

GAUNTLET OF SPIRAGOS



An Introductory Adventure
for 1st-Level Characters.

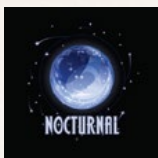
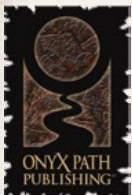


GAUNTLET of SPIRAGOS



DENTON
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Gauntlet of Spiragos is an adventure designed for four characters of 1st level, although it can easily be modified for larger or smaller groups or for characters of up to 4th level. You can modify the difficulty by increasing or decreasing enemy hit points and numbers; you might also alter the DCs of ability-based and skill-based challenges accordingly. Another option for making the adventure more challenging is to stress the rigors of the characters' journey, gradually imposing the effects of fatigue or exhaustion on them until they can take a long rest.

For more powerful PCs (those starting at 4th level or higher), you may need to replace the spider-eye goblins and chasm spiders with more powerful creatures, such as narleths, ettercaps, and giant spiders, and perhaps by adding more foes and possibly raising difficulty DCs of certain skill checks and terrain challenges.

Assuming a standard rate of character advancement, a party of four 1st-level characters should reach 3rd level by the end of this adventure.

"Gauntlet of Spiragos" may serve as a stand-alone campaign, the starting place for a series of adventures, or

as an anomalous quest tucked between the chapters of an established party.

To assist in expanding the story, we have also raised the possibility of including a rogue necromancer who continually harasses the party after a certain point in the adventure. At any point where such an enemy's involvement might not interrupt the flow of the overall narrative, and could lead to some interesting challenges, notes have been provided.

Synopsis

The characters obtain a treasure map with an eight-armed symbol, strange writing, and the drawing of a chasm with spiders and flies in it. As well, three unique items, actually titanic artifacts, are illustrated upon it: a gauntlet, a ring, and a dagger. Whether through their own research, or simply being informed by a knowledgeable NPC, the players decipher the meaning of the map and then travel through the wilderness to the Devil's March. The location indicated on the map is called the Chasm of Flies, so named

because, for several generations after the Titanswar, huge clouds of enormous black, biting flies swarmed in and out of the rift in the ground. Eventually, they attracted giant spiders, which grew fat feeding on the flies, and the chasm gradually became a place of webs and cocoons.

In the chasm, the PCs are confronted with physical and terrain challenges—ledges, dangling strands of clinging gossamer, cracks and crevices, with enormous webs at various places blocking line of sight (and also stopping some falls)—as well as spider-eye goblins and various giant spiders. They must find the tunnel which houses the tribal goblin matriarch, along with the goblins' treasure, where they must defeat the ruler and her champion. While the players will never be able to gain the gauntlet, which they eventually discover houses the entire complex, they can find the ring and the dagger reduced to usable sizes, along with various treasures taken by the goblins from raid victims and ill-fated adventurers.

Background

Powerful artifacts of the titans have been discovered by a tribe of spider-eye goblins, who reside in a dangerous cavernous lair called the Chasm of Flies. The chasm is actually a crater created when Spiragos, an eight-armed lesser titan known as the Ambusher, fought and was slain by Vangal the Ravager; during the battle, a lunge from Spiragos missed its mark, slamming its hand into the earth nearly to the elbow. Vangal then hacked that arm off so that the hand, forearm, and gauntlet were left embedded in the terrain. As time went on, the titan flesh rotted and attracted flies, which grew unnaturally large and in turn attracted giant spiders.

Spiragos was wielding a dagger in the lost arm and also bore a ring on one of the fingers. These powerful magic items gradually atrophied and constricted in the absence of the titan's powerful essence, and they have since been recovered by the inhabitants of the chasm, a tribe of spider-eye goblins. The gauntlet, still occupied by the skeletal remains of the titan, has retained its enormity and remains in the hole as the metal-walled fortress of the goblins.

The bones themselves, which were not consumed by the ravenous monster flies, serve as primary structural supports of the spider-eye goblins' lair. In some places, they have been hollowed out and used as passageways as well. The spider-eye goblins and their giant spider mounts and allies patrol and ambush invaders in the upper areas above the wrist. Below the wrist lie the living quarters of the goblins.

Preparation

Text that appears in a shaded field should be read aloud or paraphrased to the players as it occurs. Unshaded text boxes or sidebars contain pertinent information for the DM alone. Monster and NPC statistics are provided with

each encounter or, where appropriate (to avoid repetition), the relevant stats from elsewhere in this adventure may be referenced.

Involving the PCs

The adventure as written assumes that the PCs have somehow come into possession of an old map, possibly from a previous adventure or encounter or perhaps inherited by one of the characters. See the section entitled "Map? What Map?" for further suggestions on getting the map into the hands of the players. The markings on the map bear investigation, which prompts the adventure.

Creagfort

While not absolutely necessary, this adventure assumes the PCs will set off from Creagfort, the northernmost "civilized" settlement in the Bronze Hills of the northern Fangsfall Peninsula, a few dozen miles south of the border between the Hills and the Devil's March. Hewn into the sloped side of a tall crag, the fort comprises a small concentric keep, with a stout curtain wall encircling the settlement, all built around a lucrative copper mine. The approach from any side, other than the winding road leading up to the fort's main gates, is a treacherous climb.

Creagfort is commanded by Lady Elyn Barathos, a cleric of Corean knighted by Lord Killian Vrail. Her assignment is to protect Fangsfall's interests in the copper mines of the region and to patrol against titanspawn incursions. She is served by a garrison of the Fangsfall Army, led by Captain Zedaias Black. The rest of the fort is populated by support personnel for the soldiers and by the miners and their families.

Given that Creagfort is somewhat removed from its patron city, and does not lie along the coast, the rampant overpopulation by refugees flooding Fangsfall is not so keenly felt here. Further, the imposing landscape, constructed fortifications, and army garrison deter ne'er-do-wells and vagrants uninterested in honest labor. There is thus an appreciable degree of civility in general, especially in and around the central keep, where representatives of merchant guilds and independent miners gravitate to oversee their own regional interests.

Luxury, on the other hand, is rare in the extreme. Creagfort's primary reason for being is to serve as headquarters for a brigade of the Fangsfall Army tasked with policing a broad, rugged region. Beholden to Corean as the forces of Lord Vrail already are, having a cleric of that deity commanding them has a noticeable effect on their bearing and behavior; Corean is said to hold compassion as the greater virtue over strict adherence to legal code, but any visitor who tarries too far from the path of the Paladin Champion risks a none-too-gentle nudge in a more desirable direction.

Player characters who seek to cause trouble or even act questionably would be well served to arrange their arrival under the banner of an individual or group with political or business ties to the area. Alternately, PCs familiar with Fangsfall history or who are devoted to Enkili may benefit from frequent and earnest devotions to that “unofficial” deity of the area. Finally, unsavory characters with no reason for staying in Creagfort or who are not aware of the religious politics of the area are best advised to get in, keep their heads down, and move along quickly. By contrast, characters of a particularly noble mien may be welcomed to the area. Most likely, though, they will simply be ignored and remain free to conduct their own affairs.

If they have not found it previously, while they are in Creagfort, the players should somehow acquire the map to the “Chasm of Flies,” about 60 miles north-northeast of the fort via rocky, inhospitable terrain, where the Bronze Hills fade into the sickly plains of the Devil’s March.

CREAGFORT

Small village, lawful neutral

Population. 145 (112 human, 33 other)

Government. Satrapy.

Defense. Concentric fortress walls; narrow, gated causeway entrance. 60 soldiers of the Fangsfall Army (use “guard” stats).

Commerce. Copper mines. Basic supplies are readily available, particularly those involving survival or travel in hilly terrain, such as ropes and climbing kits. A few common magic items, such as *potions of healing*, may be made available through Lady Elyn or Captain Black.

Organizations. Church of Corean. Fangsfall Army. Miner’s and Teamster’s Guild.

NOTABLE NPCs

Fort Commander. Lady Elyn Barathos (*LG female human cleric 8*)

Fangsfall Army Captain. Zedaias Black (*LN male human veteran*)

Copper Mine Foreman. Gramdul Stoneheim (*N male dwarf brute*)

Getting Started: Mysterious Map

The players have come into possession of a torn and stained parchment, upon which are scrawled a series of symbols that seems to indicate the route to a cleft or chasm in the Devil’s March. The symbols include an eight-armed rune, strange writing, and the drawing of a chasm with spiders and flies within it. Three magic items are also drawn on the map: a gauntlet, a ring and a nasty looking dagger. Any of the player characters can attempt skill checks to glean all six items of information from the parchment.

Map? What Map?

How the PCs get hold of the map is entirely up to you. Barring events tied to a larger story, it could be that the PCs

simply bought the map from a scholar or at an antiquities shop. It is also possible that they receive the map directly from Lady Barathos or Captain Black as part of an official request. As rugged and as broad the Bronze Hills are, the Fangsfall Army might welcome help in clearing out errant titanspawn threats.

Lady Barathos is a busy woman, and it may be more likely that the Captain would handle business of this nature. If there is some need for the PCs to be granted an audience with the commander herself, consider the possibility that the spider-eye goblins have been emboldened by raids on random caravans; they have been making concerted guerilla attacks on mining operations in the Bronze Hills looking for a suitable cavern to establish a second colony.

On the other hand, perhaps Fangsfall is dealing with an increase in hostilities from Dunahnae to the north and can’t spare forces for such a relatively minor threat. For a bit of additional intrigue, Lady Barathos might claim such a reason, while in actuality she is dealing with political circumstances that prevent her from officially dispatching soldiers under the Fangsfall banner out beyond the borders of the Bronze Hills.

PCs who come on business could instead be given the map by Copper Mine foreman Gramdul Stoneheim as an afterthought once said business has been conducted. After all, the map speaks of a “Chasm of Flies,” which implies a deep hole in the earth, and what dwarf wouldn’t want to know what’s down there? Of course, the characters may need to finagle more information out of Stoneheim than he means to share. Is he commissioning freelance adventurers as a cover for Lady Barathos? Does he know more about the nature of Spiragos’ treasures than he’s letting on? And if so, how did he come to possess such knowledge?

Alternately, the map could be discovered on the body of a thief’s victim after the PCs interrupt a mugging just outside the garrison walls (or on the body of said thief if the characters manage to dispatch the wretch). Perhaps the map is slid under their door as they sleep in the local inn, supplied by a mysterious cabal whose secret wish is to have the artifacts of Spiragos returned to the world. This set of circumstances could easily be bundled with either of the “official business” scenarios above, or wrapped into something else.

Ultimately, the specific means by which the player characters come into possession of the map should take the general behavior of the party into consideration. In short, the method of the map’s introduction is very flexible: It can be part of your current game’s long-term campaign, or simply a one-off adventure.

What Do the PCs Already Know?

Characters trained in Linguistics or in certain types of Knowledge might also have a chance of knowing some bits and pieces of lore about Spiragos, the Devil’s March, and the Chasm of Flies.

DEVIL'S MARCH



GHASM OF FLIES

SWAMPS OF
KAN THET
(120 MILES)



NORTHERN
BRONZE HILLS

CRÆGFORT



FANGSFALL (260 MILES)



10 Miles



General Knowledge

Before starting the adventure, with or without the map, characters who are trained in the following skill(s) may make checks to determine what, if anything, they know about the Fangsfall region and the Devil's March to the north.

A character receives all information from lower DCs as well; i.e., if a character gets a result of 17 on an Intelligence (History) check, she learns all of the information below under "Intelligence (History or Religion)."

Intelligence (History or Religion)

DC 5: During the Divine War that ended nearly two centuries ago, the gods Tanil, Denev, and Corean captured the titan Gaurak the Devourer and plucked his monstrous teeth from his maw before entombing him. The titanic fangs crashed down, some as large as mountains, across what is now called the Fangsfall Peninsula; one of the jagged incisors smashed into the ground near the tiny city of Lambport. The people there took to quarrying the fine, hard minerals of the titan's tooth in order to build their houses and their city wall. They dubbed their city Fangsfall in honor of the gods' defeat of Gaurak.

DC10: The Devil's March was the site of a great battle in the Divine War, in which the forces of the titanic Hag-Queen, Mormo, and her Asaatthi Empire fought against a great human army. In desperation, the generals of the decimated and embattled human forces performed a necromantic True Ritual. All of the dead from both sides of the conflict rose up, shattering the asaaththi armies and wounding Mormo herself. The summoned undead were not all destroyed, and some continue to roam the March to this day.

DC 15: While humans and asaaththi made up the bulk of the opposing armies, many other races, including demons and other infernal creatures, were also summoned en masse—particularly by asaaththi sorcerers. The land is thus now poisoned by necromantic energies, titan blood, and demonic influence.

Intelligence (Nature)

DC 5: The Devil's March is not inhabited by any of the divine races. Twisted varieties of goblins and other titanspawn dwell there, primarily. But the region is also

known for many undead creatures, and even, it is said, the devils and other infernal beings that give it its name.

DC 10: The March is a blighted area that cannot support life. Foraging for food and water there may prove very difficult as a result. Travelers there should stock up well on provisions.

From the Map

A character who examines the mysterious map may make any of the following checks if she is trained in the relevant skill(s). The writings are an odd, debased form of Primordial runes that spell out, roughly, "Gauntlet of Spiragos in the Devil's March."

Intelligence (History)

DC 10: The area indicated on the map is called the Chasm of Flies because, for decades following the Titanswar, huge clouds of black flies swarmed around the opening and into the chasm. As with most creatures corrupted by titan blood, these flies grew to monstrosities, raven-sized and deadly.

DC 15: The name of the cavern has become something of a misnomer, however, for the chasm is now inhabited not by flies but by all sorts of spiders, drawn to the flies as a food source.

DC 20: The chasm was created during a fight to the death between a lesser titan named Spiragos and the god Vangal the Ravager. The two behemoths battled across the Devil's March until, at last, Vangal was victorious in destroying Spiragos by cutting off most of its eight arms.

Intelligence (Arcana or Religion)

DC 15: The eight armed symbol on the map is that of Spiragos, the lesser titan of ambushes, one of the offspring of Kadum. Spiragos attempted to ambush the warrior god Vangal, but was slain by him in what later became known as the Devil's March.

DC 20: Spiragos wielded multiple magic items wrested from those it had ambushed. These included magical gauntlets, rings, and weapons. The titans and gods are known to have adjusted their body sizes to fit any given situation; the titans generally favored enormity, but the possibility nonetheless exists that even the enormous equipment of a titan might shrink to accommodate a human or other smaller being.



Chapter One: Toward the Devil's March

Although the length of the PCs' journey can vary depending on their route (particularly if the party sets out from somewhere other than Creagfort), it is roughly 60 miles as the crow flies from Creagfort to the chasm. Given the rough terrain of the hills and the lack of roads and scarcity of even simple game trails, the journey should take 4 to 7 days in total (assuming the PCs don't get off track or entirely lost in the wilderness) for most parties; if there is a ranger with Natural Explorer (desert or mountain) in the group, then the trip will take less time.

During the journey, the following optional encounters can take place as indicated if you wish. Of course you should

feel free to introduce other encounters as necessary. Don't forget that in the world of Scarn, and particularly on the continent of Ghelspad—where the chaotic energies of the defeated titans still warp the land—bizarre weather effects and terrain challenges can be as deadly as any creature encounter.

Encounter #1: Charming Songstress

This encounter should take place at least 2 days before the PCs reach the Devil's March. As the PCs awake in the morning, read the following to the character with the highest Charisma:

Out of the corner of your eye, you think you see movement in the brush. You rub the sleep from your eyes and look again, briefly catching sight of a lithe, naked form, probably female, running away through the trees and behind a small fold in the landscape. Its behavior suggests the figure was frightened by the presence of the party, but somehow you get the feeling that it was intrigued by you as well.

The stranger quickly disappears in the shadows. Straining to see in the darkness, you are not able to determine exactly where it is, but you feel almost certain that you are once again being watched from a distance.

If the character makes a **DC 10 Intelligence (Nature) check**, he recognizes the running form as that of a fey creature, likely a dryad. On a result of **15 or higher**, however, he also recalls that some dryads on Scarn are known for luring travelers to their deaths.

If the character makes a **DC 15 Wisdom (Insight) check**, he realizes the running shape seemed to be trying to lure him away from the party.

Assuming the PC seems ready to rejoin the party rather than follow the running figure, the dananshee begins singing (softly, so only the PC can hear) in order to draw him toward her. Whether the PC follows alone or gathers the rest of the party, read the following if they follow her trail:

The trees open up into a hollow in the hills; there the fleeing figure waits, half crouched with her back to a thick tree. She appears diminutive and vulnerable, but an evil intent is immediately apparent in the grin she casts in your direction. Her hand, already reaching down, ruffles what you mistook at first as a deep shadow. The shadow bares its fangs and reveals itself as a huge, black, shaggy-coated wolf, growling as it pads forward—a worg. As the monstrosity launches itself toward you, you hear the shriek of a hunting bird from above and behind, and then the woman steps backward into the tree and disappears. A sound like the tinkling of broken glass disperses into the leaves.

Combat

The dananshee begins combat with *barkskin* already cast. She uses *tree stride* to travel from tree to tree, keeping her distance from the PCs; as she does so, she uses her enthralling song to keep as many enemies incapacitated as possible, and she casts *charm person* on the most physically powerful-looking PC who seems unaffected by her song.

The worg attacks whatever active enemy is closest to it, while the falcon uses its diving charge to harry any mobile, lightly armored enemies.

If both pets are slain, the dananshee tries to escape using *tree stride*. Her interest was in a quick strike against easy prey, not a fight to the death.

Encounter Difficulty—Medium

Dananshee (1): hp 18 (see p. 35)

Wolf (1): hp 13 (MM 341)

Scythe falcon (1): hp 9 (see p. 36)

Treasure: Scattered among the roots of several trees are skeletal remains of those unfortunates the dananshee has succeeded in luring to their deaths. The PCs can discover 75 gp worth of equipment, trade goods, and/or loose coins, as decided by the GM depending on their needs.





Encounter #2: Knives in the Dark

This attack should take place during a moonlit night, sometime before the PCs reach the Devil's March. The *belsamaug* is remarkably stealthy, and it's also invisible as long as it avoids areas of moonlight; check for surprise normally, but note that any character or creature that normally has advantage on Wisdom (Perception) checks relying on sight does not gain that advantage here.

Read the following:

Something disturbs an already dreamless, uncomfortable sleep. You awake with a start, trying to see what woke you, but the moons are hidden by dull, gray clouds. Out of the corner of your eye, you think you see a dark form creeping among your fellow party members, but when you turn to look, nothing is there. Nonetheless, a faint sense of dread washes over you and your drowsiness gives way to alarm as you start to rise, fumbling for your equipment.

Combat

The *belsamaug* uses surprise and the shadows to strike and retreat through the scrubland, keeping out of the moonlight as much as possible so that it remains invisible. It will neither surrender nor retreat. If the PCs somehow manage to capture or incapacitate it, they may learn that it does not want them to reach the Devil's March for some reason—but it gives away no more information than that.

Encounter Difficulty—Medium

Belsamaug (1): hp 24 (see p. 34)

Encounter #3: Ravenous Hounds

This encounter should take place on the first day into the Devil's March. Read to following to the players shortly after they leave the Bronze Hills:

While this area first looked like rocky plains with stretches of verdant, healthy grass, the rank smell of decayed flesh calls for immediate reconsideration. The grass is patchy, with large swaths of blighted and unnatural growth, which does indeed belie your initial impression.

You hear the baying of hounds in the distance.

As the PCs head deeper into the March, read the following:

The charnel reek continues to assault your nostrils and seems less a product of recent corpses than a curse arising inherently from the ancient mounds of the dead. Half-buried in the straggling grasses and scrub bushes are the glint of rusted metals too deteriorated to still be called weapons or armor, along with the occasional ivory flash of long-dead bone.

You still hear the baying of hounds. Sometimes you think they grow fainter, but on the whole, they have definitely moved closer to you.

The Devil's March

"...soil grossly poisoned with blood and an atmosphere swimming with evil spirits, Devil's March supports little life in what, to all appearances, seems an hospitable, grassy plain. The March marked the front line for some of the largest battles of the Divine War... Regardless of the conditions of the plain, though, the peoples of Ghelspad best be wary, for it seems the titanspawn population of this region grows bolder by the day."

—*Scarred Lands Gazetteer: Ghelspad*

"Devil's March is all but incapable of supporting life. From a safe distance, the plain appears grassy and healthy. However, everything down to the grasses [is] blighted. Nothing that is natural exists on the March; much of what does is undead.... It is not until travelers are less than a day's journey away that the smell begins. Virtually no divine races call the March home, although merchants from Fangsfall sometimes traverse the westernmost portion in order to shave off both time and shipping costs...."

—*Scarred Lands Campaign Setting: Ghelspad*

The region known as the Devil's March is a blighted, inhospitable place. While the scope of this adventure does not extend into an exploration of the March beyond a quick journey a day or two in, be sure to stress the ill reputation and the hostile nature of the March.

Plant life here tends to be sparse, coarse, and naturally defensive; thorns, toxins, and razorvine are common. Characters trying to forage or hunt for food or find potable water on this journey will be sorely disappointed. In game terms, all **Wisdom (Survival) checks** made to forage for food or water here suffer **disadvantage**.

For the purpose of tracking with **Wisdom (Survival) checks**, treat all areas of the Devil's March as either packed dirt (**DC 15**) or bare stone (**DC 20**).

Following rain storms, flash floods are also a possibility, and travel near bodies of water or between steep walls of stone increases the relative danger.

While it's not required, we also recommend referring to "Chapter One: Badlands" in *Wilderness & Wasteland: Scarred Lands Encounters*.



LEGEND:

- X** Undead Hound
- Y** Undead Hound

SCALE: 1 SQ = 5 FT



The PCs begin to enter a rockier, more broken part of the March. Ravines and gullies are part of the landscape in every direction, and huge, tilted rock slabs periodically rise out of the ground. Eventually, at some point, the PCs will find that their path unavoidably must take them through a ravine, its sheer cliff edges rising on either side but opening wider and growing flatter as they progress.

Read aloud:

The tiniest sound echoes off the walls of the ravine. Your imagination, unsettled by the ever-present hints of necrosis throughout the March, fills your head with all sorts of sinister possibilities regarding the source of those sounds.

Suddenly, ahead of you, a battered and bleeding humanoid form lurches through a gap between some shattered boulders and scrambles toward your party. A noise somewhere between a call for help and the raving of a lunatic bleats from its throat. As it flails desperately up the sloped ravine wall in your direction, you realize it is a man, but a man in dire straits—torn, bloody, and staggering. Dry bones crunch and scatter across its path. You realize with a start that the gravel littering the floor of the ravine is actually pulverized bone and animal detritus.

As you watch, aghast, from perhaps a hundred feet away, roiling blisters fester, burst, and reform on the poor man's flesh. The

noises he makes are little more than wet, choking gasps, and you realize that part of his face has melted away, as if eaten by acid, leaving a mask of blood and raw tissue.

Then, seemingly from nowhere, two great hounds leap from the rocks to either side and smash the man to the ground, quickly ripping what's left of him in pieces with violent jerks of their thick necks. Fortunately, you have the impression that there was no kinder fate your party could have offered him at this point.

The hounds look balefully up at you as they crouch over their prey, bits of gore spilling from their diseased jowls. You feel yourself being sized up as they coldly, mechanically chew their kill. Now, given a moment to reflect, you can see the glint of bone jutting from obviously undead flesh. They raise their heads and howl in discordant unison.

Combat

The undead hounds soon leap to the attack if the PCs do not attack them first. They fight until destroyed.

Encounter Difficulty—Hard

Undead hounds (2): hp 14, 11 (see p. 36)

Any attempt to revive the unfortunate man, a half-elf, is unsuccessful: the damage is too severe, and his life has fled. The ragged state of any equipment on him that

A Potential Foe

The half-elf warrior slain by the undead hounds is the last survivor of an adventuring band that was set upon by a **rogue necromancer** (see p. 37). This foul wizard (who only enters into this adventure if you want him to) sent a pack of undead hounds and a pair of acid shamblers after the half-elf and his party, and the hounds have since been tracking down the scattered survivors.

As mentioned, the necromancer plays no explicit part in the rest of this adventure. To aid you in integrating this enemy into your game, however, additional notes have been provided when his sudden appearance or influence would not interrupt the overall flow of the story. (Not that we assume the necromancer is a human male, but he could easily be female and of some other race, as dictated by your campaign.) The necromancer's favorite tactic is to animate any creatures the party has killed and send them against the PCs once more (as zombies).

Be judicious with this extra threat, of course; the party might be overwhelmed by effectively having to fight every creature they encounter twice from this point forward. Remember also that the necromancer has no direct connection to the Chasm of Flies or to the spider-eye goblin tribe inhabiting it, and he would likely be just as unwelcome there as the PCs themselves.

wasn't mangled by the hounds suggests he lost his gear in a panicked flight and has been fleeing through the Devil's March for at least a day or two.

Treasure: At your discretion, the body of the slain man can possess any sort of gear or even a minor magic item the party

may need; for example, if one or more PCs are sorely wounded, consider having them find a *potion of healing* or two on the body.

If you foresee the party having a hard time climbing down into the Lower Chasm in Chapter 3, they might find a *scroll of feather fall* here, allowing them to jump down safely.



Chapter Two: The Chasm of Flies

The Chasm of Flies is a ragged slash cut into a torn and rocky area of outthrust tors and low hills. During Spiragos' attack on Vangal, the Ambusher miscalculated an opportunity for a killing stroke, and struck violently at Vangal with one of its eight limbs. The force of the blow was such that, when Vangal dodged aside, the dagger smashed into the earth and Spiragos' arm sank in up to its elbow.

As Spiragos struggled against the earth's grip, Vangal slashed through its forearm and rained several punishing blows down upon the crippled lesser titan. The tide of the battle was thus turned in the favor of the Ravager, and the Ambusher was driven across the March. Spiragos' hand was thus left buried deep in the hole it had carved through the living rock, and Vangal, caring nothing for the spoils of war, moved swiftly on to further acts of carnage.

As the flesh of the titan grew foul and turn to rot, flies feasting upon it gave rise to colonies, breeding millions of their maggots in the cool, dark chasm. Over the next several decades, though no other area of the March offered sufficient nourishment to sustain even a fly's life, the putrid

titan flesh warped and perverted the insects into ravenous, hawk-sized creatures.

Even the flesh of the titanic arm could offer only a limited supply of sustenance, however. In time, the buzzing denizens of the chasm found themselves suddenly without a viable food source. Within a relatively brief period of time, something akin to natural order began to reassert itself. Although no common arachnid would have survived one hour against the beastly flies, grown fat on titanic essence, a breed of giant spiders moved in and the flies gradually lost ground to the superior predators. In nearly as few decades as it had taken to clean away the flesh of Spiragos, the flies themselves were devoured or driven off.

Other than occasional wanderers or headstrong adventurers seeking artifacts of the Divine War, no sentient living creature laid eyes upon the bottom of the Chasm of Flies for nearly a full century after the fall of Spiragos. So it remained until a small group of spider-eye goblins descended from a tribe loyal to Spiragos found the chasm

and tamed, or at least overpowered the giant arachnids that dwelt there. These goblins made their new home in the chasm and now use it as a base for their raids into the more civilized lands to the south.

Several generations of the goblins have now occupied the chasm by the time the party arrives, each generation fortifying the entrance to their stronghold in Spiragos's gauntlet with rubble and traps.

Read to the players this description of the upper area:

As you work your way around a great tor of broken boulders and slabs of rock, you see before you an enormous rift torn in the earth. Surely this is the so-called Chasm of Flies. Two tattered rope bridges sag across the gaping expanse, while a third hangs from one end into the chasm below. As you approach the ledge, an acrid updraft wafts skyward from the depths. Peering down into it, you can see ragged stone walls that drop away into the shadows below. You can just make out tattered swaths of massive spider webs hanging from the walls or stretching across the chasm in layers further down.

At this point, or as the PCs examine or circumnavigate the chasm, each may make a **Wisdom (Perception) check**: Read all applicable results to the player of the character with the highest result.

DC 7: From what you can see in the first 30 or 40 feet, the rock walls look very rough and pitted, with crevices, holes, and chimneys that might aid in climbing. Of course, those holes could also hide enemies or dangerous creatures of various sizes.

DC 10: A rank odor arises from the chasm, but there is also a hint of cooking fires wafting up from below. One of the intact rope bridges is composed, at least in part, of thick strands of spider silk; it looks like you can traverse the thing without fear of getting stuck.

DC 12: Some of the swaths of webbing below seem to move against the more general air currents; something other than the wind appears to be moving them. Just poking through the webs, perhaps 15 or 20 feet below, you see what may be the tops of large stone columns or perhaps massive stalagmites jutting up from deeper in the chasm. You glimpse a brief whiff of smoke wafting upward around one of them, but it quickly dissipates.

DC 17: But for the wind, the place is dead silent. For a moment, though, you are certain you heard a skittering sound, as if some great clawed or spined legs were scrabbling against stone.

Vertical Adventuring

The Chasm is an unusual place to explore in that it's primarily a vertical space. This situation provides unique

challenges to the PCs, as detailed below, but also for you (the DM) and your players as they try to orient themselves on the map. We've provided both a standard, top-down map of several cross-sections of the chasm and also side view maps to help place the characters and their challenges.

You and your players are advised to review the Acrobatics and Athletics skills and how they can be used for climbing, hanging, swinging, as so on as the PCs traverse the chasm.

Be aware that falling down the chasm is actually much less hazardous than it might sound, since anyone falling will almost certainly be caught, eventually by spider web sheeting. However, not also that characters caught in this manner are likely to alert the chasm inhabitants, or at least the spiders who built the webs.

What Did That Thing Say?

The spider-eye goblins speak a debased dialect of Goblin, blended with a smattering of Titan Speech and some crude words from the Common (Ledean) tongue. Their speech is also punctuated with odd clicks and hisses. In combat, they have evolved a clicking and chittering battle language, but also enjoy taunting their opponents in their nasty version of Common phrases and insults.

Interacting with the spider-eye goblins (whether fighting with them, fleeing from them, watching them flee, or whatever else may occur) might grant tactical information to characters who understand the language. This also allows for the possibility of expanding on the lore of the place if any player characters wear markings of certain gods or call upon those deities for their blessings while within earshot of an opponent.

In particular, Chasm inhabitants hate Vangal outright, for it was he who maimed and then eventually slew Spiragos. They might also loathe Belsameth, who fatally wounded Spiragos' commanding titan, Kadum. Only advanced loremasters would be able to discuss intelligently the titanic genealogy of the spider-eye goblin, but their physiological similarity to Spiragos and the fact that the titan effectively created their dwelling points to an obvious connection.

As noted in the appendix under the description of spider-eye goblins, any PC who is trained in History, Nature, or Religion can make a skill check to learn more about spider-eye goblins, who are generally known to worship the goddess of vengeance, Sethris. Or at least it has been that way since the end of the Divine War. Closely tied to spiders and arachnid symbolism as she is, this makes sense.

Later on, however, the party will discover evidence to suggest that this particular tribe worships Spiragos itself, and not Sethris. Is it possible that these goblins actually sprang from Spiragos himself, or were twisted into their current form by him during the long centuries before the Titanswar? A lone goblin tribe shifting from a living



goddess to a long-dead lesser titan might have some major religious ramifications.

Further, how likely is it that Sethris would respond to invocations or repentant appeals from her prodigal sons and daughters? Would the party benefit from invoking that cruel goddess herself while interacting with the goblins below? These are questions mainly for the party to debate amongst itself, if indeed they are keen enough to pick up on the information as it becomes relevant.

The decision to draw upon and develop the theological considerations of the goblin tribe in a mechanical way is, as always, up to you as the DM.

Experience and Leveling Up

If the PCs have fought through the first three encounters in this adventure, they should be roughly half way to 2nd level at this point. If they have also encountered the necromancer and/or any creatures he has animated, they might be closer to 2nd level, and possibly even ready to level up. If so, that's fine. Go ahead and let them reach 2nd level before descending into the chasm.

In fact, you might even consider adding one more encounter before they journey down into the chasm, expressly for the purpose of letting them gain enough XP to reach 2nd level. If so, use the optional "Spider-Eye Goblin Scouts" encounter below.

If they are still 1st level when they enter the chasm, that's fine too, but they should definitely reach 2nd level by the time they reach the Iron Walls and the Fastness near the end of this chapter: Further on, Chapter Three assumes they have reached 2nd level, and the encounters therein might prove too difficult for them otherwise.

Optional Encounter: Spider-Eye Goblin Scouts

If you desire, as the party first surveys the chasm, they can be confronted by two spider-eye goblins mounted on their giant wolf spider mounts. They are heading out to scout the surrounding countryside.

As noted elsewhere in this chapter, goblins and spiders can also attack at virtually any point during the PCs' descent.

Combat

The spider-eye goblins and their steeds use the terrain to great advantage, attacking from above and then climbing up beyond reach whenever possible.

If they are clearly outclassed or should a goblin or a spider mount be killed, the remaining mounted goblin tries to flee back down to its tribe below and warn them. Strangely, the goblins do not call out a warning cry or alarm upon engaging the PCs, nor do they make any more noise than absolutely necessary when fleeing. These creatures seem

to have elevated stealth and ambush attacks from mere tactics and strategy to almost reverent virtues.

Encounter Difficulty—Medium

Spider-eye goblins (2): hp 13 each (see p. 39)

Giant wolf spider (2): hp 11 each (MM 330)

The Upper Chasm

Except during the day time in the very upper reaches—the first 30 feet or so—the chasm is dimly lit at all times; the billowing sheets of webbing stretch across, blocking the sunlight from above. In any case, given the high walls of the chasm, sunlight shines down directly only at noon. During any time of day other than for a few hours around high noon, treat the entire shaft as being dimly lit.

The walls are less rough and cracked as one descends than they were right near the chasm's upper edge, yet the rock walls in this section (i.e., before reaching the upper edge of Spiragos's gauntlet) contain more large holes and crevices at random. Climbing should thus become suitably harder without ropes and other climbing gear. Running at an angle down deeper into the chasm are two massive stone columns roughly 25 feet thick.

While the players will not realize it unless they have sufficient knowledge or insight to do so, these columns are actually the severed forearm bones of Spiragos. The bones, which continue down through the wrist, hand, and fingers below, were hollowed out after the chasm flies had been purged or driven out and the giant spiders had been mastered. They now form narrow passageways that the spider-eye goblins use to travel up and down.

As the PCs approach the iron walls of Spiragos's gauntlet, roughly 100 feet down into the chasm, unless the goblins below have been alerted to the intruders' presence, the thin smoke of cooking fires wafting up from below should become readily apparent.

Climbing Difficulty

The difficulty for **Strength (Athletics)** checks to climb down or along the Upper Chasm begins at **DC 8** for the top 50 feet, then increases to **DC 12** for the lower 50 feet, as the holes and rough patches in the walls grow further apart.

Characters climbing down using a rope tied off above can do so with a **DC 5 Strength (Athletics)** check.

Feel free to adjudicate the relative difficulty for any other methods of descent.

As the players begin their descent, however they go about it, read this:

The light from above, diffused by layers of thick webbing, dimly reveals two immense columns that angle down deeper into the shadows of the chasm. You think perhaps they might be petrified tree trunks, although they are truly massive: about 25 feet in

Spiragos's Remains

It is up to you when to reveal the fact that the columns are Spiragos's bones, and ultimately that the spider-eye goblin fastness is actually inside the titan's sunken gauntlet. The descriptions here are worded so that the mystery of just what these structures are can be maintained until the very end of the adventure, if desired. At this point, the bones are literally all that's left of Spiragos, and that any titan blood or marrow was devoured by flies, carved away by goblins, or simply dried up long ago.

If you like the idea, however, it could be that small pockets of ichor still exist somewhere deep inside the chasm. This might add a bit of flavor when setting the scene for a particular encounter, or it could offer devious players a chance to acquire valuable and dangerous *titan's blood* (see Chapter 7, **Scarred Lands Players Guide**). The hazards that doing so would bring down upon their heads is, of course, left to you to decide.

cross-section! Webs are strung everywhere, running from these massive columns across to the walls of the chasm.

Here and there you spot swollen, bulbous masses of silk dotting the great tangled webs. The exposed, rusted corner of a battleaxe poking out from one such bundle bears testament to the remains of ill-fated wanderers who came before you. Well outside your reach and long decayed, their names and deeds are forever lost to history. You consider a silent prayer that the webs choking this place hold less tightly to lost souls than to bodies. It then occurs to you that the departed could not have progressed much farther than you already have.

Following one web with your eyes, you notice that the nature of the walls has changed as well. They are smoother and probably harder to climb, with large holes and crevices appearing randomly. The surface of the columns looks to be pitted and may be easier to traverse.

The Columns

As the PCs descend, if they are within 20 feet of one of the massive columns, they may each make a DC 15 Intelligence (Investigation) check to locate one or more

openings in the columns that look large enough for a Small creature to fit through.

These openings have actually been carved out of Spiragos's stony bones, allowing the goblins to enter and exit them, using the bone shafts as tunnels to climb unnoticed up and down the chasm. Any time you decide goblins are moving up or down the bones when the PCs are within 20 feet of such an opening, allow each character a DC 20 Wisdom (Perception) check to notice a flicker of movement from within one of the holes.

The holes in the walls themselves are used by chasm spiders as nests. The spiders won't attack unless their nests are invaded or a PC spends at least 2 minutes on the same stretch of webbing outside a nest. Depending on how frequently these holes are encountered, though, and how hungry or aggressive the spiders are, the players may find themselves unable to stop and rest.

Note too that if the players are unable to rest for a significant period of time, the rigors of the descent may eventually impose 1 or more levels of **exhaustion**.

Restless Dead

If the rogue necromancer responsible for the undead hounds back at the ravine has become a factor in this campaign, and if he is still alive, you may consider reanimating some of the dead goblins or giant wolf spiders to harass or unsettle the party. This is only recommended for 2nd-level PCs or better, and even then only if they are finding the challenges already laid out to be somewhat lacking.

Aside from goblins, skeletal warriors might suddenly cut themselves free from the webs, drop all around the party, and then rise to the attack with ancient, rusted weapons—or they might simply remain stuck in their wrappings, writhing and rattling, bemoaning their fates and grasping futilely in the direction of a random PC.

For added suspense, perhaps a member of the party is suddenly clutched by a bound, hanging skeleton, who beseeches the character for help in a faint, reedy whisper that attracts the attention of nearby chasm spiders, or worse. (Assume that only one of the skeleton's hands is free and thus grant the PC advantage on checks to escape the grapple.) The skeleton itself is unlikely to inflict any actual damage, as it remains encumbered by the webbing.

There is no particular benefit in attempting to free the remains of fallen adventurers from the webs. In all likelihood, at worst, they would only tumble down, get up, and attack the party as mentioned above. Nothing that resides in the Chasm of Flies for an extended period of time can help but be influenced by the essence of the Ambusher. Any valuables would have been scavenged by the goblins long ago.

Again, all of this is entirely optional, as the rogue necromancer need not necessarily appear in the adventure at all.

If at any point a PC enters one of the columns, read this:

The surface of these stone columns is rough and pitted. It seems likely that they would provide easy hand and footholds naturally, but the insides consist of tunnels bored through a petrified porous substance. What you once thought might be the mineralized forms of ancient tree trunks now appears to be a material not unlike charcoal grey sea coral. Tightly woven webs have been draped along some of the passageways, but you can divine no readily apparent purpose for them.

Within each of the columns lurks a grim puppeteer, a monstrous giant spider that serves as a sort of “guard dog” for the spider-eye goblins; while not fully tamed or trained by the goblins, they do dwell in harmony here. The grim puppeteers use the corpse or the skeleton of a fallen adventurer as a puppet to attempt to fool the PCs into believing there is a living member of the divine races cringing in fear just around the corner. Once the players have been fooled, the grim puppeteer focuses all its efforts against whichever PC first attempts to assist the puppet.

If the rogue necromancer has been persecuting the party (see “Restless Dead” above), note characters might believe the puppeteer’s corpses to be animated undead. If so, run with it and let them find out the hard way what is really going on here.

Grim puppeteer (1 in each column): hp 32 each (see p. 35)

Encounter #1: Agitated Chasm Spiders

Once the PCs are about half-way through the upper chasm and into the thick webbing layers—roughly 50 to 60 feet down from the surface—they must each make a **DC 10 Strength (Athletics)** or **Dexterity (Acrobatics)** checks made to swing, crawl, slide, or climb at half speed through the webs.

After 2d4 rounds of this progress, several chasm spiders, disturbed by the characters’ movements, scuttle forth to attack.

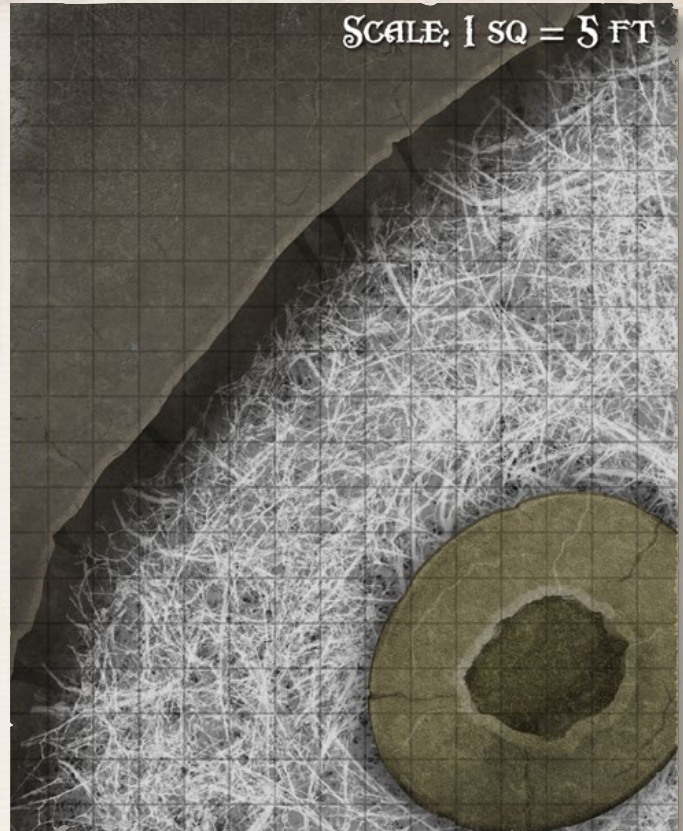
Unlike the larger giant spiders, these creatures do not seem terribly involved in the lives of the spider-eye goblins. While they serve as a convenient security system, they are naturally reclusive, silent, and either wild or feral. Thus, there is no fear of a desperate chasm spider running away to alert the goblins. They are only interested in eating and defending their nests.

Combat

Chasm spiders swarm toward the noisiest PC(s), attacking from multiple directions.

Encounter Difficulty—Medium

Chasm spiders (5): hp 7, 6, 5, 5, 3 (see p. 34)



Encounter #2: Spider-Eye Goblin Defense

The agitation of the chasm spiders above never goes entirely unnoticed by the spider-eye goblins below on the guard post level (see “The Fastness” in the next section).

Once the characters reach this point—just above the top edge of the iron gauntlet, roughly 80 or 90 feet into the chasm—the disturbance prompts several spider-eye goblin defenders led by a mounted goblin “raidmaster” to circle upward and attack the PCs.

Encounter Difficulty—Deadly

Spider-eye raidmaster (1): hp 22 (see p. 35)

Spider-eye goblins (2): hp 13, 12

The Iron Walls

When the PCs have descended just a little over 100 feet into the chasm, the material of the walls changes very suddenly from natural stone to a dark grey, barely glinting metallic surface. It is almost entirely devoid of pock marks or blemishes and as hard as iron.

Climbing here, due to the sheer nature of the walls, is much more difficult. Unaided, a **DC 15 Strength (Athletics)** check is required to climb here, although characters using ropes or climbing along the sticky webs will have an easier time, just **DC 5** (although the latter may find themselves moving extremely slowly as they get stuck repeatedly and have to pull themselves and their climbing gear free of the spider webs).

Because the walls here are of iron, it is almost impossible to benefit from using pitons or climbing kits; ropes must be attached above the top edge of Spiragos's gauntlet.

1st-Level Characters Beware!

At this point, the PCs should have reached 2nd level. If they have not yet leveled up, then allow them to do so here. The remainder of the adventure is balanced for 2nd-level characters.

The Fastness

Having now descended to roughly 100 feet, well beyond where the mouth of the chasm is obscured by webbing above, the PCs are now surrounded by almost complete darkness. Light is visible above, but it makes no difference here, where it is almost impossible for a human to see her own hand in front of her face.

Once the party passes the metal rim lining the stone wall above, the diameter of the place also seems a little reduced, being somewhat wider open above. The strange stony columns still descend through this entire area; here, they have been used by the spider-eye goblins as struts for a series of crude wooden structures built out over the edge of the metal rim running in a perfect line around the chasm.

Extending across the area and thus connecting the small wooden buildings are makeshift platforms and ramparts that close off the lowest reaches. As elsewhere, spider silk strands and spider webbing has been used to "glue" the supports and





rope ladders, and sheets of spider webbing have been added in no particularly organized fashion, block the view and hindering access to the areas below.

Once you've read the description above, allow each PC to make a **DC 15 Wisdom (Perception)** check to notice movement on the lattice of logs below. If any character gets a 20 or higher on this check, he or she also notices a tiny, rough wooden structure connected to the platform against the nearest chasm wall; inside, the character notices movement of some small creature, probably a goblin.

Guard Posts

There are actually eight such buildings around the circumference of the chasm, located about every 60 feet along the outer edge of the gauntlet's iron rim. These are the goblins' upper guard posts. Because of the webs strewn throughout the area, it is virtually impossible to see more than one guard post at a time—effective visibility here, even with a bright light source, is effectively about 30 feet, maximum. Anything beyond 15 feet has concealment.

Each guard post contains 1d3-1 spider-eye goblins. The rest of the tribe dwells below, in the lower caverns.

Encounter Difficulty—Varies

Spider-eye goblins (1d3-1 x 8): hp 13 each

Getting Down

There are two ways the PCs can get down past this level, assuming they either sneak past or slay the goblin guards here.

Trapdoors: A character who searches the platform, making a **DC 15 Intelligence (Investigation)** check, notices that some of the patches of webbing conceal hidden trapdoors.

These doors are held shut by masses of webbing, and each requires a **DC 18 Strength** check to wrench open, or **15 points of damage** to smash through; the doors have immunity to necrotic, poison, and psychic damage, and resistance to acid, cold, and piercing damage. They have vulnerability to fire damage.

Columns: As noted previously, the chasm's two massive columns have been hollowed out to create a series of vertical tunnels for the spider-eye goblins. Characters of Medium size may find these tunnels uncomfortably tight, and Medium characters in heavy armor (except dwarves) move at half speed within them, but they are able to squeeze through. Larger characters cannot fit into the column tunnels.

Note that characters who enter the tunnels here will have bypassed the grim puppeteer guardians above, but those spiders are quite cunning, and if they sense a disturbance in the columns below, they may move downward to investigate. Failing that, they may be lying in wait for the PCs to come back up through the columns.

planks to the metal walls and seal the gaps in the woodwork. Thus, only the interior of the columns allows access to the deeper areas.

This is the entrance to the spider-eye goblins' fastness. Because of the multiple wooden structures, support ropes, webs, and web sheeting, the PCs are unable to see the extent of the metal "funnel" extending for another 130 feet or so below.

When the PCs reach the wooden platforms, read the following:

The chasm grows narrower as you descend. Through the thick sheets of webbing, you note the glint of metal along the tightening walls; a metallic tang fills your nostrils, and every sound seems to echo dully from below, as if from the inside of a church bell.

Just below, a network of roughly hewn logs and scavenged bits of wood radiates out from the stone columns, forming what can only be described as a tremendous platform filling the chasm below—although calling it a platform is perhaps generous. The wood is lashed together crudely with ropes spun from spider silk, and here and there pieces of wagons and other worked wood, small boulders,



Chapter Three: The Iron Cavern

If the player characters make enough of a commotion as they approach or pass through the guard post level, it is entirely

This is the main living area of the goblin tribe: a huge, metal-walled space dominated by an immense pile of boulders honeycombed with narrow passages. If the players have not already guessed it, the upper levels of the chasm were largely unpatrolled and left to the wild chasm spiders. The PCs have now pushed through what amounted to a passive early warning system and are now in a heavily engineered maze, the result of long term, deliberate engineering by titanspawn who clearly do not wish to receive guests and for whom the art of ambushing is not only a survival skill but a religious imperative.

possible that the goblin guards will have sent a runner below to warn the tribe—that is their role here, after all.

Every goblin and spider from this point on will be actively and intelligently working to distract, disorient, and dispatch the party.

Assuming the PCs look down into this area from above and have a light source bright enough, read the following:

Pausing briefly to look down, you look down upon a huge chamber. You estimate that the floor lies at least 100 feet below the platform of the guard level above, although distances are hard to judge here. The only light is your own, although a dim radiance reflects

from the metallic walls themselves. If there are torches lit below, you cannot see them.

Through drapes of spider webs, you can see that the walls are made of the same iron as the walls of the checkpoint above. While the subtle metallic tang you noticed earlier still permeates the air, the rank odor of goblinoids combines with the dry, foul stench of their pet spiders to overpower your nostrils.

You can see some knotted spider silk ropes nearby that dangle down, reaching the apex of a huge pile of boulders below. The rocks form a rough pyramid shape directly below you, and occupy the majority of the open space. As above, the entirety of the upper chamber is filled with thick layers of webs. These pulse and shift occasionally, suggesting the movement of the grotesque spiders within them.

From below, you hear the odd chattering dialect of the spider-eyes' Goblin speech.

Amid the boulders below, many small, irregular sleeping chambers have been fashioned between the fallen and partially hewn stones, wherever space permits. The children and other noncombatant members of the tribe hide within these crevices, ready to clamber out through the roof passage and escape into the chasm. Several giant wolf spiders are trained to aid in just these sorts of evacuations, and those bearing precious young goblins avoid combat unless attacked directly.

Goblin Defense

The combat-ready adults of the tribe harry intruders with darts and javelins as they descend. The descent from the guard level to the tip of the boulder pile below is 75 feet in total.

In order to climb down to the top of the boulder mound using the goblins' knotted ropes, the PCs must make **DC 5 Strength (Athletics) checks**. Any time a character takes damage while climbing down, she must make a **DC 8 Dexterity saving throw** to avoid falling.

Note that, while descending, the PCs do not enjoy the same protection from falling damage here that was afforded them by the copious amount of webbing in the Upper Chasm. Here, the webbing hangs only in the uppermost sections of the cavern, on the bottom side of the guard platform.

Aside from taking falling damage, a character who falls—assuming he or she survives—is also separated from the main group by a considerable distance and thus vulnerable to being swarmed by goblins.

The value of a *feather fall* spell here cannot be overstated, and you might even suggest to the players that taking the time to prepare for the descent is a wise choice.

Encounter Difficulty—Deadly

Spider-eye goblins (5): hp 15, 13, 12, 11, 8

Once the PCs make it all the way down to the floor of the chamber, the remaining goblins retreat to the tunnels, hoping to draw the PCs in after them.

Keep careful track of what goblins survive here, for the survivors will assault the PCs again soon. (See “Second Wave.”)

Great Goblin Mound

The great mound in which the majority of the tribe dwells takes up almost the entirety of the lower floor of the cavern, rising nearly 50 feet from the floor at its highest point. It is made up not only of massive boulders, but other smaller rocks from the chasm and pieces of debris and detritus the spider-eye goblins have gathered. All of the smaller elements have been more or less thrown loosely together and draped with tattered webbing with little apparent concern for structural stability. This makes the climbing surface treacherous and requires a more difficult climbing check than the rough and blocky surface would normally need.

Each PC who attempts to move up or down the slope of the mound must make a **DC 5 Dexterity (Acrobatics) check** to do so. Failure by 5 or more means the PC stumbles and rolls 1d4 x 5 feet, landing prone and taking 1d3 bludgeoning damage.

There are many narrow spaces between the boulders that lead into the interior of the mound, but only a Small character can travel through them without squeezing (and all the penalties that entails). The tribe has living chambers throughout the mound, but most of these chambers are within the lowest 30 feet of the pile. These generally consist of large hollowed out areas between and inside of larger boulders—many of which are the various wrist and hand bones of Spiragos itself, if the players have already caught on.

Any PCs venturing into the mound may encounter light sources hitherto indiscernible from above, but the goblins will quickly extinguish their fires to plunge the intruders into darkness, particularly if the enemies are clearly divine races without low-light vision or darkvision.

There is little of value in these living spaces, which typically serve as little more than sleeping quarters of the tribe. Diminutive PCs who opt to brave the interior of the boulder mound may discover that the female guardians of the tribe's young can fight every bit as well as the males of the tribe, even if they are primarily focused on getting their children to safety without a fight.

There are 4 female goblins guarding the young. Unless the PCs do enter the mound, however, these females do not attack; when they do, one pair remains with the young while the other pair engages the PCs.

Encounter Difficulty—Easy

Spider-eye goblins (4): hp 14, 13, 11, 9

Young spider-eye goblins (7): hp 1 each (noncombatant)

Second Wave

Once the PCs are at least half-way down any side of the mound, read this:

You can see now that the floor of this entire chamber is littered with scraps of garbage and broken items worn out and discarded by the tribe that lives in the heap of boulders rising above. A wet sludge surrounds the base of the mound, forming a sort of lake or moat, and the nauseating reek of rot and decay plays inside your nostrils.

There are four large, dark tunnels leading away along one side of the chamber; nearly opposite them, a larger tunnel blocked with a crude wall of rocks and debris stands alone to one side.

At this distance, the foremost PC(s) can make a **DC 12 Wisdom (Perception) check** to notice that some of the debris blocking the largest tunnel seems to be lashed together to form a crude door.

Combat

The spider-eye goblins are fighting for their home now, and any appearance of passiveness has given way to primal fear and outrage. The remaining goblins from the previous attack, when the PCs were descending the ropes from above, now return; they rely on their climb speed to keep them safe as they maneuver along the treacherous slope.

The tribe's remaining raidmaster also mounts his steed and has his highly trained spider mount make **shove attacks** (see *PHB*, "Shoving a Creature"), trying to knock enemies down the boulder pile; on a successful attack, the spider deals no damage, but pushes the character, who falls and rolls 1d4 x 5 feet, landing prone and taking 1d3 bludgeoning damage.

Any PCs who are knocked down from the boulder mound and fall into the muck at its base find it to be only about a foot deep. However, it still counts as **difficult terrain**. Worse, though, any PC who falls in must make a **DC 11 Fortitude saving throw** or be sickened by the awful stench for 1d4 + 1 rounds. The goblins are unaffected by the stench, although the moat area counts as difficult terrain for them as well.

If none of the goblins survived the previous battle on the Great Mound, then 3 new goblins join the raidmaster in the battle now. If any goblins survived at the Great Mound, then no new goblins join the fight here.

While this combat is going on, the females and any young within the mound attempt to escape out through the roof opening if they are still alive and haven't fled already.

Encounter Difficulty—Medium to Deadly

Spider-eye raidmaster (1): hp 18 (see p. 39)

Giant wolf spider (1): hp 14

Spider-eye goblins (up to 5): hp* 15, 13, 12, 11, 8

* Unless damaged previously during the "Goblin Defense."

Victory

If the raidmaster is killed, the remaining goblins flee toward the largest, walled-up tunnel (Tunnel Five).



Chapter Four: The Iron Tunnels

The four smaller iron tunnels (actually formed by the fingers of Spiragos's gauntlet) have been adapted for specific uses by the tribe:

Tunnel One (pinkie finger). The smallest tunnel is a barracks for the male goblins that have not yet mated, as well as a storage area.

Tunnel Two (ring finger). The next smallest provides living quarters for warriors and raidmasters.

Tunnel Three (middle finger). This tunnel, the largest of the four consecutive tunnels, contains congregational areas for the worship of the titans.

Tunnel Four (index finger). The fourth tunnel, similar in size to tunnel two, houses stables and hatcheries for the tribe's giant wolf spiders.

Tunnel Five (thumb). The final tunnel, larger than any of the others, is home to the tribe's matriarch and her

champion. It is sealed by a barricaded door carved from a piece of Spiragos's bone.

If the shaman from Tunnel Three is still alive, it attempts to gather the remaining goblins and warriors from the second tunnel in order to defend the chapel. Otherwise, they all attempt to escape into the large, walled-up Tunnel Five, where they seek to defend the tribal matriarch.

Read each description as the party looks into the appropriate tunnel:

Tunnel One: Goblin Barracks

The first, smallest tunnel lies furthest from the big, sealed tunnel. The ground outside is a combination of dirt, debris, rotting food, and other refuse. The air is rank, and you observe once again that the tunnel is completely enclosed by metal, with no air currents to stir the miasma of many goblins billeted so close together.

Ballistae

Currently, each of these tunnels is guarded by a crude, small, yet cunningly contrived ballista, which requires just one spider-eye goblin to operate, although two goblins often operate them. The goblins controlling these devices continue to fire until they are attacked directly, at which point they attempt to flee toward the other tunnels, hoping to trick the party into pursuit (and thus into the line of fire of another ballista).

GOBLIN BALLISTA

Medium object

Armor Class 15

Hit Points 30

Damage Immunities poison, psychic

The goblin ballista is a massive crossbow that fires heavy bolts akin to javelins. Before it can be fired, it must be loaded and aimed. It takes one action to load the ballista, one action to aim it, and one action to fire it.

Bolt. *Ranged Weapon Attack.* +5 to hit, range 100/400 ft., one target. *Hit:* 10 (3d6) piercing damage.

As you round the corner, you see that two spider-eye goblins stand by an odd-looking ballista at the opening of the tunnel. Near the entrance are stacked six spears and a box of spare cords and crude tools for adjusting the missile launchers.

As soon as one or more PCs move into view, the rearmost goblin opens fire with the ballista, while the other takes a defensive position to protect his companion while he reloads.

Encounter Difficulty—Easy

Spider-eye goblins (2): hp 14, 8 (see p. 39)

Posts have been sunk into the ground to provide scaffolding for half a dozen goblins' spiderweb hammocks. Some weapons and pieces of armor, as well as sacks of personal belongings hang next to the hammocks.

Treasure: If the area is searched, have each PC make a DC 10 Intelligence (Investigation) check to discover the equivalent of 3d10 gp for each successful check.

Tunnel Two: Warriors' Quarters

Outside this tunnel, another ballista sits at ready, again manned by two more spider-eye goblins. There is also a dry smell like a tomb filled with bones.

Guarding this tunnel are two more spider-eye goblins. One takes up a defensive stance to keep the PCs away from his ally, who operates the ballista.

Encounter Difficulty—Easy

Spider-eye goblins (2): hp 16, 15

Further back, the tunnel is filled with a huge column lying along the length of the tunnel, partially buried in the ground. This one is not nearly as massive as the two in the chasm. Still, an opening and passageway have been bored through the huge thing, and inside are chambers carved out alongside the lengthwise passage. Each contains a webbing hammock and some personal items such as extra weapons, pieces of armor, and some miscellaneous booty taken from looted caravans.

Within the rock column, the air is stilted and smells strongly of goblin sweat.

If the area is searched, each PC can make a DC 15 **Intelligence (Investigation) check** to discover the equivalent of 5d10 gp for each successful check.

If the PCs pass through the horizontal column, they discover a second carved living area. This space has fewer, but more spacious living areas within it. If they search here, each PC can make a DC 15 **Intelligence (Investigation) check** to discover the equivalent of 6d10 gp for each successful check.

Tunnel Three: Goblin Shrine

Here, behind two more goblins manning yet another ballista, the iron-walled tunnel begins to slant downward. Hanging from the walls are wispy curtains of spider webbing. While the iron tang and rank odors of the goblins remain strong here, there is another scent in the air, a sweet, burning smell. A flickering glow radiates from further down.

Encounter Difficulty—Easy

Spider-eye goblins (2): hp 18, 11

If the players explore deeper down the decline toward the light, read the following:

At the end of the tunnel, the walls come together to form a sort of amphitheater, within which a crude altar has been set up. A rough eight-armed effigy has been carved out of the same petrified material as the giant columns. At the base of the altar, there is a bloody heap—and in a moment, it dawns on you that the heap is actually the partially dismembered remains of a bound halfling, face frozen in a gory mask of remarkable agony. You look away before the contents of your stomach can curdle any more than they have already today.

Oil lamps have been hung around the altar, and your stomach turns once more when you recognize the smell as that of burning fat. You have little doubt of the source. It emanates from the lamps in thick, rolling puffs. Numerous hanging spider web

curtains have been dyed various garish colors, although they are tainted with a sickly yellow.

Strung across the rear of the area, a crude patchwork curtain has been assembled from the untanned skins and clothes of humanoids unfortunate enough to fall into the goblins' grasp.

As the PCs take in this initial view of the room, they may be distracted enough that the occupants gain surprise: Have the PCs make **Wisdom (Perception) checks** against the **Dexterity (Stealth) checks** of the tribe's assistant shaman, the goblin who guards her, and the giant wolf spider that lurks in the webs on the wall.

Encounter Difficulty—Medium

Spider-eye goblin shaman (1): hp 14 (see p. 40)

Spider-eye goblin (1): hp 12

Giant wolf spider (1): hp 14 (MM 330)

Tunnel Four: Spider Hatchery

The twisted goblins assigned here have positioned their ballista near the entrance on the only level part of this tunnel. Even from a distance, you can see that the tunnel beyond descends rapidly into the earth. The entire length of the metal-walled tunnel is filled with coarse, rope-sized spider webs. Although the usual faint light reflects back from the walls here, the density of webbing halfway down the dropping tunnel completely chokes out the light.

The goblins use this area for breeding and also training their giant wolf spider mounts. One round after the two spider-eye goblins here engage the PCs, two giant wolf spiders burst forth from the webs behind them to join the fray.

Encounter Difficulty—Hard

Spider-eye goblins (2): hp 13, 9

Giant wolf spiders (2): hp 13, 11

Tunnel Five: Matriarch's Maze

Beyond the massive makeshift door lies the living area of the spider-eye goblin matriarch and her personal guard, the tribal champion, a huge brute of a goblin with an extra pair of arms like Spiragos, the Eight-Armed. This tunnel has also been fortified as a last refuge and vault for the loot the goblins have wrested from their victims; it houses the treasures of Spiragos, which are the party's ultimate objectives.

The goblins have carved a twisting path through one of the petrified, rocklike masses as an entrance to the matriarch's personal quarters, and secured it with a barricade. Note that any and all spider-eye goblins from other areas of the

caverns, aside from the noncombatants and young who attempted to flee earlier, will gather here in a last-ditch defense of their home and their matriarch.

The entrance to this area is not a door and has no roof; there was a gap in Spiragos's metal gauntlet, where the thumb attached, and the goblins enter and exit by climbing up and over the barricade. The goblins inside may try to snipe or ambush the party from the massive network of webbing above the tunnel entrance as the PCs try to smash through the blockage.

If the PCs try to assault this tunnel first, before dealing with all of the other four tunnels, then the remaining goblins in those other locations wait until the PCs break through the barricade here and then attack from behind, ideally from stealth.

Barricade. The barricade requires a **DC 25 Strength check** to push through, or **70 points of damage** to smash apart; it has immunity to necrotic, poison, and psychic damage, and resistance to acid, cold, fire, piercing, and slashing damage. It has vulnerability to sonic damage.

Once the PCs break through the crude outer barricade, read this:

As you finally break through the barricade, you see a stone wall rising up in front of you. A narrow opening running from floor to ceiling has been carved into the face of that wall, forming a sort of path one might climb down, hand over hand, to get deeper inside. There is a sharp turn downward.

The ever-present tang of goblin reek and rusting metal continues to be the predominant odor, but you notice that the sickly sweet bouquet of filth from the lake in the cavern behind you fades by degrees beyond the rubble door.

The PCs can enter the quarters of the matriarch only by climbing downward at the end of the tunnel: **DC 8 Strength (Athletics)**.

Champion's Chamber

The chamber beyond the descent (located roughly where Spiragos's knuckle would once have resided) displays a pathetic attempt at finery, with soiled, hacked, and bloodstained tapestries draped on the floor and walls. Shattered pieces of humanoid goods and furniture looted from caravans and travelers are haphazardly shoved into niches or stuck into cracks in the walls. Only the most unbalanced minds of the divine races might consider the place luxurious; it is a cluttered mess at best, and perhaps vaguely obscene and disturbing to most.

As the PCs descend into the makeshift royal bed chamber, read the following:

You clamber down through the roof of this odd chamber into a scene you have trouble taking in all at once. What could once have been called finery has been placed haphazardly, but with apparent purpose. Chaos is the dominating element of design, with soiled, hacked, and bloodstained tapestries draped across the floor and walls. Shattered pieces of stolen goods and furniture looted from caravans and travelers are haphazardly shoved into niches or stuck into cracks in the walls.

Only the most unbalanced minds of the divine races might consider the place luxurious; it is a cluttered mess at best, thrown into piles that must seem appealing to the twisted spider-eye goblin aesthetic. Not even a common goblin would be comfortable here, you're certain.

In the center of the room, sitting so still that you first mistook it for a statue or shrine, an oversized spider-eye goblin sits with arms crossed. The brute makes no attempt to hide from you. As you set foot inside the chamber, he rises to his full height—as big as a dwarf, and nearly as burly. When he unfurls his arms, you realize that he has two extra sets of them (eight limbs in all!), just like the fallen titan *Spiragos*.

He inhales with a snort, then lets loose a battle cry that shakes the room.

Matriarch's Quarters

A little further down the steeply descending tunnel, which requires a **DC 8 Strength (Athletics)** check to climb, lies the matriarch's private chamber.

With her champion now defeated—presumably along with the rest of her tribe—the spider-eye goblin matriarch is left with no further defenses but her pet giant spider and the spells she wields. Even thoughts of remaining hidden to later rebuild her army have fled from her mind with the party still trespassing in her private quarters; the prey has penetrated into the spider's lair, and the instinctive part of her brain influenced by generations of cohabitation with giant spiders demands death—one final homage to the Ambusher.

Combat

Assuming she is aware of the PCs' approach—which is almost certain at this juncture unless they have somehow managed to be incredibly stealthy—the matriarch has already cast *barkskin* upon herself when they arrive.

Encounter Difficulty—Hard

Spider-eye goblin matriarch (1): hp 24 (see p. 38)

Giant spider (1): hp 26 (MM 328)

Victory

The spider-eye goblin matriarch lies in a growing pool of greenish blood on the hollowed floor of the throne room.

With their champion and their queen vanquished from the mortal realm, the tribe's spirit is broken. Any surviving goblins, including those who managed to flee the chasm, realize this instinctively and instantaneously, and they cry out in mourning. Any survivors in the lair flee immediately (though, if you prefer, they may take up concealed positions in the fastness and the chasm above to launch half-hearted ambushes as the party leaves the caverns).

Before the PCs leave this foul place, they have one final task to accomplish. One of the tapestries in the champion's room hides a hidden opening. Either a **DC 15 Wisdom (Perception)** or a **DC 5 Intelligence (Investigation)** check is required to find the door.

The opening leads into a short, 15-foot hallway lined in sticky spider webbing (**DC 10 Strength** per square to move through, 5 feet per round). The PCs can also destroy the webbing or weaken the glue using alcohol; even the amount in an average bottle of wine or aleskin is capable of dissolving the adhesive quality of an entire 5-foot square of these webs. (If the PCs have no alcohol on them, perhaps some the goblin champion's loot from a caravan included a shipment of low-quality spirits.)

Webbing. 5 hp per 5-ft. square; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage; resistance to cold, force, piercing, and thunder damage.

Once they have made their way through the webbed tunnel, the PCs enter the goblins' treasure chamber, which contains haphazard piles of treasure looted from travelers (your discretion, but not more than 200 gp worth per party member)—as well as the *Ring of Spiragos* and the *Dagger of Spiragos* (see p. 42).

Give Them a Hand

If the players still haven't pieced together the secret of the Chasm of Flies yet, the moment of realization that the gauntlet is not sitting alongside the ring and dagger presents an excellent opportunity to reveal that the spider-eye goblin lair lies within the *Gauntlet of Spiragos* itself.

Given that the ring and dagger were not directly touching its body, and therefore its titanic essence, they "atrophied" over time and shrank in size to their present state. The gauntlet, though, filled as it was by the Ambusher's amputated limb, remained in the huge form *Spiragos* had assumed to combat *Vangal*. Although the flies which gave the chasm its name picked the bones clean many decades ago, and the spider-eye goblins have been tunneling through the skeletal remains in the decades since, it would be necessary to completely remove every last one of those bones from the gauntlet in order for it to constrict down to something a mortal might wield.

Of course, the engineering feat required to wholly remove just one of those massive, petrified columns would sorely

Overstaying the Welcome

Once they find the *Ring and Dagger of Spiragos*, the PCs have little more to accomplish in this dark place. They may go about collecting whatever bits of treasure they can carry, but the Chasm of Flies has been reduced to an open grave for the time being.

After a day or so in the Chasm, any members of the party devoted to Corean, Madriel, Tanil, or Hedrada begin to feel increasingly uneasy in the depths. If the PCs show no obvious signs of getting ready to depart within a day of the victory over the matriarch, you may decree that those characters need to begin making **Wisdom saving throws** (DC 5 + 1 per hour they remain without actively preparing to leave). A failure leaves them unnerved until they depart, with the great dread they feel imposing disadvantage on all ability and skill checks.

If the PCs stubbornly refuse to leave, you can increase this effect to frightened. Once the afflicted character steps past the rim of the gauntlet, back up into the natural stone chasm, the effect dissipates.

Of course, this fear could also affect any character who does not worship the titans.

test the best minds of Ghelspad, to say nothing of their purse strings. It would also be difficult to predict just how much time would be required thereafter for the gauntlet to shrink sufficiently. The ring and dagger suggest a period of at least decades, and perhaps a hundred years or more.

That sort of long-term investment is ill suited to a troupe of adventurers seeking easy riches in the Scarred Lands. Unfortunately for the players, they will just have to accept that they are not likely to see the gauntlet donned by a mortal hand within their characters' natural lifetimes.

The Necromancer

If you opted to include the necromancer from the encounter with the hounds in Chapter One, and if that

NPC is still alive or has not yet made his presence known, now might be an ideal opportunity to do so. Think of all the slain goblins, spiders of various sizes, and possibly even expired party members littering the gauntlet; they present a veritable field day for any enterprising practitioner of black magic, and his appearance would be quite in keeping with the history of the Devil's March.

Bear in mind, though, that the players are likely exhausted and depleted by their battles. Whether the necromancer continues harassing the players is entirely up to you.

Does the necromancer continue to remain just out of reach, an unseen menace while the party tries to focus on other business? Will this dark wizard become the primary focus of another adventure?

Leaving the Chasm

Just what options are available to them at this point depends largely on how and why they set out for the Chasm of Flies in the first place. Were they sent on a quest by Lady Elyn Barathos or Captain Zedaias Black, the commanders of Creagfort? Were they dispatched on a surveying expedition by Copper Mine foreman Gramdul Stoneheim? Was their discovery of the Chasm map a matter of happenstance, thievery, or something else? Do the characters fulfill their end of any bargains they might have made regarding the chasm and its contents?

One other possibility worth discussing is that, supposing the party simply has no further business in Creagfort or Fangsfall, they may wish to push on further into and through the March, or perhaps south and east into the Swamp of Kan Thet. They would have a long distance to travel either way before reaching civilization—or at least any civilization they'd wish to encounter.

What about the Chasm of Flies itself? And the *Gauntlet of Spiragos*? Should this insidious location simply be left alone? Won't its stench attract yet another titanspawn threat in years to come? Are the players equipped to seal the Chasm on their own? (Or might they come back when they are?) Is it worth their time and energy to petition Lady Barathos

or even Lord Killian Vrail to collapse the chasm on itself? Can some attempt be made to remove the remaining titan bones so that the gauntlet might shrink until no creatures of any dangerous size might make it their home again?

Whichever direction they take, the PCs are at least a couple of days into badlands, and they are now laden with whatever recovered treasures they claimed from the goblins. Battle-wearied as they are, they may be a desirable target for any bandits who spot them before they can reach safe haven. They must also still contend with the hazards and denizens of the Devil's March on the way out. And perhaps now, with the unholy, titanic stink of the *Ring and Dagger of Spiragos* on them, the PCs will find that other titanspawn are drawn to them.

Scarn is never a forgiving place. The players have charged into a nightmare and lived to tell about it, but no one will much care if they don't make it home in one piece. Even if they get back, they might find themselves stabbed in the back at the city gates or ambushed and forced into slavery.

The journey to the Chasm of Flies may have drawn to a close, but by all means consider this the opening act of whatever further adventures await!

Appendix One: Creatures

The various generic monsters found in this adventure are listed here. Note that NPCs and unique monsters have their own section, below, and spider-eye goblins have their own full section as well.

Belsamaug

When the moon looks down upon Scarn, Belsameth's children roam the night and hunt unwary prey. The belsamaug were once a vicious race of goblinoids, twisted and blessed by their dark goddess; sinister creatures, they emphasize their narrow frames and opal eyes with skintight leather, and often adorn themselves with past victims' knives and daggers, which they usually keep as trophies of their kills.

Belsamaug

Small fey, neutral evil

Armor Class 14 (studded leather)

Hit Points 24 (7d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	11 (+0)	11 (+0)	14 (+2)

Skills Perception +4, Stealth +6

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14

Languages Common, Undercommon

Challenge 1 (200 XP)

Invisibility. A belsamaug is invisible except in areas of dim light resulting from moonlight.

Lethal Blades. While it is invisible, the belsamaug deals an extra 2 (1d4) damage when it hits with a dagger attack.

Meld into Earth. With each sunrise, a belsamaug melds into whatever earth or rock it is standing on, leaving only a Tiny basalt stone to mark the place of its passing. When moonlight again touches the basalt stone, the stone vanishes and the belsamaug rises once again to hunt. This effect cannot be resisted by the belsamaug, and it takes 2 rounds to meld or to rise. During this time, the belsamaug is stunned. This ability otherwise functions as the spell *meld into stone*. Should a belsamaug's basalt stone ever be destroyed, the belsamaug is killed instantly. The stone has AC 7, 20 hp, immunity to acid, fire, necrotic, poison, and psychic damage, as well as resistance to cold and to piercing and slashing damage from nonmagical weapons. It has vulnerability to thunder damage.

Recall Dagger. As a bonus action, a belsamaug can recall a lost, thrown, or otherwise missing dagger to a sheathe anywhere on its person.

Multiattack. The belsamaug makes two dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Chasm Spider

Roughly the size of a large house cat, the chasm spiders of the Chasm of Flies are fearless and very aggressive. They generally attack in numbers, relying on their poison to bring down larger prey or interlopers.

Chasm Spider

Tiny beast, unaligned

Armor Class 12

Hit Points 5 (2d4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	11 (+0)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +6

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/8 (25 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Dananshee

Dananshee are supernaturally beautiful faerie creatures, close kin to dryads. They have delicate features, dark skin, and hair of red, gold, or light brown. They appear dressed in very little clothing, and what they do wear is always made of leaves and other natural materials.

Dananshee

Medium fey, neutral evil

Armor Class 12 (16 with *barkskin*)

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	12 (+2)	16 (+3)	17 (+3)

Skills Perception +5, Stealth +4

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Innate Spellcasting. The dananshee's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The dananshee can innately cast the following spells, requiring no components:

At will: *guidance*, *minor illusion*

3/day each: *charm person*

1/day each: *barkskin*

Speak with Beasts and Plants. The dananshee can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, a dananshee can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Enthralling Song. The dananshee sings a magical melody. Every humanoid within 100 feet of the dananshee that can hear the song must succeed on a DC 13 Wisdom saving throw or be charmed until the song ends. While charmed in this way, a target is incapacitated and has a speed of 0. Each target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, the target is immune to any dananshee's enthralling song for 1 hour.

The dananshee must use a bonus action each round to continue singing. It can stop singing at any time. The song ends if the dananshee is incapacitated.

Grim Puppeteer

The grim puppeteer is a large arachnid predator that drains prey of vital fluids, then uses the spent corpse as bait to attract future meals. These corpses are strung up like marionettes with the puppeteer's webs and manipulated to lure passing creatures into range of its bite. The puppeteer then hoists the new carcass up to be dined upon at leisure; if necessary, it tracks prey that wanders off, then drags the limp body back to its web to be devoured.

Grim Puppeteer

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 32 (5d10 + 5)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	6 (-2)	11 (+0)	10 (+0)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Grim Puppetry. The grim puppeteer lures prey using its web strands to manipulate the bodies of slain creatures as puppets or marionettes, and it can mimic non-verbal human and animal sounds to complete the illusion. A character viewing this display may make a DC 13 Wisdom (Insight) check to determine that there is something unusual or unnatural about the puppet's movement or sounds.

Grim puppeteers use corpses in cunning and appropriate ways: a female humanoid's corpse may be used to lure a young male of the same species, or a jungle cat's favorite prey animal may be dangled to get the feline within range of the puppeteer's bite. The grim puppeteer knows instinctively how to best use its puppet to fool a passerby, so an animal corpse might seem lame, an easy target for a hunter or predator; or a humanoid body might seem to moan as if in pain and make vague gestures, or perhaps it might appear to hide furtively behind the puppeteer's tree or rock perch.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 10 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Scythe Falcon

Unlike other small predators, the scythe falcon will seek out prey considerably larger than itself. Armed with extraordinary natural means of attack—the wickedly sharp, hard, bony ridge at the forefront of its wings—a scythe falcon uses a diving attack that shears through flesh and bone.

Scythe Falcon

Small beast, unaligned

Armor Class 12

Hit Points 9 (2d6 + 2)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +5

Senses passive Perception 15

Languages —

Challenge 1/4 (50 XP)

Diving Charge. If the scythe falcon moves at least 20 feet toward a target and then hits it with a wing slash attack on the same turn, the target takes an extra 2 (1d4) slashing damage.

Flyby. The scythe falcon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Sight. The scythe falcon has advantage on Wisdom (Perception) checks that rely on sight.

Razor Wings. The scythe falcon scores a critical hit with its wing slash attack on a 19 or 20.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

Wing Slash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

Undead Hound

Undead hounds are cunning and sadistic hunters. Untiring, they hunt living prey both for pleasure and to feast upon their flesh. Undead hounds are ideal weapons of terror and war, used by necromancers on the unsuspecting as well as in deliberate assaults against enemy forces and the pursuit of fleeing foes.

Undead Hound

Medium undead, chaotic evil

Armor Class 13 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	12 (+1)	5 (-3)

Skills Perception +3

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Keen Hearing and Smell. The undead hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

NPCs and Unique Creatures

Several creatures encountered in this adventure are specific individuals or unique examples of their race.

Necromancer

Medium humanoid (human), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	16 (+3)	13 (+1)	12 (+1)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Abyssal, Common, Goblin, Zathisk

Challenge 2 (450 XP)

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

Cantrips (at will): *chill touch*, *light*, *mage hand*, *minor illusion*

1st level (4 slots): *expeditious retreat*, *mage armor*, *unseen servant*

2nd level (3 slots): *blindness/deafness*, *detect thoughts*, *ray of enfeeblement*

3rd level (2 slots): *animate dead*, *gaseous form*

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Possessions dagger, traveler's clothes (black robes), component pouch, belt pouch, spellbook, spell focus (crystal orb), onyx gem (50 gp), *potion of healing*

Spellbook all prepared spells, plus 1st—*alarm*, *feather fall*; 2nd—*darkvision*, *spider climb*; 3rd—*phantom steed*.

Spider-Eye Goblin Champion

Medium monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+1)	8 (-1)	11 (+0)	6 (-2)

Skills Perception +4, Stealth +6

Damage Resistances poison

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Goblin, Undercommon

Challenge 2 (450 XP)

Cunning Action. The champion can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Keen Sight. The champion has advantage on Wisdom (Perception) checks that rely on sight.

Spider Climb. The champion can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Multiattack. The spider-eye goblin champion makes four claw attacks. If at least two claw attacks hit the same target, the goblin can then make one bite attack against that target.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 2 (1d4) poison damage on a failed save, or half as much damage on a successful one. If this poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

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

Spider-Eye Goblin Matriarch

Small monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 24 (7d6)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	10 (+0)	16 (+3)	11 (+0)

Skills Arcana +2, Medicine +5, Perception +7, Stealth +6

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 17

Languages Common, Goblin, Undercommon

Challenge 1 (200 XP)

Keen Sight. The matriarch has advantage on Wisdom (Perception) checks that rely on sight.

Nimble Escape. The matriarch can take the Disengage or Hide action as a bonus action on each of her turns.

Spellcasting. The matriarch is a 4th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She currently has the following spells prepared:

Cantrips (at will): *acid splash, chill touch, mage hand, resistance*

1st level (4 slots): *charm animal* (as *charm person*, but beasts only), *create or destroy water, faerie fire, speak with animals*

2nd level (3 slots): *barkskin, spider climb, web*

Web Walker. The matriarch ignores movement restrictions caused by webbing.

Multiattack. The matriarch makes two claw attacks. If both claw attacks hit the same target, she can then make one bite attack against that target.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a DC 10 Constitution saving throw, taking 2 (1d4) poison damage on a failed save, or half as much damage on a successful one. If this poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Appendix Two: Spider-Eye Goblins

This small humanoid has six long, slender arms ending in wicked claws, along with a bizarre array of eight eyes above its fanged maw. It wears scraps of cloth and bits of polished

stone, and it scampers about easily on one of its pairs of arms and its legs.

Spider-Eye Goblin

Small monstrosity, neutral evil

Armor Class 13 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	12 (+1)	8 (-1)	11 (+0)	6 (-2)

Skills Perception +4, Stealth +5
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 14
Languages Goblin, Undercommon
Challenge 1/2 (100 XP)

Keen Sight. The spider-eye goblin has advantage on Wisdom (Perception) checks that rely on sight.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Multiattack. The spider-eye goblin makes two claw attacks. If both claw attacks hit the same target, the goblin can then make one bite attack against that target.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, and the target must make a DC 10 Constitution saving throw, taking 2 (1d4) poison damage on a failed save, or half as much damage on a successful one. If this poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

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

Spider-Eye Raidmaster

Small monstrosity, neutral evil

Armor Class 13 (natural armor)
Hit Points 22 (5d6 + 5)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	8 (-1)	13 (+1)	8 (-1)

Skills Perception +5, Stealth +5
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 15
Languages Goblin, Undercommon
Challenge 1 (200 XP)

Keen Sight. The spider-eye goblin has advantage on Wisdom (Perception) checks that rely on sight.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Multiattack. The spider-eye raidmaster makes two dart attacks or two claw attacks. If both claw attacks hit the same target, the goblin can then make one bite attack against that target.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, and the target must make a DC 10 Constitution saving throw, taking 2 (1d4) poison damage on a failed save, or half as much damage on a successful one. If this poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

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

Spider-Eye Goblin Shaman

Small monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 14 (4d6)

Speed 30 ft., climb 20 ft.

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

Skills Perception +5, Stealth +5

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 15

Languages Goblin, Undercommon

Challenge 1/2 (100 XP)

Keen Sight. The shaman has advantage on Wisdom (Perception) checks that rely on sight.

Nimble Escape. The shaman can take the Disengage or Hide action as a bonus action on each of her turns.

Spellcasting. The shaman is a 2nd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The shaman currently has the following spells prepared:

Cantrips (at will): *acid splash*, *mending*

1st level (3 slots): *faerie fire*, *healing word*, *speak with animals*

Multiattack. The spider-eye goblin makes two claw attacks. If both claw attacks hit the same target, the goblin can then make one bite attack against that target.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, and the target must make a DC 10 Constitution saving throw, taking 2 (1d4) poison damage on a failed save, or half as much damage on a successful one. If this poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

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

Spider-Eye Goblin Lore

Goblinoids were among the titans' first attempts at creating humanoids. They fell somewhat short of being a desirable servitor race and were fast forgotten. Over time, many tribes soaked up aspects of the primordial Scarn, evolving into the varieties of goblinoid races that exist in present times.

The following specific information about spider-eye goblins can be obtained with a successful check, as indicated below.

Intelligence (Nature) DC 5. Spider-eye goblins were infused with a monstrous arachnid essence, becoming one of the most hideous branches of an already ugly race. These multi-limbed, multi-eyed goblinoid creatures make their lairs in deep jungle caves or in dark caverns close to the land's surface.

Intelligence (Nature) DC 15. Like the common goblins from which they descend, spider-eye goblins breed quickly; like the spiders they resemble, they produce eggs, and in much larger numbers than the broods common to typical goblins. Fortunately, the female often eats the male after mating, as well as many of her own young, which helps to keep their disgusting population in check. As a result, despite their prolific reproductive rates, their numbers in any given tribe are no greater than those of most goblinoids.



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Intelligence (History or Religion) DC 15. After the titans fell, most spider-eye tribes took to worshipping the goddess Sethris, Demon Witch of the Web.

Intelligence (History or Religion) DC 25. However, there is evidence to suggest the spider-eye goblins occupying the region around the Chasm of Flies turned their devotions from Sethris, the Lady of Vengeance, toward the fallen lesser titan known as Spiragos the Ambusher. Or perhaps these goblins have always worshipped Spiragos and simply never turned to the worship of the goddess of Vengeance in the first place. Given their physical similarity to Spiragos, it is possible, though by no means certain, that they were either formed by the titan or twisted into his image.

Behavior

Spider-eye goblins make their lairs in deep, dark places far enough from divine races that they can't easily be routed, but close enough that they can still send long-range raiding parties from time to time. Their typical ruling structure is a matriarchy, with a female adept or witch most often ruling the group. Any sizable spider-eye goblin tribe keeps giant spiders as guardian beasts if not as trained mounts.

Spider-eye goblins are hostile and ferocious, but not particularly courageous; in an extended fight, or a battle against foes more numerous than themselves, a leaderless gang demonstrates typical goblin cowardice. In defense of their lair, though, they can be quite fearless.

Spider-eye tactics rely on ambush, making use of their natural climbing ability to hide in the tree canopy or on cavern ceilings, where they rain javelins and darts upon their prey. Though not bright, they are cunning with traps.

Appendix Three: Magic Items

Dagger of Spiragos

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.

Weapon (shortsword), rare, requires attunement

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, that poison's saving throw DC increases by 2.

Once per day, you can use a bonus 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 11 (2d10) poison damage.

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



Ring of Spiragos

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.

Ring, rare, requires attunement

You must be a druid, sorcerer, or warlock to become attuned to this ring.

If you are a druid, then starting at 5th level, you can use your wild shape feature to transform into a giant spider.

If you are a druid, sorcerer, or warlock, while you wear this ring, you gain the following:

Spells. You add bestow curse, spider climb, and web to the list of spells you know or have prepared.

Spider Friend. Three times per day, you can cast the charm monster spell (save DC 13) without using 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.

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

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GAUNTLET OF SPIRAGOS

FOR CENTURIES, TITANS BESTRODE THE WORLD

Colossal heads and shoulders lost in the clouds, carelessly smashing and crushing all beneath. When the youngest of them had enough and declared war on their ancient parents, even the land itself suffered. These scars of the Divine War, which ended less than 200 years ago, have still not healed.

ONE SUCH SCAR IS THE CHASM OF FLIES

A rent in the earth created when the titan Spiragos the Ambusher was smote down by one of the young gods, Vangal the Ravager. Now, the Chasm is inhabited by spider-eye goblins and their spider allies, but it is also thought to be the resting place of powerful artifacts from that elder age.

"Gauntlet of Spiragos" is a Scarred Lands adventure designed for 1st-level characters, although it can easily be modified for characters of 1st to 5th level.

