of Vesh (see **Scarred Lands Player's Guide**, pp. 69, 188).

These spies are all loyal to their lead agent, Duchess (treat as a lawful neutral female human **assassin**), who often puts her people in harm's way to test their mettle. The agents are specially trained to notice the effects of tainted relics and the presence of titanspawn. Given enough time, they are likely to discover what the PCs are hiding. However, they are very likely to share the PCs' goals and can make formidable allies. The spies take great pride in their ability to track down and eradicate titanspawn. The agents gladly point the PCs in the Mithril Chapterhouse's direction, keep

an eye on the group's comings and goings, and also alert Duchess that Spiragos's gauntlet has yet to be recovered.

Should the PCs later wish to shrink, retrieve, and destroy the *Gauntlet of Spiragos*, they would need to wait several weeks until Duchess has gathered the right people and resources for the journey. This desire might lead to a future adventure that combines the PC's efforts with a new ally. The GM can find the journey to the Chasm of Flies in "Gauntlet of Spiragos," which the players might already have experienced; in any case, the encounters there should be heavily modified to account for the party's higher levels.

Manawe's Shrine

A shrine dedicated to the demigoddess Manawe rests near the city's westernmost marinas. The shrine is a popular destination, especially since smaller mercantile ships and pleasure cruises are thought to be beneath Enkili's notice. A DC 10 Intelligence (Religion) check reveals that one should offer the goddess pearls, shells, foreign spices, and fine silks, all items found in the ocean or shipped by sea. Manawe considers it an insult to receive gifts of iron, gold, herbs, cotton, or other such materials sourced from inland.

Recently, a group of aquatic titanspawn (perhaps **flayed giants** or **sahuagin**) snuck in under the cover of night and defaced Manawe's shrine, seeking a priceless tome known as the *Cockleshell Codex*. (They did not find it.) The caretaker, Tidebrother Atanis Inton (neutral male human **priest**), believes this sacrilege to have been the work of disgruntled refugees from Calastia, while Manawe's most dedicated public patroness, Lady Marana Sol (neutral female human **noble**), thinks Enkili's servants are to blame.

Within the shrine itself, a competent search – a DC 15 Intelligence (Investigation) check – can turn up clues that the assault was caused by aquatic humanoids. A few glistening scales, for example, could be stuck to the base of the statue or a puddle of telltale slime might reveal a set of webbed footprints. Should the PCs wish to hunt the titanspawn, they should head to Blossom Harbor (see Appendix A) and search for a nearby hidden cove, which requires either a ranger or a DC 15 Wisdom (Survival) check to locate.

Alternatively, the group may visit the Temple of Enkili (see Appendix A) and seek an audience with that temple's high priest, Scandinius Stormborn.

If the party can avoid civil unrest, they stand to gain 100 gp and *Manawe's Blessing*: While the party is in Fangsfall, Fang Quarry, or anywhere else within 50 miles or so of the coast, Manawe ensures the weather cooperates with them, so that they experience rain or shine, wind or fog, as is most beneficial for them at any given time.

Rats and Cellars

Every city has its seedier side, and Fangsfall is no exception. In its red-light district, located by the harbor, criminal

overlords battle for control and higher profits. As more refugees flood the poorer neighborhoods, the cartels prey upon their misfortune and pit them against one another in deadly street fights held at night. The winner earns food, water, and shelter for an entire week; the loser dies, applauded by the depraved folk who pay to watch the grisly spectacle.

It is also whispered that some of kingpins of these criminal fight clubs, disparagingly called "gauragruls," have connections to titanspawn – and perhaps, given their epithet, some connection with the titan Gaurak.

The PCs have several options: they could enter a fight, interview survivors, bribe officials (at least 50 gp per secret), find out who the leaders are, or possibly work for either the cartels or the local guards as their muscle. Eventually, the PCs might discover that some of the fighters aren't refugees at all, but political opponents and rivals of the criminal bosses who are later reported missing.

The more details they uncover, the greater the danger they put themselves in – and the more impressive the rewards they might earn. Should Lord Vrail himself gain proof of such treachery, he would be very grateful to the PCs for bringing such knowledge to his attention.

Church of the Forbidden Oracle

In times of uncertainty, the people of Scarn turn to their gods and goddesses for hope and blessings. Some, however, need extra assurances that they might earn a living, remain in good health, find love, and be safe. Left unfulfilled, many seek answers in unusual places, like the Church of the Forbidden Oracle.

The Church of the Forbidden Oracle serves no god, goddess, or titanspawn. In fact, it is not actually a shrine at all, but a traveling wagon that sells elixirs, amulets, magical trinkets, and the occasional prophecy for the right price. City officials want to find and shut the shrine down, while the citizens actively hide the cart if the guards are on patrol. When the Church is not in service, its driver – who is none other than a guise of Cestarian the Wise (lawful neutral male elf **archmage**), advisor to Lord Vrail – drapes different banners over the sides to disguise it. One banner might be that of the Fangsfall guard, for instance, or another for a humble apothecary.

When the Church of the Forbidden Oracle is open to pilgrims, the back of the wagon opens to reveal a faintly luminous, purple-clad figure with a long, braided beard. Cestarian the Wise, in the guise of Hamalti the Prophet, gauges the needs of each supplicant who stands before him. Sometimes, he may ask for gold or a favor in exchange for his wisdom. Other times, he utters an ominous warning and asks the querent to leave immediately. If prompted, commoners proclaim they love Hamalti dearly, and most citizens of Fangsfall would do anything to protect "the true ward of the people" who watches over them.

Luckily for the PCs, Cestarian the Wise is searching for the heroes to relay pertinent information should they cross paths. At the GM's discretion, Cestarian might also grant them each a chilling prophecy about their futures.

If necessary, the wizard might leave clues for the PCs to follow in his absence.

- The PCs notice a hand-drawn poster proclaiming supplicants can visit Hamalti the Prophet at a specific time and date for all their answers. "Don't miss this old relic!"
- A bard sings about a mithril knight from Four Swords Lane whose heart is set on destroying the remnants of all the titanspawn has left behind.
- A street performer pointedly tells one of the PCs a bad, seemingly nonsensical joke. "How many knights does it take to form a patrol? Four swords – but don't forget the lane." The Mithril Chapterhouse is on Four Swords Lane.

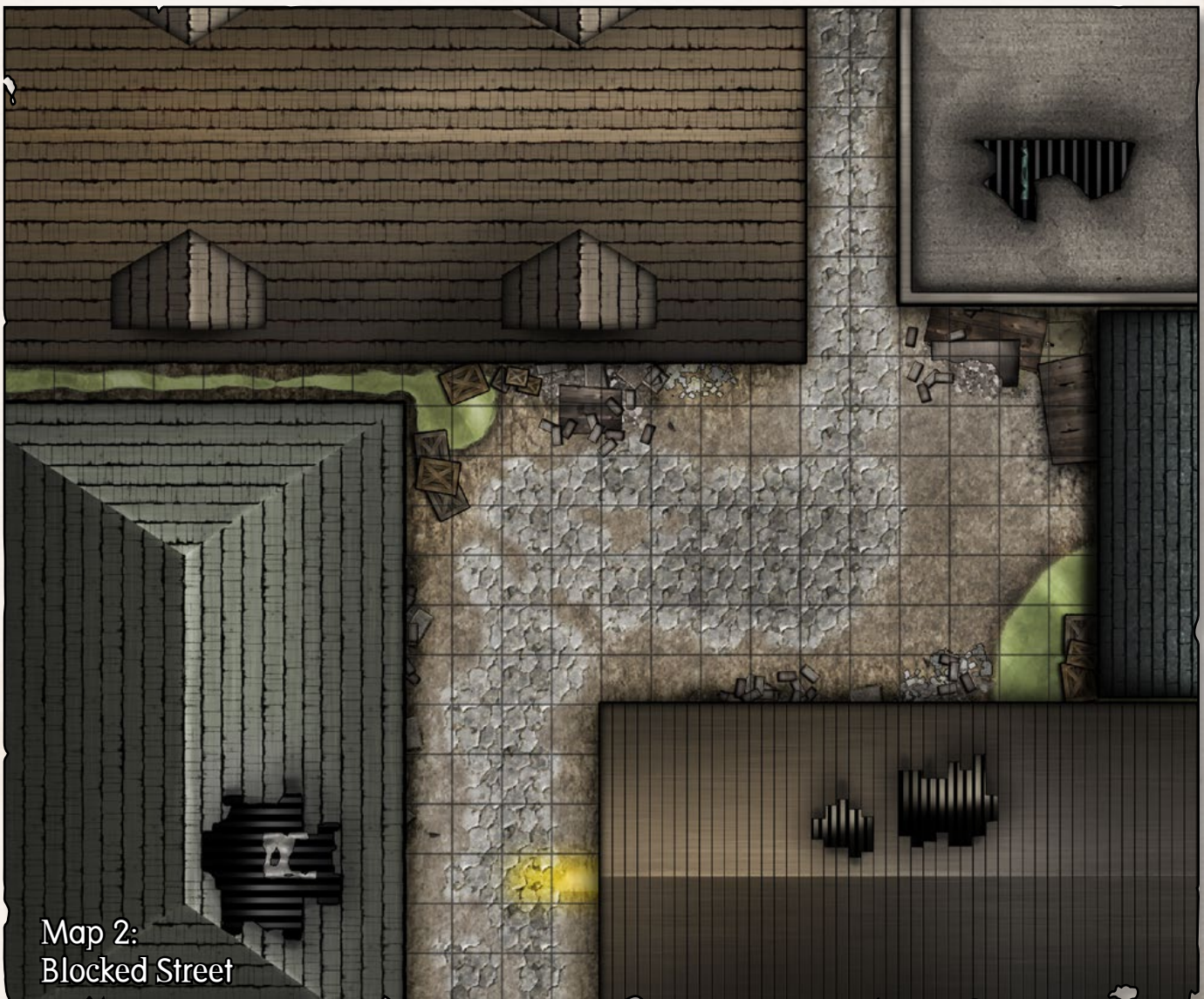
- As the PCs stroll the streets, if they are not heading in the right direction, "Hamalti's servants" (supplicants who have exchanged favors for the wizard's prophecies) quickly sketch chalk arrows pointed toward the Mithril Chapterhouse.

Meeting with the wizard (or following his clues) should trigger a sense of purpose and a reminder that the titanspawn artifacts are not mere antiquities. Regardless of how immersed in a side quest the PCs become, protecting the relics of Spiragos until they can be destroyed should remain a priority.

Optional Combat

If the PCs are distracted, or if they are getting too caught up in city politics, the GM should remind the group their presence has not gone unnoticed. This optional scene is an example of combat in which a gang of halfling thieves, cultists try to steal the *Dagger of Spiragos*.

At some point, the PCs make a wrong turn or head into an unfamiliar part of the city. The road they travel curves just enough that they cannot see the main causeway; with



Map 2:
Blocked Street

their vision impaired, they don't notice the street has been blocked by two horse carts.

Just as the PCs realize they need to turn back, read or paraphrase the following:

From high above, you hear a shrill whistle piercing the din of the street. A few seconds later, a gang of filthy-looking halflings slips out of doors, down rainpouts, and up from sewer grates. All of them bear spider tattoos and vicious black blades bearing a strange resemblance to the Dagger of Spiragos.

Your mind churns as you ready your weapons. Not today, you think to yourself. Not this day.

Combat

The daggers these vicious little halflings use in battle are curious. They are ordinary iron blades, somewhat rusty, that have been modified to resemble the *Dagger of Spiragos* itself.

Once the halflings appear, other people on the street quickly scatter for cover and flee as best they can. If you want some of them to be caught in the crossfire, that's fine; trying to keep the innocent bystanders out of harm's way might make the encounter more interesting for the players, and saving them could result in unforeseen benefits around the city.

There should be at least two more thieves than the total number of PCs in the party, plus one extra for each animal companion present, if any.

Filthy little thieves: hp 18 each

When the fight is over, the fallen bodies of any slain thieves can be searched. One of them carries a scrap of parchment with very hasty drawings of each of the PCs, but no other writings or markings. A watermark showing the symbol of Vangal, a cloven shield, can be seen if the parchment is held up to the light.

The Mithril Chapterhouse

The Mithril Chapterhouse should be the catalyst that propels the PCs into the events of Chapter 3. Once the heroes reach the fortress, consider tabling any side quests until they return to Fangsfall.

When the characters arrive at the Mithril Chapterhouse, they may expect to find a sizeable citadel. Instead, what greets them is a tiny fortress-temple, recently constructed on the bones of an old, abandoned chateau. Located on Four Swords Lane, it is a squat, compact structure. The walls are of thick stone covered with an enameled white plaster. Corean's holy symbol, the "fourfold sword rose," is proudly displayed on either side of the main entrance, which itself is a remnant of the old chateau. While it is not large, the structure is well fortified and thus defensible.

FILTHY LITTLE THIEF

Small humanoid (halfling), neutral evil

Armor Class 14 (leather armor)

Hit Points 18 (4d6 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	11 (+0)	10 (+0)	10 (+0)

Skills Acrobatics +5, Athletics +3, Deception +4, Perception +4, Sleight of Hand +5, Stealth +7

Senses passive Perception 14

Languages Ledean, Shelzari

Challenge 1/2 (100 XP)

Cunning Action. On each of its turns, the thief can use a bonus action to take the Dash, Disengage, Hide, or Use an Object action, or to make a Dexterity (Sleight of Hand) check.

Halfling Nimbleness. The halfling can move through the space of any creature that is of a size larger than its own.

Halfling Stealth. The halfling can attempt to hide even when it is obscured only by a creature that is at least one size larger than itself.

Sneak Attack (1/Turn). The thief deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Dart. *Ranged Weapon Attack.* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

The knights constructed the chapterhouse a few years after Lord Vrail assumed command, and its construction was finished approximately six years ago. The knights of Corean are well-regarded by Fangsfall's citizens, for they guard against corruption and crime. Homesteaders also appreciate them for their willingness to help against titanspawn. Yet, with the current refugee crisis, the chapterhouse is somewhat overburdened.

A young knight-in-training (LG male human **guard**) stands outside. Across the street is a line of refugees seeking food and any other aid the knights can offer. At first, the guard mistakes the PCs for refugees and asks them to wait their turn. Convincing him that they have pressing business with the knights requires a DC 8 Charisma (Persuasion) check. Presenting a letter or other favor from either Lady Elyn Barathos or Captain Zedaias Black of Creagfort (for those having played **Gauntlet of Spiragos**) grants advantage on this check.

The guard cannot leave his post, but once he is convinced of their mission, he bids them enter and informs the party they can find the Chaptermistress, Sempronia Raho, in her meeting room at the end of the main hall. If the party wishes to tour the chapterhouse, there are other rooms they might visit, as described below.

The default mood for most NPCs in the Chapterhouse is friendly, as they are used to receiving and assisting visitors. Should the PCs linger too long, however, the foul influence of the *Dagger* and *Ring of Spiragos* may sour the mood and arouse suspicion.

Courtyard

The remnants of the old chateau are most apparent in the courtyard, which is just ahead and to the left. Erected in the middle, a statue of Corean the Champion stands in a lovely patch of lush, green grass. In the mornings, knights perform veneration to Corean (and often to Madriel and the other gods, as required by the holy calendar), while in the afternoon the courtyard is often used for lectures and history lessons.

If the characters arrive during morning prayers, they are expected, but not required, to join in. If they do not, then some Charisma checks when dealing with Raho and the other knights may suffer disadvantage, at the GM's discretion.

Dining Hall & Kitchen

Opposite the courtyard, the dining facility and kitchen occupy one large room, separated only by an arch. Any trained eye notices signs that the small chateau kitchen and adjoining rooms were expanded into a proper dining hall. The dining facilities are always open, as common dining hours are difficult to schedule for the busy knights.

Unfortunately, the old soldier who works as the Chapterhouse's cook is unimaginative, and most of his meals are bland at best. PCs who bring gifts of spices or other fine ingredients, or who offer to cook, may gain favor with the knights, earning advantage on their next Charisma check with any resident of the Chapterhouse.

Living Quarters

The knights' private living quarters are located on the far side of the courtyard. The barracks are shared by low-ranking knights, and a few private rooms are assigned to their superiors. They are allowed a few personal items and are routinely subjected to inspection. These quarters are off-limits to outsiders; should the characters explore the quarters without an invitation, adjust the default mood of any of the knights from friendly to indifferent.

Rummaging through the knights' personal belongings, kept in serviceable footlockers and a few small shelves and closets, turns up 3d4 × 10 gp worth of loose coins and other valuables. However, if the PCs are caught, the knights become unfriendly and demand the perpetrators return their goods and leave at once.

Raho's Chambers

Located at the end of the main hall, the Chaptermistress's chambers consist of an outer sitting room, a tiny vestibule, and a small bedchamber. The sitting room, the largest of the three chambers, functions as the meeting hall for the assembly of senior knights, and it is the PCs' primary destination.

The sitting room is sparsely, yet tastefully, decorated with finely-tailored banners and religious relics. A darkwood table rests at the center; its ornate top is a large oval inlaid with Corean's holy symbol, the four swords each inlaid with a thin sheet of the appropriate metals: gold, silver, iron, and mithril.

When she arrives, Raho (lawful good female human **knight**) takes a seat in front of the mithril sword's hilt. A neat, precise middle-aged woman, her black hair is streaked with iron grey and worn in a tight braid. While the flush of youth has faded, her olive-green eyes speak to her wisdom and grace. The Dame Commander of the Order of Mithril is polite, firm, and formal, but does not expect her guests to act in the same manner.

Once the characters show her the *Dagger* and *Ring of Spiragos*, Raho's eyes widen slightly. She is ready to assist at once, and she reveals that the duke's Bibliothecis, the wizard Cestarian the Wise, predicted their arrival. Immediately, she summons the other senior knights to inspect the artifacts. Three of the four knights of the assembly are available, while the last is off conducting city business.

During inspection, the Chaptermistress describes patiently how the ring and dagger might be destroyed if the PCs are not already aware of it, explaining each relic requires a separate procedure. (See item descriptions on page 9.) Then, she reveals her fears: the dagger might be far easier to destroy than the ring. Though the knights would require a great deal of assistance and preparation from the highest priests of the Adamantine Church to contact a solar, Raho knows of a thulkan's location in the nearby Bronze Hills and happily provides it to the heroes. Once the thulkan's blood is collected, the dagger's destruction should be assured.

Due to the refugee crisis, Raho admits she has no knights to spare, but she encourages the PCs to continue their quest. If they are short on combat prowess, one of the senior knights might offer to accompany the group. If the PCs are otherwise faltering, Raho offers a 100 gp reward per character should they return with the blood. A PC making a successful DC 15 Charisma (Persuasion) check can convince her to raise the sum to a total of 150 gp per person, but no more.

Once the PCs have agreed, Raho says she'll pray for their safe return. She then asks for the *Ring of Spiragos* to prepare it for transport to the Adamantine Church. If pressed, she reveals that her plan to protect the ring is to fabricate decoys. She expresses concern that the PCs might lose the ring in their encounter with the thulkan, so it is best that

she take one relic while they deal with the other. The PCs can tell she is deadly serious and, while not keen about the prospect, probably willing to use force to ensure that the *Ring of Spiragos* remains with her so she can see it is destroyed. If they want to leave the Chapterhouse smoothly, they will hand over the ring and take comfort in the fact that it's now in safe hands.

Raho gives the party a writ of authority, marked with her personal seal, to grant them passage in and out of the city. She also provides them with a map of the Bronze Hills and marks the approximate area where a thulkan is known to reside. The party must collect the thulkan's heartsblood in a magical decanter designed to keep the blood fresh. (Note: *Titan's blood* and the ichor or plasma of other magical creatures is widely used for various magical rituals and magic item creation in the Scarred Lands.)

If asked about Chardun's symbol upon the decanter's stopper, Raho explains that the Great General is also the god of binding, so even though he is evil, his blessings are often invoked when one needs to contain something dangerous

Decanter of Containment

Wondrous item, common

Lore. This decorative iron decanter, etched with various images of chains and other instruments of binding, has a silver stopper bearing symbols of the three Gods of Law, Chardun, Corean, and Hedrada.

Powers. The decanter can hold up to 2 gallons of fluid. It is immune to acid, cold, fire, lightning, and thunder damage.

— just as wicked priests usually invoke the name of Madriel when they require healing. It is the way of Scarn.

By this encounter's end, the characters should have their objective and a means of collecting the titan's heartsblood. The knights assume the PCs will return the *decanter of containment* when they bring back the thulkan's blood, and expect them within a fortnight.



Chapter Three: Seeking the Thulkan

Now that the party has its quest, the PCs set off across the Fangsfall Peninsula and into the Bronze Hills to seek the blood of a thulkan. With the information provided, the party should be able to find the thulkan's lair easily.

As Fangsfall fades on the horizon, the Bronze Hills stand in stark contrast of its white, gleaming walls. The vast swath of rolling hills is a stark reminder that all things fade with time; the uneven landscape is pocked with decrepit mine shafts, bits of rubble where tall towers once stood, and yellowing bones that poke up from the ground — scars of the Divine War.

Reaching the general vicinity of the thulkan's lair from Fangsfall takes approximately 2 days by horseback or 3 days on foot. Once per day, the party's leader or navigator must make a DC 10 Wisdom (Survival) check to avoid getting lost, with advantage if referencing Dame Raho's map (or any other good map of the area). Be sure to keep track of the current weather conditions and the resulting visibility

from time to time; any time it changes for the worse, this Survival check should be repeated.

Bronze Hills Random Encounters & Weather

During the journey through the Bronze Hills, the PCs must contend with rocky terrain and other hazards unique to the wilder areas of Ghelspad.

The climate in the Bronze Hills is temperate. Unless "Table A-2: Weather Encounters" (see Appendix A) shows a different result, the weather can be anywhere from sunny/clear to light wind or scattered light rain (with no game effects).

The following charts can be used to generate both random encounters and weather. Roll on "Table 3-1: Bronze Hills Random Encounters" twice a day, once during the morning hours and once for the evening. If an encounter occurs (on a result of 16 or higher), roll again on Table 1-1 one additional time 1d4 hours later.

Note: Further encounter and hazard tables appear in Appendix A.

BRONZE HILLS RANDOM ENCOUNTERS

D20 RESULT	ENCOUNTER
1-12	No encounter
13-15	Roll on Table 1-2: Bronze Hills Hazards
16-18	Roll on Table 1-3: Bronze Hills Creature Encounters
19-20	Roll on Table 1-2 and Table 1-3; both results occur together

BRONZE HILLS HAZARDS

D12 RESULT	HAZARD
1-8	Roll on Table A-2: Weather Encounters (see Appendix A)
9	Oasis of Gaurak (see below)
10	Oasis of Gaurak (see below), plus roll on Table A-2: Weather Encounters (see Appendix A); both occur together
11	Shardgrave* (see below)
12	Shardgrave* (see below), plus roll on Table A-2: Weather Encounters (see Appendix A); both occur together

* Shardgraves are rare in the Fangsfall Peninsula. Reroll this encounter if it occurs more than once during this adventure.

Bronze Hills Hazard Descriptions

Oasis of Gaurak (Challenge 1/2; 100 XP): A pool of water with lush vegetation, usually patches of red, sweet scented flowers and short trees bearing ripe red fruits, these oasis look idyllic. A successful DC 10 Wisdom (Survival) check means a character notices that the place is eerily quiet, with no animals around what should be a furtive watering hole. Anyone who then makes a DC 15 Intelligence (Nature) or who exceeded the Wisdom (Survival) check DC by 5 or

more realizes this is an Oasis of Gaurak, a dangerous hazard. Somewhere in the oasis, a shard of Gaurak's fallen teeth has infected the waters.

After spending 1 minute around the oasis, a creature must make a DC 13 Wisdom saving throw or fall asleep for 1 hour, repeating the saving throw at the end of each hour. This is a magical effect. A creature that remains awake can try to wake a sleeping creature as a standard action by dealing at least 1 point of damage to it, allowing it a new saving throw.

After a creature has slept for 1 hour, a growth of tiny tendrils rises out of the ground and latches onto the victim's flesh, dealing 14 (4d6) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. This damage does not wake the creature. The tendrils deal this necrotic damage to the sleeping creature again each subsequent hour.

A creature that is awake notices the tendrils with a DC 15 Wisdom (Perception) check; if a sleeping creature is moved, the tendrils are obvious (no check required). The tendrils have AC 10 and 1 hp. If they are removed but the creature remains asleep, new tendrils form an hour later.

Shardgrave (Challenge 4; 1,100 XP): Shardgraves are rare in southeast Ghelspad, and even more so in northern and western parts of the continent. They are usually about 100 feet in diameter, although they can be larger or smaller; those on Ghelspad tend to be smaller rather than larger. (Roll 5d10 + 60 to determine this shardgrave's diameter, rounded down to the nearest 5 feet.)

A reddish tint covers everything in the area, from the littered animal bones to the shards of broken rock and metal lying about. Characters who succeed on a DC 20 Intelligence (Nature) or Wisdom (Survival) check recognize the shardgrave for what it is, a dangerous blight on the land where pieces of the titan Golthagga, the Iron Father,

BRONZE HILL CREATURE ENCOUNTERS

1D12	ENCOUNTER	AVG. CHALLENGE	SOURCE
1-3	Roll on Table A-3: Fangsfall Peninsula Creature Encounters (see Appendix A)	—	—
4-5	1d6 slitherin*	150 XP	Scarred Lands Player's Guide , p. 297
6	1d4 asaatthi blades*	200 XP	SLPG , p. 235
7	1d3 hippogriffs	400 XP	MM
8-10	Hobgoblin warband (see below)	550 XP	MM
11	1d3 griffons	900 XP	MM
12	1 bulette	1,800 XP	MM

* There is a 50 percent chance these creatures are evil titanspawn. Otherwise, they are Redeemed (non-titanspawn), of neutral alignment, and indifferent or friendly toward the PCs.

fell when he was sundered. A character who gets a result of 25 or higher on this check or who then makes a DC 20 Intelligence (Arcana) check also knows that wearing rusty armor or coating themselves in flakes of rust can prevent a shardgrave's effect from triggering.

Fortunately, the iron shavings around shardgraves tend to rust eventually, meaning anyone within 50 feet of a shardgrave who makes a DC 10 Intelligence (Investigation) or Wisdom (Survival) check can find enough rust to coat one Medium creature; for every 2 points by which this check exceeds 10, the character finds enough rust to coat one more creature. Characters so coated do not trigger this hazard for 2d4 rounds, after which time the rust begins to flake off.

Characters wearing rusty armor or similar apparel, as well as half-constructs such as gleaming legionnaires, trigger this hazard only 50% of the time, rolled each turn.

Otherwise, a living creature that ends its turn inside a shardgrave is subject to its effect: A burst of rocky and metallic shards whirls around the creature, dealing 22 (5d8) points of piercing damage. A DC 14 Reflex save reduces this damage by half. This effect continues at the end of each of the creature's turns until it has left the shardgrave.

Hobgoblin Warband: This warband consists of 5 (1d6 + 2) **hobgoblins** and 2 (1d4) goblin dogs (use **giant rats**).

Slitherin Hunters

Not long into their travels through the Bronze Hills, the PCs either spot or are spotted by a slitherin scouting party hailing from the Cheery Brine Warren (see Appendix A). These 3 **slitherin** are based locally out of a camp just a mile or so away. (If needed, see **Scarred Lands Player's Guide**, p. 297, for stats; these are Redeemed ratfolk of neutral alignment, and friendly toward the PCs. Instead of Titan Speech, most of them know a smattering of one or more other tongues.)

While the PCs might be on guard immediately, the ratfolk wave in the PCs' direction, approaching slowly and carefully, without weapons drawn. When they get closer, one of them hails the party in decent Ledean. Read or paraphrase the following:

"Travelers, welcome! We are your friends. You are champions? Adventurers? You look like adventurers. Please, follow us back to camp if you wouldn't mind. Molik and Toya would want to speak to you, and we need your help. Very quick, no danger. We promise. It is an easy task, with a big reward. Would you follow us?"

If that fails to get a response, another tries again, this time in somewhat less polished Shelzari.

"We don't want battle with you! You are... hmm, battle-makers, yes? You look like very big heroes. Please, come to our camp, talk to Molik and Toya. We need help. Many coins and precious things. We promise, no harm. We promise. Come with us?"

If the PCs are overly suspicious or simply not interested in dealing with the slitherin, they're free to proceed to the thulkan's lair on their own. Those who do follow the ratfolk are treated respectfully and led back to the slitherin camp, just an hour or so away through the winding trails of the hills. Nervous PCs can also make a DC 5 Sense Motive check to assuage their fears, determining that the slitherin seem trustworthy and forthright.

Courting the Slitherin

As the PCs approach the camp, they smell a savory stew cooking nearby. The slitherin are relaxing as they wait for a hot meal, and they chatter amongst themselves in their native tongue. If any PCs understand Slitherin, read or paraphrase these phrases:

"I'm so sick of their fighting. Maybe now it can finally end."

"Probably not. I bet this is just going to make it worse."

"Sure, but at least we'll be able to go back home."

"Good point. Let's hurry. Something smells good."

When they arrive at the forward camp, the scouts gesture and chat in hushed tones with the posted guards, who let the PCs enter freely a moment later (though not without an appraising glance or two).

The slitherin camp was founded recently, little more than a couple dozen or so ratfolk occupying tents and a few semi-permanent shelters in a shallow valley. The whole is surrounded by a makeshift barrier that appears to be equal parts traveling gear and salvaged debris. The slitherin have constructed a crude but functional little base of operations big enough to accommodate the 30 or so slitherin milling about the area.

Near the camp's center stand two crude huts lashed together from stout branches and draped with patchwork tarpaulins. One of the huts is adorned with religious trinkets and symbols, while the other is slightly larger and sturdier, decorated with several heads of various creatures, including a couple unfortunate goblinoids.

These central huts are home to the group's two leaders: Toya (lawful neutral slitherin **druid**), a sharp-tongued female mystic, and a gruff male warrior named Molik (neutral slitherin **berserker**). Though they constantly bicker and even come near to blows during their interactions, the rest of their entourage understand that this is merely a phase of the elaborate and widely misunderstood slitherin courtship

ritual – although only slitherin PCs would grasp this fact, and the PCs otherwise probably won't figure it out until later, if at all.

The party is led to the center of the camp, near the two huts, and encouraged to wait. Moments later, both huts open almost simultaneously. A tawny-furred female slitherin emerges from the smaller hut; a black, furry male steps out of the skull-decorated one. They sneer at one another, making no effort to conceal their mutual contempt.

After a lengthy, uncomfortable pause, the female assumes a proud stance and introduces herself in excellent Ledean as Toya, Spirit Guide of the camp and assistant to Denmother Tenaghra, Chief Spirit Guide of the Cheery Brine Warren. The male chimes in, puffing his chest and declaring, in good but heavily accented Ledean, that he is Molik, captain of the warband, champion of the warren, and slayer of dwellers above and below.

When he is ready, Molik addresses the PCs in Ledean.

“Friendly travelers, we humbly request your assistance. In exchange for a reward of 400 gold coins,” he begins, gesturing to a chest nearby, “we would like you to retrieve two items from the lair of a titanspawn, a greedy and evil creature known as a thulkan. Two items: a horned helmet and a shirt of mail armor, each specially

crafted for slitherin. These are what the thulkan promised us, though it has not delivered. Retrieve these items for us, and our gold is yours. Is that acceptable?”

If the PCs attempt to bargain for a better payout, the slitherin seem surprised and admit that they already offered all the gold they have. The PCs may refuse to help the slitherin without repercussion, although the ratfolk seem disappointed.

Once the deal is made, the two leaders storm back into their huts to brood. The PCs may now linger and chat with other slitherin (see Appendix A). At the GM's discretion, the PCs may glean tidbits about the thulkan from their interactions with the slitherin – mostly in Slitherin with bits of broken Ledean or Shelzari. Specifically, the slitherin tell the heroes the lair is “major big guarded” and that several of their warriors were attacked by “metal man-things.”

Once they're ready to leave, the heroes are escorted to the outskirts of the camp. If needed, they're also given good directions to help them find the thulkan's underground lair. Locating the lair of the thulkan is quite easy. Navigating its elaborate traps and attacking the thulkan in *just* the right way will be much harder.



Chapter Four: Fire in the Earth

This chapter marks a significant turning point in the quest to destroy the *Dagger of Spiragos*. As such, the GM is encouraged to tap into the PC's fears whenever possible.

To heighten the tension, the GM should describe how the *Dagger of Spiragos* seems to resist being brought near (or into) the thulkan's lair, possibly applying appropriate modifiers to skill checks and saving throws. The PC carrying the relic might suffer from a moment of paralysis or sickening nausea. Characters who make a successful DC 10 Intelligence (Arcana) check understand that the dagger is trying to save itself, but its effects can be offset temporarily with prayer, holy symbols, or spells such as *bless* or *protection from evil and good*, at the GM's discretion.

Once the PCs venture deep enough into the hills north of the slitherin camp, they spot the thick plumes of smoke that rise from iron-lined vents jutting up from out of the

rock. After quickly scouting the rest of the area, the PCs find a square-shaped entryway on a nearby plateau.

Entry Plateau

The ground all around the perfectly square entrance of this underground network has been charred black as though a massive explosion took place here not long ago. Nothing has been left alive, from the smallest blade of grass to the blackened remains of several armor-clad humanoids lying around the area.

As the PCs get close enough to take a better look, each can attempt a DC 15 Wisdom (Perception) check. On a successful check, a character realizes suddenly that the burnt corpses are not actually corpses, but constructs or automatons of some kind. Almost immediately, the constructs rise and move to attack.

Read or paraphrase the following:



Map 3:
The Plateau

As you approach the great, square door, the blackened suits of armor begin to rise all around you. The sounds they make are unlike any undead you've ever heard, though. As they move, you can hear the distinct noise of grinding gears. Without a word or gesture, they stomp forward, heat radiating out from their joints as the mechanical components activate.

Combat

Unless a PC made one of the above skill checks to recognize the constructs, the reformed automatons automatically surprise the party. Otherwise, roll for surprise normally.

Use **animated armor** stats for the automatons, except they gain the following Reinforced Springs trait and Fiery Demise reaction, raising their Challenge level to 2 (450 XP) each.

Fiery Demise. When a reformed automaton is reduced to 0 hit points, it produces a random effect. Roll 1d4 and consult the chart at the top of the next page.

Reinforced Springs. A reformed automaton can jump up to 30 feet in distance (or 15 feet vertically) without a running start. In addition, the automaton is immune to falling damage if it jumps down from any height.

There should be at least one automaton for each party member.

Reformed automatons (4+): hp 33 each

Burning Grid

Inside the thulkan's lair is a dimly lit large room with an arched ceiling. The floor is covered with rune-covered tiles, each describing an event involving the fallen titan Thulkas. The chamber is illuminated by the runes, which flicker and glow faintly like firelight. If there is a religious scholar or historian in the party, when they study them they'll learn that some of the runes describe true events, while others are false.

FIERY DEMISE

D4 RESULT

- 1 **Breakdown.** The reformed automaton stops moving and becomes inert.
- 2 **Explosion.** The reformed automaton explodes in a fiery blast, dealing 10 (3d6) fire damage to everything in a 10-foot burst. Affected targets may attempt a DC 11 Reflex saving throw to reduce the damage by half.
- 3 **Meltdown.** The reformed automaton melts into a boiling puddle of acid 15 feet in diameter. Any creature walking through or ending its turn in the puddle treats it as difficult terrain and suffers 7 (2d6) acid damage. After 1 minute, the acid becomes inert and harmless.
- 4 **Geyser.** The reformed automaton's central core is ruptured, resulting in a 15-foot cone of searing hot acid spraying out in a random direction (roll a d8), dealing 7 (2d6) acid damage and 7 (2d6) fire damage to all in the cone. Targets may attempt a DC 11 Reflex saving throw to reduce the damage by half.

The room is unnaturally warm, and the heat causes the air to be visibly distorted. Above, the arched ceiling rises into darkness, while the far side of the room is punctuated by a brightly lit passageway leading farther into the complex.

Safely navigating the room requires the characters to make skill checks to determine fact from fiction. As soon as the characters enter the grid, the heat in the room begins to rise. When the characters step on a tile covered in a true account, the temperature stays the same. However, should they step on a false rune, the heat intensifies. At first, the temperature increase causes only nonlethal damage, but it escalates quickly with each mistake.

Solving the Grid

To make things easier, instead of rolling for each tile, the puzzle here has been abstracted into a skill challenge. There are six rows of tiles. Each time they wish to move forward, one of the PCs must succeed at a DC 12 Intelligence (History or Religion) check for them all to advance safely to the next row of tiles. A failure means they have chosen an incorrect tile and their mistake causes flames to blast the air above, scorching everyone in the chamber. The PCs make no progress for that round and take some damage.

It is very hot, and the PCs start sweating immediately. The chamber also reeks of sulfur and charred flesh. Though the room is hot and smells terribly, the ambient heat is not life-threatening without stepping on a false tile unless a creature spends at least an hour in the room.

When at least 30 pounds of weight is applied to an incorrect tile — whether the PCs guessed wrong, failed their skill check, or simply stepped forward blindly — the tile sinks a fraction of an inch into the ground. Flames then burst up from the floor, dealing damage to creatures on the tiles as shown on the table below.

In each case, a DC 10 Dexterity saving throw reduces the damage by half.

HEAT LEVEL	HEAT DAMAGE
1	1 d4 fire
2	1 d6 fire
3	1 d8 fire
4	2d6 fire
5	3d6 fire
6 or higher	4d6 fire

The trapped room starts at an effective heat level of 0. Each time an incorrect rune is stepped on, the heat level increases by 1, dealing fire damage for that level to everyone in the room.

A character who fails a saving throw from heat damage in this room suffers heatstroke and gains one level of exhaustion. A character with resistance to fire damage is immune to this exhaustion.

Other methods of crossing the room are possible. Simply flying across is the surest and safest method. PCs can sprint across (which deals damage six times automatically, as if the PCs failed their checks) or scale the walls with a DC 20 Strength (Athletics) check, with a fall meaning the character lands prone on an incorrect tile. The characters can make blind guesses, too; they have a 20 percent chance of choosing a tile correctly each round.

Any characters in the room can withdraw back to the hallway at any time, while those who stay in the room continue to suffer damage each time a false rune is stepped on. However, those who try to retreat must make a DC 10 Intelligence saving throw to remember the correct path and avoid stepping on a false tile as they withdraw.

The grid resets itself completely after 1 hour, maximum, with the temperature effectively returning to normal at a rate of 1 heat level every 10 minutes.

Chain Lift

Next, at the far end of the 40-foot-long corridor from the Burning Grid chamber, the PCs must navigate their way deeper into the thulkan's lair by using a lift system. While the lift is easy enough to operate, doing so triggers another defense system.

An iron platform, fully 30 feet in diameter, is suspended by thick iron chains in the middle of the 60-foot-wide room. A cursory glance indicates the central platform is a massive elevator that descends deeper into the complex. The shaft is not illuminated, and the PCs must provide a light source of their own.



Map 4:
The Chain Lift

The huge lift is operated by a massive, cylindrical control mechanism, and turning the controls is challenging for creatures of human size. Activating or stopping the lift mechanism requires a DC 12 Strength check. Up to two other characters can use the Help action to assist.

Once the lift is activated, the elevator comes to life with a shudder; chains extending out of their metal ports to lower or raise the platform. The shaft is 100 feet deep, and the lift descends (or ascends) at a rate of 10 feet per round.

During the ride to the lower level, the PCs must provide a light source of their own, as the shaft is not illuminated.

Lift Complication

After 2 rounds, once the lift has descended 20 feet into the shaft, the PCs hear metal scraping against stone and notice flickering red lights above their heads. On initiative count 20, four reformed automatons (like those in the Entry Plateau, use **animated armor** but add the Reinforced Springs trait and Fiery Demise reaction) drop onto the platform.

Each automaton heads for a separate chain; they attempt to sever the chains holding the lift in place, preventing the intruders from reaching the next level.

Reformed automatons (4 at first, 8 total): hp 33 each

The automatons' priority is not to attack intruders, but to move to within 10 feet of one of the lift's chains and self-destruct, resulting in a gout of acid. This spray deals 10 (3d6) acid damage to the nearest chain and to all creatures in a 15-foot cone directed toward the nearest chain. Targets may attempt a DC 11 Reflex saving throw to reduce the damage by half, but the chain itself does not get a saving throw.

Each chain can sustain only 20 points of acid damage before it breaks under the tremendous weight. When the first chain breaks, the lift tilts at an odd angle and is thereafter treated as difficult terrain. Once two chains have broken, the lift tips, dropping everyone, including the remaining automatons, down the remaining distance of the shaft. Calculate falling damage accordingly.

On initiative count 20 in each subsequent round, another 1d2 reformed automatons drop down from above, landing adjacent to the control cylinder in a random direction (roll

1d8 to determine their starting space, with 1, 3, 5, and 7 representing north, south, east, and west, respectively; reroll duplicates or occupied spaces). This continues until a total of 8 automatons have fallen onto the platform, two chains break (plunging everyone on the platform downward), or the lift reaches the bottom of the shaft. The total number of reformed automatons can be adjusted to suit the party's strength. This encounter should be challenging.

Any reformed automatons still active (or that survive the fall) when the lift reaches the bottom continue to attack the PCs. If the chains are broken and the lift crashes down, the thulkan and its reformed automatons will repair the lift in 2d6 days after any intruders have been dealt with.

Autonomous Line

The bottom of the shaft leads to a wide corridor that stretches into a giant assembly line and automated repair facility for the constructs that work and defend the lair. Here, the PCs must contend with a significant force of reformed automatons that are constantly being repaired by the machines before facing off against the thulkan.

The sheer size, depth, and breath of this enormous chamber resembles a titan's smithy. The noise is cacophonous, and

the stench of worked metals is unmistakable. Like much of the rest of the thulkan's lair, this area is hot, but it is also humid. A fine mist generated by two steam-powered machines covers most of the chamber. Creatures and objects in the room beyond 10 feet away have concealment. Partially hidden by the mist, elevated channels of water in bronze troughs feed the various machines positioned throughout the room and prevent overheating. Along the back wall, massive iron double doors are closed tight. The only way out of the chamber, is through those doors.

A quick glance in the PCs' immediate vicinity reveals three large mounds that stretch from floor to ceiling: one for bones, one for armor and other metal items, and one that has yet to be sorted.

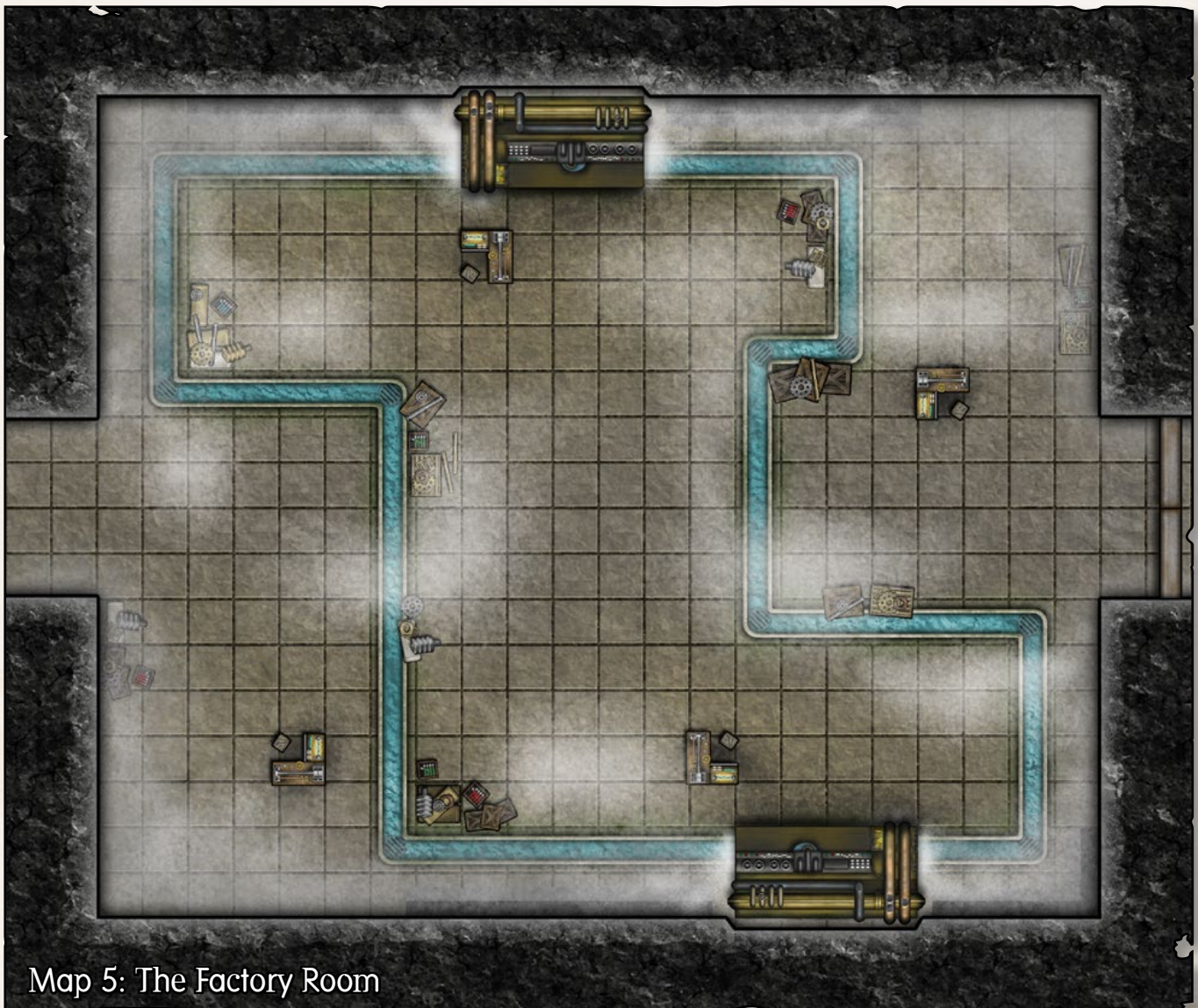
You've made it past the first two tests that challenged your wits, stamina, and reflexes. You want to breathe a sigh of relief, but know your trials aren't over yet. As you glance around this immense

chamber, your jaw drops. To your left is a pile of parched bones. To your right is a mound of discarded armor and broken weapons. And there, directly in front of you, is a large hill formed from the bodies of dead adventurers.

Long, spindly mechanisms casually rend the armor and toss it aside before stripping flesh from bone, while a pair of giant pincers scoops up the armor and drops it into a large furnace. As you stand, horrified, you realize the dark truth no one has lived to tell: the reformed automatons are manufactured from the armor and weapons of dead heroes.

You are not the first hero to challenge the thulkan. Your heart sinks. Unfortunately, you may not be the last.

Have each PC make a DC 12 Wisdom check. Any PC who is successful realizes that the party should attack the machines first, and then deal with the automatons, for in addition to halting the manufacturing process, damaging the



Map 5: The Factory Room

static machines prevents them from desecrating the bodies of the other fallen victims.

At your discretion, the knowledge that former heroes are being discarded in such a manner could also horrify the PCs. If you desire, you might have each make a DC 8 Wisdom saving throw. On a failed saving throw, the PC is frightened and cannot enter the room for 1 round. Once a PC succeeds against this effect, they may ignore it going forward.

The two large steam engines fuel a number of smaller machines scattered throughout the room, all of which are being attended by more reformed automatons like the ones encountered previously. These clockworks are focused on tending to their machines, which are semi-automated smithing stations.

Here, the mist works in the PCs' favor; the reformed automatons do not notice the heroes until one approaches to within 10 feet. With a successful DC 8 Stealth check, a PC can cross the entire room without being noticed. However, once even a single reformed automaton is alerted to any intruder's presence, all of them set aside their work and move to attack the PCs.

As a PC approaches the two largest machines in the room, their purpose is quickly realized: The machines are automaton reforgers, designed to rebuild destroyed and defunct automatons.

Clockwork Complication (Optional)

Every time a clockwork automaton is destroyed within the thulkan's complex, one of the two automaton factories in this room starts to build a new one. Each factory can produce one reformed automaton per hour. Currently, they are both working on replacing one of the several clockworks that the PCs will have destroyed thus far as they penetrated the thulkan's lair. The only way to stop this process is to wreck the machines themselves, which have an AC of 13, a damage threshold of 5, and 30 hit points each.

Optionally, if the PCs have moved relatively slowly through the complex, you can assume that one or both of the reforging machines has almost completed rebuilding a new clockwork. This new automaton might attack the PCs at any point, once it is completed, triggering a fresh round of combat. If you use this option, read the following passage aloud:

Your concern turns to horror as one of the large machines rumbles so loud that you think it's about to explode. A jet of scalding water bursts from its top, then calms just as quickly, as the lower contraption spits out a pristine reformed construct. The clockwork creation's orange-red eyes glow brightly as its metal arms swing forward to balance itself. The second its feet hit the ground, the clockwork automaton swivels toward you and breaks into a run. You ready yourself for combat.

The elevated bronze water channels are over 3 feet high and just as wide; they stand upon sturdy metal braces. Filled with flowing water, they can provide half-cover for a Medium character crouching behind them, or three-quarters cover for a Small character.

Jumping all the way over a water channel from a standing start requires a DC 16 Strength (Athletics) or Dexterity (Athletics) check, while vaulting over with a running start is DC 12.

Getting Out of the Room

After all the automatons have been dealt with, the PCs must figure out how to get the huge double doors open. Bursting them open requires a DC 23 Strength check. Though the doors have locks set into them, there are no keys to be found anywhere in the room. Bypassing the locks requires a DC 20 Dexterity (thieves' tools) check. Otherwise, the doors have an AC of 16, a damage threshold of 10, and 25 hit points each.

PCs who wish to use their ingenuity might leverage other tool or skill proficiencies to somehow get the door open. Teamwork is also encouraged to pry the door open. Beyond that, magic is always an option: the usefulness of a simple *knock* spell cannot be overstated.

Rewards

Searching the chamber yields 1d6 nonmagical metal weapons and 1d4 suits of metal armor, sized for creatures as shown below. These armaments are unblemished, or at least usable.

D12 RESULT	CREATURE SIZE
1	Small
2-4	Medium
5-8	Large
9-11	Huge
12	Gargantuan

Additionally, one of the two items requested by the quarreling lovers of the Cheery Brine Warren is in this room, beside one of the machines: Molik's outlandish helmet, designed with large, hollowed-out metal horns that leave ample room for the ratman's ears to fit inside, can be found near the front of the chamber.

Magma Forge

With the doors finally open, the PCs are ready to face the thulkan and fulfill one of two conditions to destroy the *Dagger of Spiragos*. Here, deep beneath the Bronze Hills, the thulkan has built its home and workshop near a partially exposed lava tube. The final chamber is filled

with sunken magma channels that feed the forge, keeping it uncomfortably hot at all times.

As the party nears this final area, read the following:

Your already sweaty face is blasted with heat. Your throat is parched, and your eyes water. The closer you get to the thulkan's forge, the harder it is to see through bursts of white sparks and clouds of hissing steam. It takes you a moment to adjust to the burning, red-orange light emanating from the center of the room; the chamber is dominated by a massive forge, an iron cylinder ringed with vents that glow so brightly they're difficult to look at directly. It is maintained by an enormous, hulking figure, the mighty thulkan whose heart you seek.

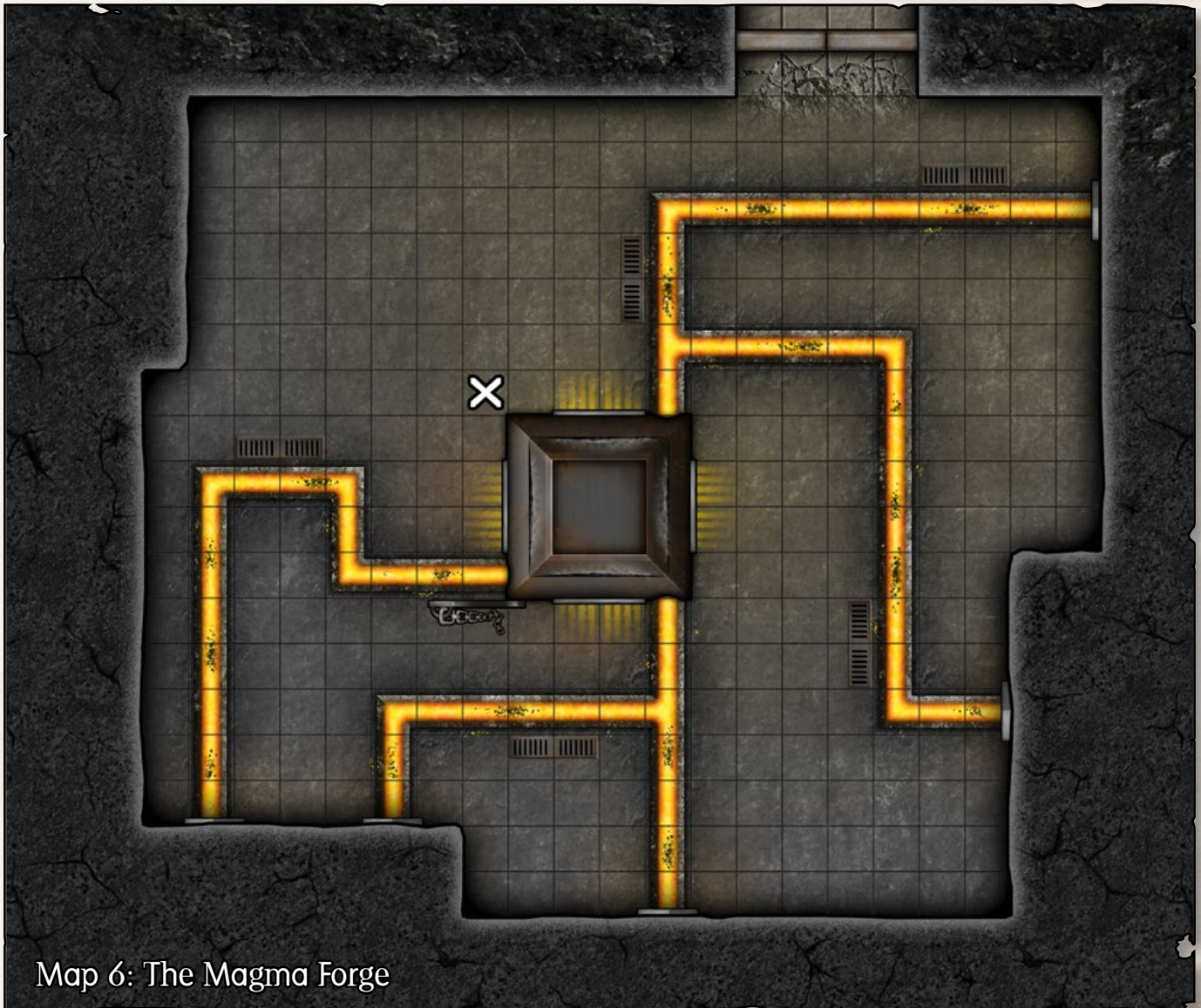
A series of channels, sunken into the bedrock about 5 feet deep, lead from the forge in all directions, only to stop before another set of huge iron doors so hot the air before them wavers. At the forge's side sits a giant, 12-foot-tall metal barrel filled with water.

As the PCs enter the room, the floor shakes, and for a moment it seems as though the entire underground complex might be on the verge of collapse. When it shakes again a moment later, and then *again*, the heroes realize that these momentary quakes are the footsteps of a great creature. Then, a vaguely humanoid giant carved of red hot magma and wreathed in flame steps out from behind the forge. The massive hammer it holds is so hot it has turned white.

The thulkan is typically averse to combat. It likes to bluster and fume, however. When the PCs face it, the creature starts by threatening them. Read aloud the following passage:

"You are most unwelcome here." The thulkan's voice is so deep and rough, it sounds like it's emanating from the walls and up from the smooth stone floor instead of from the being's towering, misshapen head.

"State your purpose. If you speak the truth, I will grant you a swift death."



Map 6: The Magma Forge

Due to its magical nature, the thulkan automatically senses the presence of titan relics, and it focuses on the PC who carries the *Dagger of Spiragos* (and possibly the *Ring*, if that relic is also still with the party). Neither relic has any special effect on the thulkan, however, if the PCs dare to use them.

The PCs are here for the thulkan's heartsblood, so a peaceful resolution is virtually impossible. And while the thulkan does not wish to fight, it is evil and acts accordingly. The thulkan's stats can be found in the **Scarred Lands Player's Guide** (p. 301).

Thulkan (1): hp 125

The PCs can maneuver around obstacles and over the lava channels as needed with DC 5 to DC 10 Strength (Athletics) or Dexterity (Athletics) checks, as you dictate. A failed check should not result in a character plunging right into the lava, which would likely be fatal, but might result in anywhere from 3 (1d6) fire damage to 14 (4d6) fire damage from getting too close or even touching the lava briefly.

Rewards

When the thulkan is defeated, its blood pours from its wounds like scalding hot lava, mixing with the molten rock already filling the channels that snake across the floor. Cutting into its chest to retrieve the heartsblood with a nonmagical weapon destroys the weapon automatically; only a magic weapon can survive the heat. Carrying the

thulkan's heartsblood requires the specially crafted *decanter of containment* provided to the PCs by the knights of the Mithril Chapterhouse.

Beyond the heartsblood itself, shelves carved into the walls hold several masterfully made items in various stages of construction, along with a few completed items as well. Among them are a +1 *greatsword*, a suit of Medium *adamantine half plate*, and a full set of *horseshoes of speed*.

Among these things, the PCs also find a finely crafted chain shirt, clearly designed for a female slitherin – the final item required by Toya, the Spirit Guide of the slitherin camp.

Honoring the Deal

If the PCs made a deal with the slitherin to retrieve the helm and mail shirt, they are welcomed back to the camp as heroes and allowed to present the items to the two leaders personally. The items result in a near instantaneous change in demeanor between the two, who can now express their true affection for one another and end their overtly hostile courtship. With a brief smile, the pair quickly retire into Toya's hut.

To help maintain some semblance of propriety, a slitherin who is Molik's cousin (and also a dear friend of Toya's) approaches the PCs and offers them their reward, which amounts to 436 gp.



Chapter Five: Return to Fangsfall

When the PCs return to Fangsfall, they are surprised to find the Carnival of Shadows (see below) has all but taken over the city. Revelers swarm the streets, loud music plays at all hours of the day and night, and fantastic spectacles await hungry audiences around every street corner.

After showing the guards Raho's writ of passage, the PCs may enter the city freely. The ambience has markedly shifted to chaotic jubilee; puddles of ale dot the city streets, bonfires light up dark corners, and strange, wondrous performers in colorful masks wander freely on stilts. When compared to the tense, anxious guards and nervous refugees they encountered before, the carnival's presence is all but guaranteed to shock them into silence.

Carnival of Shadows

Throughout this chapter, the characters have the opportunity (or misfortune) to interact with the legendary Carnival of Shadows and its workers, the Carnival Krewe. Hailing from a far-off place known as the Blood Bayou located on the continent of Termana, the Carnival is a force of chaos and mayhem known across the Scarred Lands. Heron priests — tall, gaunt birdmen dressed in gaudy robes — announce the carnival a day or two in advance of their arrival. The next night, the carnival simply appears, leaving a trail of fun, games, and mystery in its wake.

Why Are They Here?

Why? You want to know why we are here?

O! Master of Games, the Carnival of Shadows goes where it will and does what it pleases. Did you think this was some grand conspiracy to lay hands on those Spiragosian artifacts? Nay, such relics do not interest me or my krewe.

Indeed, I am far more interested in your troupe of players. They know how to have fun, and they are of much more interest to me than some silly trinkets. My Carnival Krewe would love to play with them! May we?

...Unless, of course, you have some devious device, O! Master of Games. Did you need my help, my agency, in executing some dastardly plan involving the Dagger? If so, then I am most amenable to meddling. I might measure my malfeasance against you maundering mirth-makers who 'round table sit.

—The Momus, Carnival King

Most rulers know better than to refuse the carnival entrance into their city, for strange woes inevitably befall those who do: sudden plague, insurrection, landslides burying a key pass into or out of a settlement, and so on. City leaders often console themselves by reminding their officials that, when the carnival leaves, the most burdensome and depraved citizens are often gone, too. And good riddance.

“Appendix B: Carnival of Shadows” provides more information about the Carnival, its many dark attractions, and certain Krewe members. The GM should balance any encounters, however, according to what the PCs want to do. For example, if the heroes are hoping to send a message to Momus, they might seek a single shadow jester. If, however, they attempt to leave Fangsfall or seek shelter until the revelry has died down, they are likely to run into a Krewe of mirth jacks who have been ordered to “make sure the heroes stay in the game.”

Returning Heroes

Upon their arrival, the PCs may wish to make their way to the Mithril Chapterhouse as quickly as possible. However, if the PCs struck a rapport with any characters in Chapter 2, now might be an excellent opportunity to reconnect with them and tie up any loose ends.

Additionally, the PCs may worry that the mayhem caused by the Carnival of Shadows protects thieves who'll try to steal the *Dagger of Spiragos* from them — after all, the group has been attacked in Fangsfall before. Here, too, the PCs can leverage their experiences from the prior chapter and find a temporary haven with characters who are favorable toward them.

Once the opportunities for social encounters and roleplaying have been exhausted, a courier approaches the heroes with a cryptic message from Cestarian the Wise. The parchment is blank save for an interesting rune. A DC

15 Intelligence (Arcana or Religion) check reveals that the rune represents the combined symbols of Vangal and Enkili, working in tandem.

Sample Rumors about Notable NPCs

The following section notes how the city's major NPCs might behave now that the city is overrun with the Carnival's mayhem and merrymaking. The heroes can glean this information freely simply by interacting with appropriate city residents or officials.

Bibliothecis: Cestarian the Wise has temporarily shut down all his services and, as far as anyone can tell, gone into hiding. The last person who saw him said he clearly looked spooked.

Chaptermistress: Dame Commander Sempronia Raho has ordered two of her senior knights and a small contingent of warriors to help restore order. The rest of her forces guard their fortress. She can be found at the Chapterhouse.

Grand Duke: Lord Killian Vrail has mixed feelings about the Carnival of Shadows. On one hand, the revelry is a nice distraction from the city's problems. On the other, he wonders if the Carnival will create even *more* problems. He is unavailable for public visitation.

High Admiral: Lord Remig has been reported missing. Some blame Lord Vrail, while others believe Remig has staged his disappearance to cover some illicit activities.

High Priest of Enkili: Scandinius Stormborn has closed himself off in his chambers and has fallen into a deep meditation. No one has seen him in days.

High Priest of Manawe: Tidebrother Atanis Inton is said to be furious, worrying that the Carnival of Shadows will upset the gods. (This is pure fabrication, and Atanis has been having fun at the House of Pleasure.)

Lady Marana Sol: The elegant aristocrat is hosting a party at her manor. Any noble too proud to subject themselves

to such base enjoyment as that provided by the Carnival is welcome at her door. (Sol refuses to participate in any of the carnival's mischief-making. If pressed, she'll confess that Hamalti the Prophet warned her to stay away.)

Magistrate Zalindra Danut: The magistrate has taken a short leave. Most likely she is holed up in her home. (Actually, she is enjoying the carnival in small doses. She has been visiting the Feasting Tents, wearing festive masks to hide her identity, and enjoying the exotic dishes.)

Veshian Agent: Duchess has left the city to report to her superiors. (In her stead, her agents have been tasked with keeping an eye on the PCs, and are spying on them from respectable distance.)

Bad Waters

If the PCs approach the Chapterhouse immediately following the end of Chapter 4, they do so after dusk. The surrounding area is littered with drunks who've fallen face-first into pools of urine, vomit, and ale. A dark harlequin can be found nearby; drops of blood mark a path to her hiding spot in a nearby alley.

The fortress is currently in lockdown, its doors and windows sealed shut. To enter, the PCs can present themselves to the sentries or show their writ. If there remains any doubt, they may also be required to recite a Coreanic prayer to verify the group's good intentions.

Once the party enters, the doors are locked behind them and they're led directly to the meeting chamber where Raho, her attendants, and a cleric bearing the symbol of Madriel await them. Stacked all around the room are small wooden kegs branded with the same symbol. A few workers, clearly employed by the priest, are moving the last of them into place.

The Chaptermistress is noticeably relieved by the PCs' return, and she introduces the heroes to a reputable local deaconess of Madriel, Thessira (neutral good female human **priest**), who has graciously agreed to supply the holy water required to prepare the *Dagger of Spiragos* for destruction.

Unfortunately, one of the men working for the deaconess is an imposter, a cleric of Vangal named Karlo, who managed to ingratiate himself with the local Madrielite clergy and who has his own nefarious agenda.

"Deaconess?" Lady Raho gestures to the priestess, who steps forward and nods politely. "Our thanks for providing us with the holy water the ritual requires."

The woman nods and speaks. "It is I who should offer my gratitude, Chaptermistress. Seeing these vile relics destroyed is our sacred duty. I think we should get started right away. The Dagger, if you please?" She takes the weapon, inspecting it closely, almost cringing at its touch. "Yes, this is it. Let us begin."

As she sets the dagger down into one of the casks, intoning a blessing from Corean and Madriel, the deacon is interrupted quite rudely by one of the laborers standing in the shadows behind her. "Now, one arrangement ends... and this one," the rough-looking lout says, waving a hand at the barrels, "begins." The symbols stamped on each barrel pulse and then explode!

*In the ensuing chaos, you think you see the worker retreating through the smoke and flame, just as you realize the *Dagger of Spiragos* is nowhere to be seen. The deaconess lies, unmoving, on the floor, and the room is ablaze.*

Everyone in the room when the barrels explode must make a DC 12 Dexterity saving throw. Those who fail take 14 (4d6) fire damage and are knocked prone. Those who succeed take half damage and are not knocked down.

Karlo flees down a side corridor, unscathed, thanks in part to the *potion of fire resistance* he had already consumed before the PCs arrived. Leaving the chapterhouse, he disappears into the frenzied chaos of the Carnival of Shadows beyond its walls, using the resulting panic and confusion to make his escape.

The PCs are free (and almost certain!) to pursue the fleeing cleric. If they seem confused or frustrated by this turn of events, reassure them that this is simply part of the adventure and that all is not lost. If they do not immediately try to follow Karlo, one of the chapterhouse's guards stumbles into the room, wounded from her recent encounter with the cleric. She informs the PCs that she last saw Karlo heading toward the city's center. Unfortunately, the guard cannot provide more details, for she has not been visiting the carnival's many attractions.

The Big Chase

To confront Karlo and retrieve the *Dagger of Spiragos*, the PCs must first chase him through the wild city streets. The heroes quickly learn that Karlo was not acting alone, and the entire attack was carefully planned and orchestrated.

Hostilities of any kind targeting the Carnival Krewe or any of the innocent revelers is dealt with harshly, with **mirth jacks** (see Appendix B) responding in force. The town guard cannot be seen anywhere; they are either guarding sensitive locations from looters or off duty and part of the revelry. If the PCs back off, the krewe also backs down, but if the heroes persist, more krewe members show up until the PCs fall or are driven from the area.

Karlo is crafty and, with help from his allies, has fabricated an elaborate ruse to test the PCs. The evil cleric has donned a disguise, and he is in the lead. Despite this advantage,

Karlo cannot help but toy with the adventurers — especially after hearing so much about them from those he has been quietly questioning about the newcomers.

From now until the final confrontation, each “Karlo” the PCs encounter is actually an NPC that’s been dressed up to look like the cleric. Though the Carnival Krewe may participate in the fun as needed, they generally act as neutral bystanders throughout the remainder of this chase.

Doppelganger

When the PCs get to the main square, they spot “Karlo” at the far end, struggling to get through a barricade and make his way down to the city docks. The city square is difficult to navigate, due to the many Thespian Squares (pop-up street theatres) and milling audience members.

If any PC uses an action to assess their surroundings, they have a chilling revelation. In one of the nearby theatres, the actors are putting on a play — a play *about* the heroes — for all to see! Currently, the actors are reenacting the events of Chapter 3 in the thulkan’s lair.

If any of the PCs attempt to make ranged attacks at Karlo, they’ll find their line of sight has been obstructed by a large flag, a dense knot of revelers, or a clown on stilts. The constant jostling and noise in the streets also makes it impossible for spellcasters to maintain concentration unless they move half speed or slower.

As the first PC reaches the far side of the square, they watch the evil cleric breaking through the crowd only to disappear — but just then, strangely, the crowd seems to part, letting the party move forward. At a crossroads, “Karlo” stumbles and pauses, no doubt distracted by the barkers hailing him from a House of Testing.

Any PC who succeeds at a DC 12 Strength (Athletics), Dexterity (Acrobatics), or Charisma (Intimidation) check can push, deke, or brazenly force their way through the crowd quickly, moving close enough to Karlo to get a good look at him. Those who do realize that this “Karlo” is not actually the cleric, but none other than the missing High Admiral Lord Relig himself! He staggered because he is terrified and has been badly beaten and thrust by unseen hands out into the crowd. His mouth has been taped shut, and his eyes are wide with fear.

Almost immediately, the *real* Karlo emerges into view once again, now a good distance away down a side street. He heads away, past a Dancing Square. The PCs have only a moment to check on Lord Relig before they must pursue the evil cleric.

Concourse of Sweet Fog

Karlo has gained some ground, and he quickly searches for another way to elude the PCs. Zig-zagging his way through the crowd, he ducks into an area filled with interconnected

hookah tents “for the discerning pipe smoker.” If the PCs follow him inside, they find themselves stumbling through crowded tents, barely able to see through the tangerine-tinted smoke.

To describe this scenario, you can read or paraphrase the following:

When you pull back the front flap of the tent, your senses are assaulted by a wave of peaches-and-cream scented smoke. Inside, the space is packed tight with watery-eyed merry-makers, each taking turns puffing on ornate tubes attached to bubbling contraptions. You feel a momentary flash of concern when you realize some of these revelers have probably been smoking for days, never stopping to eat or drink or sleep. Their eyes are bloodshot, their skin is sallow, and their clothes are stained with ash and soot and worse.

At the far end of the great pavilion, through the crowded bodies and the smoky haze, you glimpse Karlo running out into the canopied avenue beyond.

During this portion of the chase through the tented concourse, each PC can again attempt a DC 12 Strength (Athletics), Dexterity (Acrobatics), or Charisma (Intimidation) check to move quickly through the crowded tents and narrow spaces and keep up with Karlo. A failure by 5 or more means they lose track of him, which might necessitate the Carnival Krewe’s assistance finding him again. (Alternatively, feel free to come up with some other stratagem at this point to let them catch up, or simply dispense with skill rolls and play the scene out verbally.)

A success that beats the DC by 5 or more means the PC gets within 20 feet of Karlo. Those who do once again realize that this is not the real Karlo, but another decoy.

Note that flying is of little use here, since the many tents, banners, and canopies in the area offer no clear flight path low enough to keep an eye directly on the evil cleric.

Optional Ruse: Traitor Revealed

This scene offers another opportunity for an imposter to masquerade as “Karlo.” Here, the imposter is a willing participant in the ruse: the city’s High Priest of Enkili, Scandinius Stormborn (chaotic neutral male human **priest**, 18 HD, 18th-level spellcaster; challenge 11), who for his own reasons is working with Karlo. He won’t attack the PCs, however; he is simply playing a part in the deception.

Could it be that Stormborn has set aside his faith for Enkili and has re-dedicated himself to Vangal? If so, this revelation has much more impact if the PCs completed any side quests or visited the Temple of Enkili in the earlier parts of this adventure. Stormborn is a prominent figure in Fangsfall and, indeed, across Ghelspad, and his defection to Vangal should have significant repercussions. Nearby

witnesses should be shocked and might even faint after learning their high priest has turned his back on them and is working with Vangalite cultists. This event thus opens up future opportunities for intrigue.

Alternately, if this betrayal seems too troubling and extreme, Stormborn's reasons could be something else entirely: He is the high priest of a Trickster deity, after all. Or perhaps his reasons are more than mere caprice. Maybe he received a vision from Enkili suggesting that Vangal's priests have a right to at least one of the Spiragosian relics. Otherwise, both of the artifacts' destruction at the hands of Corean's worshipers might be the catalyst that finally opens a rift between the two opposed churches, straining the Divine Truce and resulting in hostility, bloodshed, and even holy war.

One other possibility is that Lord Vrail's relatively recent declaration of Corean as the official patron of Fangsfall has tipped the Enkilitic priest over the edge, and Stormborn now sides with a cleric of Vangal out of sheer peevishness.

Deadly End

Rushing out of the hookah tents, the PCs find themselves at the far end of the concourse, where the crowd is somewhat thinner. In fact, there are more carnival workers here than revelers, indicating that the party is probably close to a staging area, where the krewes prepare food, refill wine barrels, and get into costume.

If the PCs lose track of Karlo and need assistance, a young maiden adorned with shifting tattoos from head to toe can point out the alley where he's hiding.



Map 7: Deadly End

DECAYING GIANT CROCODILE SKELETON

Huge undead, lawful evil

Armor Class 12 (natural armor)
Hit Points 76 (9d12 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	15 (+2)	2 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the crocodile skeleton can't bite another target.

In the moments before the final battle begins, Karlo casts *animate dead*, which, augmented by the power of the *Dagger*, takes only a moment (rather than its usual casting time of 1 minute) and summons the disintegrating skeletal corpses of two sewer-dwelling giant crocodiles.

Note: If the PCs are of higher level or need more of a challenge, more skeletal crocodiles can be added — or, alternatively, add or replace them with an appropriate number of spider-eye goblins or other spider-like creatures, to keep with the *Spiragos* theme.

Karlo tosses aside the false holy symbol of Madriel he carries; now the PCs can clearly see the symbol of Vangal hanging from a chain around his neck. As his **decaying giant crocodile skeletons** emerge from the sewers, the priest brandishes the *Dagger of Spiragos* menacingly.

“Come, feel the cold blade of *Spiragos*, and feel the dread might of his vanquisher!”

Decaying giant crocodile skeletons (2+): hp 76 each

Karlo: hp 84

Once Karlo is defeated and the *Dagger of Spiragos* is back in the hands of the PCs, they are free to return to the Mithril Chapterhouse.

KARLO, DISCIPLE OF VANGAL

Medium humanoid (human), chaotic evil

Armor Class 17 (breastplate, shield)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	14 (+2)	17 (+3)	14 (+2)

Saving Throws Wis +5, Cha +4

Skills Deception +6, Intimidation +4, Religion +4

Damage Resistances fire (from *potion of fire resistance*)

Senses passive Perception 13

Languages Infernal, Ledean, Shelzari, Zathisk

Challenge 4 (1,100 XP)

Brave. Karlo has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when Karlo hits with it (included in the attack).

Spellcasting. Karlo is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *acid splash*, *light*, *thaumaturgy*, *true strike*
1st level (4 slots): *bane*, *cure wounds*, *inflict wounds*, *shield of faith*

2nd level (3 slots): *bleeding sickness**, *blindness/deafness*, *spiritual weapon*

3rd level (3 slots): *animate dead*, *bestow curse*, *water walk*

4th level (3 slots): *freedom of movement*

5th level (1 slot): *contagion*

ACTIONS

Multiattack. Karlo makes two melee attacks.

Dagger of Spiragos. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. Because Karlo is not attuned to the *Dagger*, it functions simply as a +1 *shortsword* for him; he cannot use any of its special powers.

Mace. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.

Triumphant Return

When the PCs finally reach the Mithril Chapterhouse, they are welcomed back as heroes of old. Gathered in the courtyard, the remaining initiates and knights form a half-circle around Chaptermistress Raho and the deaconess Thessira, who was badly hurt by Karlo's pyrotechnics but, by the grace of Corean and Madriel, has now been healed.

She greets the heroes warmly, thanks them, and then relays that they now truly have the holy water required to complete the ritual – thanks to Lord Vrail. No true servant of the Archangel or the Champion could have done more.

Rewards

From now on, the party may find free accommodation at the Mithril Chapterhouse whenever they are in Fangsfall. Any reward agreed upon between the PCs and the Chaptermistress is delivered at this point, too, no questions asked. Further, when Lord Vrail's soldiers arrive, they bring the heroes an additional 100 gp per PC from Vrail's own coffers as an additional reward for their services.

If the PCs also encountered the traitorous Stormborn during the chase and bring news of his role in this fiasco, they might receive a further reward 100 gp per PC and up to two common magical items at your discretion.

Epilogue

The *Dagger of Spiragos* is now secured in the Mithril Chapterhouse, reinforced by Lord Vrail's soldiers, and has been properly submersed in holy water in preparation for the final ritual.

The *Ring of Spiragos*, on the other hand, is currently en route to an undisclosed location. While Raho now trusts the PCs

implicitly, she is wary of the many spies and enemies that have been following their every move. For her part, Deaconess Thessira also reveals that, on her way back from the market for provisions, she was led into the House of Mirrors. Her face pales, and she whispers that she cannot speak of the horrors she encountered there. She wants nothing more than to see the carnival depart as swiftly as it appeared.

If the PCs question the traitorous Scandinius Stormborn, should that priest fall into Vrail's custody, they may be surprised to learn that Karlo struck a deal with Momus – a deal that the Carnival King wisely twisted to his advantage. Momus did agree to help Karlo obtain the *Dagger of Spiragos*, but he never promised what would happen *after* he possessed it. This finer point explains why the Carnival Krewe was so anxious to help the PCs catch up with Karlo, and hints that the Shadow Carnival is not at all benign.

For those willing to participate in the final destruction of the relics, new challenges await the heroes in the last adventure of this trilogy, **Ring of Spiragos**.

For others, the city of Fangsfall still offers plenty of fodder for adventure and opportunities to earn gold and wrap up loose ends – and, perhaps, find a way to politely ask the Shadow Carnival to leave. (Momus is listening!) Should the PCs wish to avoid striking a deal with the malevolent Carnival King, however, the Shadow Carnival departs the city in 2d4 days – taking nearly a fifth of Fangsfall's current swollen population right along with it.



CREAGFORT

(260 miles from Fangsfall)

○ SLAVER'S RISE



THULKAN'S LAIR

○ DARKWOOD GROVE



FANG QUARRY

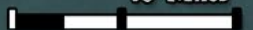
○ CHEERY BRINE
WARREN



FANGSFALL



10 Miles



Appendix A: The Fangsfall Peninsula

Dagger of Spiragos takes place on the Fangsfall Peninsula, primarily around the city of Fangsfall proper. GMs who would like to expand upon this adventure, or mix things up with a few side quests, can find useful information here about places for the PCs to explore.

History

The Fangsfall Peninsula has long been a footnote in the annals of Ghelspad history. While the city of Fangsfall is a bustling metropolis today, the peninsula has been at the periphery of empires far too great to be concerned with this unimportant piece of land.

The Ledean Empire, at the height of its power, only just barely considered the peninsula worth colonizing, settling the tiny city of Southlede near where Fangsfall now stands. Southlede was intended to be a stop for rest and resupply of Ledean ships sailing the southern and western coasts of Ghelspad, but when the empire fell into disarray, Southlede was abandoned. Upon those ruins, the successor Empire of Elz attempted to establish another settlement, only to turn it over to the Charduni Empire during their peace negotiations.

The charduni slavers drove settlers a few miles north of the ruins and into a new settlement called “Lambport” at a natural harbor the charduni fortified, turning the city into a bustling trade hub for their burgeoning empire. Then, the Divine War broke out.

The peninsula withstood the war with very few scars until close to its bitter end. When the titans began to fall, many titanspawn who lost their nerve fled to the peninsula. There were two major engagements that happened near the peninsula in the latter days of the war: the death of Spiragos and the binding of Gaurak. More on the battle against Spiragos can be found in the adventure **Gauntlet of Spiragos**. As for Gaurak, while the titanic struggle against the Glutton did not threaten the peninsula, common wisdom holds that the great rock which struck north of the city was one of the Ravenous One’s teeth.

In the absence of building materials, the people of Lambport flocked to the Fang of Gaurak and founded Fang Quarry. They began mining the tooth and grinding the rocky material down to powder. Then, they created a cement-like mixture that held its shape when dry. Thus, did Lambport become christened Fangsfall in honor of the gods who slew Gaurak – and as a testament to the mighty walls made from Gaurak’s tooth.

In the 150 years since the Divine War, Fangsfall has become a home for refugees and the dispossessed of southern Ghelspad, especially the coastal lands now occupied by the Calastian Hegemony. In the early days, Fangsfall suffered heavily from titanspawn incursions. Then came help from the Jeweled City of the Asaatthi who, being recently freed from their titan’s grasp, decided to lend aid to the Divine Races until they were better able to secure their own city.

Then, in 126 AV, the Calastian Hegemony seized the city of Rahoch, driving out Lord Killain Vrail, who fled to Fangsfall with an entourage of mithril knights. Shortly after the exiled lord’s arrival in Fangsfall, through a series of events so comical that the Enkilite priests in the city claim the Trickster must smile on Lord Vrail, the city ended up under Vrail’s control. Much to his surprise, the city seems to have just gone along with it. He is widely seen as a competent ruler and administrator who has brought the city and peninsula into a new age of growth and expansion, while forging alliances with the far-off city of Mithril (for what little good it does, Mithril being so distant), as well as with the Jeweled City and the Iron Court.

For more information on this alliance, as well as the Jeweled City and the Iron Court, refer to the **Scarred Lands Player’s Guide** (p. 197).

Geography & Climate

While Fangsfall claims the entire peninsula as sovereign territory, the truth of the matter is that the city has neither the military might nor the sharecroppers required to hold it or to settle the land as a true nation. Aside from a few small communities that dot the landscape within a day or two of Fangsfall, most of the peninsula is uninhabited by Divine and Redeemed races.

Most of the peninsula consists of untamed wilderness, peripheral swamps and wetlands, a few forests (outside of the Darkwood Grove), and the Bronze Hills. Because of this, much of the land is titanspawn territory, and much of the eastern shore north of the city boasts small, hidden bays and inlets for pirates who try to court the Dame of Storms’ favor in the bay called Liar’s Sound to the east.

In the northern interior, the peninsula is cut off by the Devil’s March and, to the northeast, sutak lands. While the people of Fangsfall have made friends with the ironbred tribes, the ironbred’s sutak cousins are still too powerful to

challenge directly. To compound matters, Chardunahae, their closest northern non-Redeemed neighbor, is unfriendly, being xenophobic and isolationist in the extreme.

Random Encounters & Weather

The Fangsfall Peninsula has its fair share of titanspawn and other threats. The following tables reflect the most common random encounters on most of the peninsula (see Chapter 3 for a table related to the Bronze Hills specifically).

Fortunately, the weather in Fangsfall is generally calm and warm, except for the squalls that tend to pop up around Liar's Sound. The coastal breezes help cool the peninsula in the summer, and the winters are temperate. The overall climate and geography is conducive to growing grapes and some grains and corn, but not well suited to large herds of livestock.

To generate both encounters and weather, roll on "Table A-1: Fangsfall Peninsula Random Encounters" twice a day, once for the morning and once for the afternoon. (GMs wishing to increase the difficulty might increase this to 6 times a day, once for every 4 hours of in-game time.)

FANGSFALL PENINSULA RANDOM ENCOUNTERS

D20	ENCOUNTER
1-12	No Encounter
13-15	Roll on Table A-2: Fangsfall Peninsula Weather Hazards
16-18	Roll on Table A-3: Fangsfall Peninsula Creature Encounters
19-20	Roll on Table A-2 and on Table A-3; both occur together

Unless "Fangsfall Peninsula Weather Hazards" shows a different result, the weather can be anywhere from sunny and clear to light wind or light rain (with little to no in game effects).

FANGSFALL PENINSULA WEATHER HAZARDS

D8	ENCOUNTER
1-2	Heavy precipitation (see "Weather" in the DMG)
3-4	Strong winds (see "Weather" in the DMG)
5-6	Thunderstorm (strong winds and heavy precipitation together)
7	Vorestorm
8	Slime Rain

Slime Rain: "Slime rains" are a recent occurrence on the Fangsfall Peninsula and in other areas associated with Gaurak's sundering. These rains occur, on average, less than once a year. Slime rains last for 1d4 hours, during which

time a pinkish, gelatinous, mildly acidic slime falls from the heavens. A slime rain follows the normal rules for rain, but also has a 35 percent chance every hour of producing 1d3 gelatinous cubes.

Vorestorm: Thankfully rare, these bizarre storms, like slime rain, occur on the Fangsfall Peninsula and in other areas where Gaurak's sundering was felt. A vorestorm is a thunderstorm that lasts 1d10 × 10 minutes. During this storm, though, a mix of red ichor and a white enamel-like substance pours down, rather than normal water.

Anyone caught in a vorestorm begins to feel a dreadful, consumptive hunger. Every minute spent unprotected in a vorestorm counts as 1 day spent without eating (see "Food and Water" in the PHB). However, creatures that would suffer exhaustion from starvation as a result do not become exhausted: Instead, they enter into a Rage (as the barbarian class feature), with no maximum duration, and are compelled to attack any creatures they encounter until they consume at least a mouthful of a living or freshly dead flesh, or until the weather ends, whichever comes first. Creatures may voluntarily fail this check.

Any creature encountered during a vorestorm is enraged and may need to increase its challenge rating as a result.

Locations of Interest

Bronze Hills

These hills were home to a sprawling set of mines and subterranean outposts during the days of the ancient Asaatthi Empire, long before man was truly a force on the continent. The hills are rich with copper, tin, and zinc veins. Malachite, azurite (not azurium!), and a few other precious natural stones and minerals can also be found here in abundance, making the hills a lucrative prospect for slitherin expeditions from the Cheery Brine Warren and for materials from which Fangsfall can mint coins.

Many of the old asaatthi mines have ancient titanspawn and pre-Titanswar horrors hidden away in them, and the Fangsfall scholar Cestarian the Wise has recently translated a tablet that, he claims, is an ancient asaatthi warning of some eldritch draconic horror the asaatthi entombed there. He has said the tablet describes a dragon-like beast that lived deep underground and sported a horn capable of absorbing magical powers. If this creature still lives somewhere under the Bronze Hills, one wonders what treasures it might have accumulated (or if it has been in hibernation over the long eons).

Other mines were abandoned simply due to the Asaatthi Empire's retreat, and a whole host of strange creatures may have moved in since the Divine War. Who knows what treasures, lost dungeons, and dens of the ancients remain quietly tucked away beneath the Bronze Hills. A few tiny

FANGSFALL PENINSULA CREATURE ENCOUNTERS

D%	ENCOUNTER	AVG. CHALLENGE	SOURCE
01-07	7 (2d6) giant fire beetles	70 XP	MM
08-12	3 (1d4 + 1) giant weasels	75 XP	MM
13-17	2 (1d4) giant frogs	100 XP	MM
18-22	2 (1d4) giant lizards	100 XP	MM
23-28	2 (1d3) scythe falcons	100 XP	Gauntlet of Spiragos , p. 36
29-31	5 (2d4) stirges	125 XP	MM
32-35	3 (1d6) axe beaks	150 XP	MM
36-43	3 (1d6) goblins	150 XP	MM
44-51	2 (1d4) spider-eye goblins	200 XP	Scarred Lands Player's Guide , p. 268
52-58	10 (3d4) goblin dogs	250 XP	MM (use giant rats)
59-64	3 (1d6) giant spiders	600 XP	MM
65-68	13 (3d8) goblins	650 XP	MM
69-70	1 bearded devil*	700 XP	MM
71-75	1 (1d2) blade beasts*	700 XP	SLPG , p. 245
76-79	1 manticore*	700 XP	MM
80-85	7 (2d6) spider-eye goblins	700 XP	SLPG , p. 268
86-90	1 arcane devourer*	1,800 XP	SLPG , p. 233
91-93	1 (1d2) trolls	1,800 XP	MM
94-95	1 chain devil*	3,900 XP	MM
96-98	1 low gorgon	3,900 XP	SLPG , p. 270
99-00	1 gluttonous troll*	5,900 XP	SLPG , p. 304

* These creatures are rare, if not unique, in the Fangsfall Peninsula. Reroll this encounter if it occurs more than once during this adventure.

Why So Awful?!

The probabilities of various unnatural weather and hazard incidents is artificially high in these tables. Most of the time, the weather is peaceful in and around Fangsfall, and these charts do not accurately reflect the likelihood of various meteorological incidents over the average season or year. However, these incidents are artificially high by design; during this adventure, the characters carry cursed titanspawn relics, and their presence impacts the environment.

thorps and trading posts have appeared in the Bronze Hills simply as a result of the many expeditions setting out to look for these lost treasures. (Most such settlements don't last more than three to five years before being abandoned due to lack of supplies or funding.)

Chapters 1 and 3 contain more information on the Bronze Hills, including random encounter tables in Chapter 3.

BRONZE HILLS LORE

INTELLIGENCE (HISTORY) DC	RESULT
5	The hills are said to hide a network of mines and subterranean ruins, some of which are said to be older than written history and filled with titanspawn horrors.
10	Many artifacts of the old Asaatthi Empire make are also rumored to be in the older tunnels.
20	Cestarian the Wise, arcane advisor to Lord Killian Vrail, has also said that some horror of the Ancients dwells somewhere under the hills, in the form of a great, horned dragon that eats magic.

Cheery Brine Warren

On the far west side of the peninsula, just south of the Bronze Hills and west of Fangsfall, lies a small but growing

DEVIL'S MARCH



CHASM OF FLIES

SWAMPS OF
KAN THET
(120 MILES)



NORTHERN
BRONZE HILLS

CRÆGFORT



FANGSFALL (260 MILES)



10 Miles

community of slitherin. The ratfolk have lived here for only the last 15 years or so. However, slitherin are resourceful and skilled engineers and builders.

Following a pattern like that of other warrens springing up across Ghelspad, Cheery Brine Warren is currently being assembled into a larger, more planned settlement, with a centralized village infrastructure.

CHEERY BRINE WARREN

Small village, neutral

Population: 170 slitherin

Government: Colony

Defense: Low palisade, single gate; 40 combatant slitherin

Commerce: Poor (hunting, fishing, some farming; skilled engineers)

Organizations. Church of Hedrada; druids of Denev; Guild of Builders

Notable NPCs

Archon-Builder Mitul (LN male slitherin **noble**)

Denmother Tenaghra (N female slitherin **druid**)

Champion Molik (N male slitherin **berserker**)

Spirit Guide Toya (LN female slitherin **druid**)

Run by Archon-Builder Mitul, a celebrant of Hedrada the Builder, the slitherin have enjoyed a peaceful assembly with the dwarves in the Bronze Hills and with merchants and scavengers alike from Fangsfall. If all the outlying ratfolk who claim to be part of the Cheery Brine Warren were to return to the warren proper, it would quickly become a bustling community of several hundred souls. It would also lack any ability to handle that many slitherin in the short term, but if Mitul continues to have his way, that inadequacy will soon change.

In the tradition of great slitherin, Mitul is an engineer and architect and is also quite adept at employing magical devices. He has a gift for lateral thinking and a keen mind for law. Yet while Mitul is the de facto leader of the warren, many look to Denmother Tenaghra (and her assistant, Toya) as their spiritual leaders. Tenaghra worships spirits of the earth, and she insists the titans, greater or lesser, were just manifestations that grew beyond their appointed stations — a stance that might get her in hot water with some of the clergy in Fangsfall.

Some of the more adventurous souls in Cheery Brine Warren are always looking for new adventures, new plots, and new shiny things to chase down. They gladly hire themselves out and treat all adventuring parties with cautious optimism. Each new face and each journey or quest represents an opportunity to bring something useful or beneficial back to the warren.

Molik and Toya appear in Chapter 3. The PCs might make friends with them, as well as the Cheery Brine Warren by proxy, by helping those two well-respected ratfolk.

CHEERY BRINE WARREN LORE

INTELLIGENCE (HISTORY) DC	RESULT
10	The slitherin here are a raucous and unruly bunch, but they are also honest, hard workers who are willing to work hard for a good life.
15	The warren pays homage to both Hedrada and a complex system of animistic spirits.
25	Mitul is seeking an alliance with Fangsfall, though Tenaghra is reticent and would rather court the Denevean druids of Darkwood Grove.

Creagfort

Considered the northernmost “civilized” settlement in the Bronze Hills, Creagfort is a bulwark against the Devil’s March to the north. Creagfort boasts a moderate garrison under the command of Captain Zedaias Black, who reports to the duly appointed Lady Elyn Barathos, a cleric of Corean and servant of Lord Vrail.

Creagfort is relatively far removed from the day-to-day affairs of Fangsfall, suffering few of the city’s issues having to do with trade, overpopulation, and the refugee crisis. Still, the loyal soldiers are all Fangsfall citizens.

More information on Creagfort can be found in **Gauntlet of Spiragos**.

Darkwood Grove

Situated to the east-northeast of Fangsfall, near the east coast of the peninsula and nestling up to the southern edges of the Bronze Hills, this forest contains one of the largest stands of sacred darkwood trees left in Ghelspad. It is a holy site to Denev’s faithful, protected by druids of many races who worship the Earthmother; most of them are humans and halflings, but there are a number of slitherin, a couple of manticora, and even an asaathi envoy among them. These druids are often at odds with Fangsfall, whose timber-hungry citizens would love unrestricted access to the forest for shipbuilding and export.

Unfortunately, Fangsfall hunger for lumber has led to several clashes in the past thirty years, many of which threatened to escalate until the hobgoblin invasion of Fang Quarry turned Fangsfall’s attention there. The druids have not yet offered assistance against the hobgoblins, mainly because they believe Lord Vrail should come to them with reparations first. However, should the hobgoblins move to attack the forest directly, the druids would certainly be willing to ally with Fangsfall. (Of course, since Vrail does not know who among them actually leads these druids, he is finding it somewhat difficult to make inroads with them.)

DARKWOOD GROVE LORE

INTELLIGENCE (HISTORY OR NATURE) DC

RESULT

- 12 The druids of the Darkwood Grove are not fond of outsiders and have been known to drive strangers away; however, they are not known to use lethal force unless provoked.
- 15 In the center of the Darkwood, there is a magic circle from which the druids are said to commune with Denev directly.
- 25 A hobgoblin warlord named Ukrath, from Fang Quarry, is known to have expressed interest in the druids' magic circle, sending goblin scouts in that direction. He likely wishes to subvert it to Gaurak's will.

Fang Quarry

About a day's ride north of Fangsfall, Fang Quarry is the source of most of the city's building material. This massive chunk of rock is thought to be a tooth of Gaurak the Glutton, which fell onto the peninsula during his defeat in the Divine War and thus gave Fangsfall its. The quarry sits in a deep valley that surrounds the entirety of the mountain, which towers above the rest of the Bronze Hills and is composed of a different type of rock than the rest of the hills. It rests in the very center of a deep depression that could easily be an impact crater grown over with 150 years' worth of vegetation.

The quarry proper is situated on the southern half of the crater, but there are numerous tunnel shafts and cavities dug into the Fang of Gaurak. Many of these tunnels descend into the "tooth" far enough, and have sat abandoned long enough, that they are at least partially waterlogged and would require dredging in order to be made functional again. However, these conditions have not stopped a hobgoblin warlord named Ukrath from occupying parts of the quarry.

While Lord Vrail would love to remove the hobgoblin threat from Fang Quarry, he currently lacks the military reach to do so, stretched as his forces are defending the entire peninsula from titanspawn within, terrors from the Devil's March, and pirates in Liar's Sound. At the GM's discretion, the heroes might be beseeched or contracted to deal with the hobgoblins, or they might simply wish to set out against the goblinoids themselves. Should they succeed in defeating Ukrath and defeating or driving off his considerable forces of their own volition, Lord Vrail most likely gives them the key to the city (and possibly other gifts and favors as well), allowing them to bypass waiting in the long lines of refugees outside the city's walls.

FANG QUARRY LORE

KNOWLEDGE (NATURE OR RELIGION) DC

RESULT

- 10 Most of Fangsfall's building materials come from Fang Quarry, and recently those caravans are often subject to hobgoblin raids. Various merchants are willing to pay top coin for protection from the hobgoblins.
- 15 The stones in the deepest parts of the quarry are said to bleed when you cut into them; some who are exposed to this are consumed by a terrible hunger. This is the source of the special material known as *fangstooth* (see **Scarred Lands Player's Guide**, p. 121).
- 25 The hobgoblin warlord in the northernmost sections of the quarry is called Ukrath, and he has been expanding south and east, clearly intending to conquer the entire quarry.

Slaver's Rise

During the days of the Charduni Empire, the grey dwarves won a decisive victory against the Empire of Elz at this location, due in great part to the general who led their forces and sacrificed himself to power a great ritual that smashed the enemy forces. To commemorate this victory, the charduni constructed a shrine honoring both the heroic general who led them to victory and the Great General Chardun (who always leads their forces spiritually).

Sitting at the apex of a cluster of five hills, Slaver's Rise is a massive bronze statue rising some 25 feet tall, built atop a stone dais. The statue depicts the charduni general with his warscepter raised high, clearly an homage to the Great General himself (and easily mistaken by the uninitiated for an image of Chardun).

While the shrine above has been abandoned, the charduni general's magical warscepter still lies somewhere in the hidden crypt beneath, along with the remains of the general himself. Most believe that the scepter and the tomb itself are cursed, however. It is said that any who disturb the crypt or take up the warscepter will be cast into the Iron Hells of Chardun, deep into the middle layers of the Gorge of Perdition, from which they may never escape. Outsiders are usually told simply that Slaver's Rise should be left alone as a tribute to the Great General and his once mighty people.

If the heroes seek to enter the tomb and reclaim the scepter, use the random weather and encounter tables from earlier in this appendix to construct encounters along the way. Fleshing out the tomb beneath is beyond the scope of this adventure, however.

SLAVER'S RISE LORE

KNOWLEDGE (HISTORY OR RELIGION) DC

RESULT

12	Slaver's Rise is a shrine with a huge statue commemorating a fallen charduni general. His warscepter, lying in the crypt beneath the shrine, is said to be both magical and cursed.
16	The area around Slaver's Rise is eerily devoid of most of the titanspawn found elsewhere in the Bronze Hills, but devils have sometimes been spotted by scouts in the vicinity.
20	The crypt beneath is said to hold a direct connection with the Iron Hells of Chardun.

Fangsfall

A city now swollen with refugees, most hailing from lands overtaken by the expanding Calastian Hegemony to the east, Fangsfall has always been home to an eclectic people, with very little cultural identity of its own. It is only since the Divine War that the city has begun to take on its modern identity, political leanings, and aesthetic. The city has a gleaming white sheen when first seen from afar, for much of the stone used for its construction has been gathered from Fang Quarry.

FREE CITY OF FANGSFALL

Large city (metropolis), chaotic neutral

Population: 52,000 (38,000 human; 5,000 asaath; 3,000 ironbred; 2,500 halfling; 1,500 dwarf; 2,000 other)

Government: Bureaucratic hierarchy (militocracy)

Defense: Strong navy; small but well equipped army; high walls; difficult approach by land

Commerce: Powerful trade city (copper, *fangstooth*, fish, minerals, peat, tin)

Organizations: Most major churches, but especially Enkili and Corean (mithril knights); many powerful guilds

Notable NPCs

Grand Duke Lord Killian Vrail (LN male human **knight**)

Bibliothecis (Duke's Advisor) Cestarian the Wise (LN male elf **archmage**)

High Priest of Enkili Scandinius Stormborn (CN male human **priest**, 18 HD)

High Admiral Lord Remig (N male human **veteran**)

Army Commander Sir Barolus (LN male human **knight**)

Ambassador (Jeweled City) Lady Hosaani (N female asaath **mage**)

Chaptermistress Dame Commander Sempronia Raho (LG female human **knight**)

Veshian Agent Duchess (LN female human **assassin**)

Priest of Manawe Tidebrother Atanis Inton (N male human **priest**)

Guildmaster (Sappers and Miners) Dimen Hardi (LN male dwarf **noble**)

Magistrate Zalindra Danut (LN female human **noble**)

Socialite and Manawe Worshiper Lady Marana Sol (N female human **noble**)

The city proper is situated on the coast and is built in from the docks in a semi-circle. The docks see an almost constant influx of refugees and traders from Rahoch, Shelzar, and beyond. They are active all hours of the day and night, thanks to the excellent service of Fangsfall's Lamplighters Guild. (In addition, the lighthouses and other official buildings have a highly reflective quality, like polished tusks jutting out from the old charduni-constructed docks, which brightens the city considerably even at night.)

The city's burgeoning economy is related to events in the Calastian Hegemony, whose expansionism has pushed people, supplies, and money into Fangsfall. While this influx has led to difficulties with overpopulation, Lord Vrail has imposed order on what would otherwise be a very chaotic city. Indeed, under his watch, while the black market has grown, violent crime has declined. Whether that trend holds, with a continuously growing exile and expatriate population putting ever increasing strains on the food supply, remains to be seen.

Outside the city, small farms and ranches stretch out for miles. Under the protection of Fangsfall's army, a considerable portion of which is volunteer, this agriculture supplies the city with most of its needed foodstuffs as well as wine for both consumption and export. Meat other than fish is considered a delicacy due to the land not being well suited for large herd animal populations.

Politics & Religion

Lord Killian Vrail rules the city as its de facto overlord, though he does not take any title other than, "Lord of the City." The army and navy are fiercely loyal to him, and his trade policies and lenient taxation have led to the merchant class supporting him as well. Combined with support of the Mithril Chapterhouse, Lord Vrail's position within Fangsfall is quite secure. His alliance with Chaptermistress Sempronia Raho means that he can claim the city has Corean's divine blessing and the promise of aid from the legendary city of Mithril (even if this aid is little more than a promise on paper, given that Mithril is so far away).

While Vrail and Raho claim the city has Corean's blessing, the truth is that, beyond a relatively small circle of aristocrats, knights, and officers who revere Corean, the city remains devoted to Enkili. The genderless deity is venerated as not only the god of chaos and luck, but the goddess of storms and

patron(ess) of sailors. While this worship does occasionally cause friction with the mithril knights, the Divine Truce and the surprising leniency of the knights in Fangsfall has prevented any outright conflict.

Cash for Magic

Magic in the Scarred Lands is ubiquitous. However, that does not mean magic items and spellcasting are always available for purchase or for hire. Supply and demand must apply. Many magic items were lost or sundered during the Divine War, and the fall of Mesos cursed many others. Many magical societies are unwilling to simply take cash for magic.

Feel free to levy more than just gold piece costs on magic items: a favor owed or conducted, a quest to get something in exchange for a spell, or other tasks are appropriate. Particularly ruthless merchants might just increase the cost of a magic item exorbitantly, or demand some other item in trade.

Places of Note

Several specific places in and around Fangsfall are worth mentioning.

Blossom Harbor

This sheltered harbor is what makes Fangsfall so prosperous. Built by charduni engineers in the waning days of their empire (shortly before the outset of the Divine War), the harbor is a masterpiece of engineering that has been slowly improved upon over the years. It protects ships from the swirling currents coming out of Liar's Sound to the northeast and is part of the reason the redeemed asaathi have been so willing to trade with the city (as their lands in the Swamps of Kan Thet include no such safe ports).

The docks are constantly under renovation to accommodate the growing number of ships that need to get in-and-out of the city. Most of the additions are new stone quays fashioned in the style, but perhaps without the skill of the original charduni builders. Some wealthy merchants in the city have begun establishing trade routes between Fangsfall and the southern continent of Termana, requiring larger seafaring ships to be able dock in the harbor. To many citizens' surprise, the greatest asset in expanding the docks has proven to be the engineering prowess of the slitherin. Many ratfolk engineers and builders work at the docks and are constantly finding new ways to improve upon the harbor's design.

The waters beyond the harbor are not entirely safe, however, for nearby coves filled with sahuagin threaten smaller vessels as they pass in and out.

Mithril Chapterhouse

This solid, but tiny fortress resides in the northern part of the city. The company of mithril knights who accompanied Lord Vrail in his exile from Rahoch built the once-sprawling

villa into a perfectly serviceable fortress from which they conduct their operations. New recruits are brought in and trained here, and the knights have arrangements with several merchants who make the long trek to the city of Mithril so that the recruits may receive raw mithril for the crafting of their legendary swords.

The chaptermistress, Sempronia Raho, is a stern woman. She was once married, her husband died before they had any children, and she has since dedicated her life to Corean. Raho has a reputation for her fair dealing and a calm demeanor. Despite this, she hides a painful secret: her husband was assassinated by an asaath, and she has struggled to find peace ever since. She also has a tough time trusting asaathi, despite knowing that an entire race cannot be held accountable for the actions of one individual. To this day, she wants nothing more than to find the spy responsible for her husband's murder.

Vrail Keep

Located at the heart of Fangsfall, this keep stands atop the highest hill in the city. Lord Vrail occupied the fortress after his accidental takeover, and he immediately built up its defenses out of fear that enemies from Calastia might assault him here. To his surprise, the city's established merchant class welcomed him as their new lord and complemented him for taking precautions.

Lord Vrail keeps the gates open most days and welcomes every citizen to his court. Here, he keeps his magistrates, military commanders, and municipal staff. The city is just small enough for Vrail to be involved in hand-picking all his advisors and staff members, but if the current rate of expansion into the peninsula continues, and Fangsfall heads towards becoming a true nation instead of an independent city-state, that may soon have to change.

Temple of Enkili

Situated at the southern end of the city, along the water, the magnificent Temple of Enkili rests close to the easternmost stretch of the docks. Most of the temple's statues depict Enkili as an androgynous goddess, in her Dame of Storms aspect, and is worshipped as such by many merchants and sailors. However, the aspect of Enkili as God of Ill Fortune is also represented and propitiated here regularly.

While Lord Vrail's decision to declare Corean as the city's official patron was unpopular, few Fangsfall citizens cared deeply, and some barely even noticed. Despite this unenforceable edict, Enkili remains the unofficial patron(ess) of Fangsfall, and all citizens pray to her at one time or another. Should Vrail ever be unwise enough to pursue any edicts curtailing the worship of Enkili — an unlikely course at best — his popularity would be sure to founder.

Appendix B: Carnival of Shadows

This appendix contains details about the infamous Carnival of Shadows, plus rules for creatures associated with the Carnival Krewe. The carnival can be found at various times in cities across the Scarred Lands (but most often on Ghelspad and Termana), with various tents and little enclaves set up in streets and alleyways, as well as several larger fair grounds surrounding the current host city.

Characters who pass various Knowledge checks, shown below, may already know bits and pieces of Carnival lore. Characters from Termana receive a +2 circumstance bonus on this check.

Delights & Pleasures

The Carnival of Shadows boasts many attractions. Almost any twisted thing a GM can dream up could find its home within the carnival – and the more innocuously nightmarish or macabre, the better! Of course, there are also some things in the Carnival that truly are just mundane (though whimsical) affairs, but those things are few and far between, and often still pervert some natural order, contain a hidden message, or promote some topsy-turvy ideology.

GMs should feel free to modify how, where, or when the characters move in or out of carnival territory. Little tents and games are set up throughout the city, on nearly every road, side street, and alley. Space and time often become dreamlike, either shortened or attenuated unnaturally, within the carnival grounds, and ordinary objects can take on fantastical properties. A bonfire, for example, might speak to passersby, while a statue might begin to cry tears of pure crystal.

Generally, the GM should assume that any carnival tent or small game or entertainment site has 1d6 **shadow jesters** and 1d2 **dark harlequins** (see below), with anywhere from 5 to 30 normal locals (**commoners**) as spectators, participants, and/or customers. There is a 50% chance that any given tent or game area also has a **mirth jack** (see below) acting as a bouncer.

A main thoroughfare or large, unsecured area might have 5d6 **shadow jesters**, 2d4 **dark harlequins**, and 1d6 **mirth jacks** at any given time. The crowds are constantly shifting, making it impossible to give approximate numbers of spectators and attendees, which could vary from a few dozen to many hundreds per area. None of these folk are inherently hostile to the player characters, but they might

become so with little to no provocation, depending on the current mood of the carnival.

Here are some examples of locations that might be found within the carnival:

The Bazaar: The carnival has set up a bazaar to trade seemingly innocuous carnival toys, gifts, and magic items at greatly discounted prices. The tents in the bazaar never have any stock showing, yet they always have *exactly* what a prospective buyer desires. Such items are always cursed, however, usually in a way that ultimately drives the character to seek out the Jack of Tears at some point. An otherwise holy sword may cause its bearer to become a bloodthirsty brute each night, for instance, while a simple wedding band might bear a curse that drives its owner to infidelity.

If characters try to steal from the bazaar, they'll find there's simply nothing to be stolen – or that the most virulent, horrific curses are applied to those items they steal.

Dancing Squares: Filled with living instruments, like the woman who stretches out her left arm to become a harp or the halfling whose belly paunch can be played like a bongo drum, these places are usually filled with freakish revelry that can range from sickeningly sweet waltzes to sultry tangos. Usually, a trio of **sirens** (you could use **harpies** instead) runs the dancing square, although they are under strict orders not to eat anyone who did not ask to be eaten.

Feasting Tents: Renowned for serving rare Termanan wines, ales, roasted meats, perfumes, peppers, roots, herbs, and spices, the Feasting Tents are a popular destination. With so many refugees in the city, citizens wander into the tents to drink their problems away and eat until pesky neighbors are no longer an issue (or no longer neighbors at all...). Painted **mirth jacks** serve the food. A successful DC 20 Wisdom (Perception) check might reveal the jacks pull meat out of hidden pouches and folds within their own flesh.

As the night goes on, these tents become overwhelmed with staggering drunks, amorous leches, and even stranger foodstuffs. Vegetables might talk back or scream when stuck with forks. Then, the occasional drunk disappears – leaving less wine-addled feasters to wonder just where the delightfully salty strips of spiced meat came from.

Hall of Mirrors: The Hall of Mirrors is a series of tents filled with fun-house mirrors that distort and distend images. One tent, however, is filled with oddly shaped mirrors that reflect not only the viewer's image, but a series of strings attached to their body that lead up to the ceiling, where ephemeral

CARNIVAL OF SHADOWS LORE

INTELLIGENCE (ARCANA) DC	RESULT
-----------------------------	--------

- | | |
|----|--|
| 5 | The Carnival of Shadows shows up, seemingly at random and certainly by magic, all over the Scarred Lands. |
| 10 | The nights of revelry when the Carnival arrives (something that occurs perhaps three or four times in the life of a normal human citizen) are filled with dark and mysterious magic, and the atmosphere tends to attract the insane, the infirm, and the unwanted. |
| 15 | The master of the Carnival, called Momus, Jack of Tears, is a powerful, almost god-like fey being. |

INTELLIGENCE (HISTORY) DC	RESULT
------------------------------	--------

- | | |
|----|--|
| 10 | No nation or city-state has ever effectively turned down or driven out the Carnival of Shadows; when the carnival arrives, there will be at least one night of carnivalesque festivity and debauchery. |
| 12 | Those who have tried to prevent or chase off the Carnival of Shadows find curses, diseases, "natural" disasters, and fouler things befall their cities quickly. |
| 20 | The Carnival is generally afforded full diplomatic rights, for the Jack of Tears, also called Carnival King, is also the legitimate ruler of the Blood Bayou, a powerful Termanan state. The Momus is always somewhere to be found among the revelers, though he is not always seen. |

INTELLIGENCE (NATURE) DC	RESULT
-----------------------------	--------

- | | |
|----|---|
| 5 | The carnival hails from the Blood Bayou, a place on the far-away continent of Termana. |
| 10 | No one knows how the carnival moves from place to place at the speed of a dream, but the carnival is seemingly always where and when it wishes to be. |
| 20 | Rumors say you can travel with the carnival back to its home in the Blood Bayou in relative safety, if you are willing to entreat with the Jack of Tears. |

INTELLIGENCE (RELIGION) DC	RESULT
-------------------------------	--------

- | | |
|-----|---|
| 5 | Owing allegiance to neither god nor titan, the Carnival of Shadows is considered blasphemous by both. |
| 10 | However, the Divine Victors never seem to act against the Carnival or the Momus, and their clergy know better than to take open action against the Carnival Krewes. |
| 25* | Priests of Erias, demigod of dreams, are especially uncomfortable around the carnival. Erias' followers are strictly cautioned to avoid the Jack of Tears and his krewes, and more than one has found themselves drawn into the Carnival King's nightmarish bayou for failing to heed Erias' warning. |

* A cleric of Erias need not roll, but knows this automatically — even if they don't know why their church strictly avoids the Momus.

dreamers watch over them. The dreamers, who rest peaceably on small clouds, are constantly rewriting the character's realities on inscrutable slips of paper and cryptic tablets.

House of Pleasure: The House of Pleasure is exactly what revelers think it is: a house that specializes in bodily sensations, sex, and the fulfillment of fantasies. The House of Pleasure can tailor its creatures to whatever form the onlooker desires; the creatures who work it are not humanoids, but strange dream-creatures, shapeshifters known to sages as **silken parasites** (use **doppelganger** stats if needed). These insidious agents of the Momus seek only to create new offspring that can be put to work in the carnival.

Anyone who has sexual congress with a silken parasite, whatever its guise or gender, is all but guaranteed to produce offspring, no matter what precautions are taken. If born to a female outside of the carnival, the offspring is always marked in some way by the Carnival of Shadows, and most feel some sort of calling to the far-flung Blood Bayou on or before their sixteenth birthday.

Houses of Testing: Scattered throughout the city, the Houses of Testing provide various games of chance including spinning pinwheels, shooting bottles, ring tosses, and feats of strength that are often skewed in the player's favor. If the PCs approach a House of Testing, they might easily win a

game of chance or skill, and doing so draw the attention of a Krewemaster (see below) who wants to congratulate them on their victory and hold further conversation.

Thespian Squares: Various plays are performed in these squares to delight or terrify their audiences. Typically, they are depressingly somber or saccharine-sweet, with a healthy dose of nightmarish tossed into the mix. Examples of such plays include *My Fairy Lady*, *The Hunchback of Hollowfaust*, and *Thirteenth Night*. Additionally, there are a few improvisational tents featuring a sparse stage, few actors, and some audience participation.

Carnival Krewemasters

The following figures feature prominently in one or more carnival grounds across the city.

The Duke of Jests

The Duke of Jests (NE male dark harlequin **archmage**) is the Momus' right hand in most matters, usually in charge of many activities on fair grounds. He is the main coordinator for dark harlequins and shadow jesters. The Duke wears a red velvet suit and acts in a comical manner that grows more sinister as the night gets longer. His appearance varies wildly from location to location, however, and he often wears a mask or whimsical costume to hide his identity.

The Duke of Jests facilitates fun and games, ensuring that citizens are becoming more malleable, less inhibited, as the night goes on. He is also responsible for expelling patrons if the need should arise. At the snap of his fingers, 2d4 **mirth jacks** emerge from nearby alleyways.

It is rumored that there may actually be as many as 8 Dukes of Jests in the city at any given time. The look-alikes are so similar, that some wonder if they are *all* the same Duke of Jests – or perhaps avatars or aspects of the Laughing Man himself.

The Contessa of Feasts

The Contessa of Feasts (CE female mirth jack **priest**) manages the carnival's chefs, running her kitchens like a great general striding across a battlefield. She is also responsible for pointing out new, exotic foods and ingredients to be rounded up and experimented upon, too – such as the tender meat of a lover's broken heart, or the succulent ego

Am I So Terrible?

O! Master of Games, do you really think the petty words on this transcendental sheet need mean much to one such as you? Who wrote these words that say I should not be summoned? Does this hackish bard know you or your troupe? Nay, I say, and again nay.

Would I not be useful to you? Would I not entertain your merry-makers with a quiet, subdued appearance? Just remember, O! Master of Games, I can be very useful and O! so subtle. They don't even have to know who I am.

–Momus

of an arrogant fool. The Contessa never stops to rest, for one dish or another is always bubbling on her stove.

The Carnival King

The Laughing Man. The Walker on the Wounds. Jack of Tears. Momus. He has many names, not all of them so flattering. The Carnival King is an enigmatic figure who can be found anywhere the Carnival of Shadows is found. He is said to be king of a far-off land called the Blood Bayou, and he is the most legendary figure in the carnival.

The Jack of Tears is a quasi-deity whose powers are many, varied, and well beyond the scope of this adventure. His ability to manipulate reality as if it were a dream means that he can accomplish pretty much whatever he wants as far as mortals are concerned, usually by emulating any spell he chooses. However, that broad power also means GMs are cautioned to use him sparingly, if at all. Just because the carnival is in town does *not* mean the PCs should encounter the Jack of Tears.

If encountered, the Momus should be used as a plot device and a force of the dreamworld that can be checked or overcome by clever players, but not defeated. The Momus is always a creature of his word: he keeps his contracts without fail, and he expects others to do so as well. However, he does delight in twisting the words or their intent to his own benefit.

Carnival Krewe: Dark Harlequin

The gaunt figure is clad in motley with a colorful cap. Its face is painted like a laughing or crying clown. The humanoid's right hand wears a white glove while the left is red, and in them he carries a brightly colored wand topped with a jester's head.

DARK HARLEQUIN

Medium fey, neutral evil

Armor Class 14 (padded armor)

Hit Points 33 (6d8 + 12)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	13 (+1)	10 (+0)	16 (+3)

Skills Deception +7, Insight +4, Perception +2, Performance +7, Persuasion +7

Senses darkvision 60 ft., passive Perception 12

Languages Termanan, plus any two other languages

Challenge 2 (450 XP)

Fey Ancestry. Magic can't put the dark harlequin to sleep.

Innate Spellcasting. The dark harlequin's spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components.

At will: *calm emotions*, *comprehend languages*

3/day each: *hideous laughter*, *sleep* (2nd-level version)

1/day each: *suggestion*, *tongues*

Magic Resistance. The harlequin has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The dark harlequin makes two rapier attacks or two attacks with its jester's wand.

Rapier. Melee Weapon Attack. +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Jester's Wand. Melee Weapon Attack. +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) necrotic damage.

Dark harlequins are mockeries of human joy and pain who revel in bringing their victims to the height of pleasure and then the depths of suffering. They enjoy sadistic violence and are utterly loyal to the Carnival King. Dark harlequins are a common sight whenever the Carnival of Shadows is in town, though they withhold their torturous schemes until citizens are too drunk, impaired, or otherwise engaged in debased acts to notice.

Dark harlequins particularly enjoy finding the cruelest patrons of their carnivals and ensuring that those dark souls suffer. Their reasoning, is that anyone who inflicts suffering so casually, must surely enjoy it.



Carnival Krewe: Mirth Jack

Seemingly human, the creature is far too large and tall to be a normal man. Its skin hangs off in great, fat-filled folds from its immense, corpulent sides. The creature's huge smile seems unnatural, which a second glance confirms, for its lips have been pulled back and carved into a sneering grin, with obvious incisions having extended its mouth from ear to ear.

MIRTH JACK

Large giant, neutral evil

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	5 (-3)	8 (-1)	7 (-2)

Condition Immunities charmed, frightened

Skills Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Termanan

Challenge 2 (200 XP)

ACTIONS

Slam. Melee Weapon Attack. +6 to hit, reach 5 ft., one target. **Hit:** 9 (2d4 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the mirth jack can't slam another target.

Maul. Melee Weapon Attack. +6 to hit, reach 5 ft., one target. **Hit:** 18 (4d6 + 4) bludgeoning damage.

Mirth jacks are enforcers for the Dark Carnival. They are dense, unthinking creatures who handle the carnival's heavy labor and also act as bouncers, taking care of unruly individuals. For the most part, mirth jacks stay in the background and do not intervene unless a dark harlequin, heron priest, or other ranking member of the Carnival King's court orders it.



Carnival Krewe: Shadow Jester

Clad in jesters' costumes, these small, shadowy figures appear as little more than misshapen black silhouettes moving in disturbing pantomimes. They are constantly in motion, dancing and capering about with seemingly endless energy.

SHADOW JESTER

Small fey, chaotic evil

Armor Class 13 (leather armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	9 (-1)	8 (-1)	11 (+0)

Skills Acrobatics +6, Performance +6, Stealth +4

Senses darkvision 60 ft., passive Perception 9

Languages Termanan

Challenge 1/2 (100 XP)

Fey Ancestry. Magic can't put the shadow jester to sleep.

Magic Resistance. The shadow jester has advantage on saving throws against spells and other magical effects.

Pack Tactics. The shadow jester has advantage on an attack roll against a creature if at least one of the jester's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Shortsword. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dart. *Ranged Weapon Attack.* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Confusing Gibberish. The shadow jester gibbers and mutters, sowing a general sense of unease and confusion. All non-fey creatures within 10 feet of the jester must succeed on a DC 10 Charisma saving throw or be confused (as if by the *confusion* spell) until the start of the jester's next turn. On a successful saving throw, the creature is immune to the Confusing Gibberish of all shadow jesters for 1 hour.

Servants and messengers for the Carnival of Shadows, as well as backup acts and assistants to the dark harlequins, shadow jesters are a strange and mischievous lot. Few if any outside the Dark Carnival's leadership understand what the shadow jesters actually do and why there always seems to be a virtually endless supply of them whenever the Carnival of Shadows needs one.

Shadow jesters enjoy entertaining, but their humor always has a malicious, sadistic edge that involves mayhem and mischief. While not particularly intelligent, the jesters do have a cruel sense of humor, and they delight in using rudimentary devices and traps in their practical jokes to hurt others. As the night grows longer, their wild, maddening laughter can often be heard throughout the carnival.



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DAGGER OF SPIRAGOS

THE TITANS' RELICS MUST BE DESTROYED!

Artifacts from the fallen titan Spiragos have been recovered, and forces are at work that would see them used for ill. The Dagger of Spiragos and the Ring of Spiragos are now in the player characters' hands – and they must do what they can to rid Scarn of the foul relics of the titans, whatever the cost!

WHAT CAME BEFORE

Dagger of Spiragos is a sequel to the 2014 Gen Con Scarred Lands Special Preview adventure, Gauntlet of Spiragos (available as a free download on Drive-ThruRPG.com and RPGnow.com). It is also the second adventure in the Spiragos Saga, with Ring of Spiragos, the dramatic finale, as the third and culminating title.

In Gauntlet of Spiragos, the PCs traveled to the legendary Chasm of Flies, where they discovered a tribe of spider-eye goblins who possessed relics of their fallen master, Spiragos. Now, with those items in hand, the PCs travel to the city of Fangs-fall, where they must seek aid in destroying the foul objects.

But others wish to possess these items, too, and their motives are uncertain. What will become of the Dagger of Spiragos?

