

RING OF SADIRAGOS



A Scarred Lands adventure for
7th level characters

RING OF SPIRAGOS



Credits

Original Design: Rich Thomas

Writers: Adam Eichelberger and Nathan Knaack

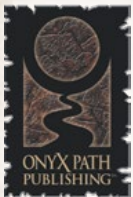
Developers: Monica Valentinelli and Scott Holden

Art Direction and Design: Mike Chaney

Cover: Rich Thomas

Interior Art: Brian Leblanc

Cartography: John Wilson



Ring of Spiragos is © 2018 Onyx Path, LLC. All rights reserved. Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material. Scarred Lands, Onyx Path, and their associated logos are trademarks of Onyx Path.

Open game content may only be used under and in the terms of the Open Game License. Onyx Path, LLC are not affiliated with Wizards of the Coast™. Onyx Path, LLC make no claim to or challenge to any trademarks held by Wizards of the Coast™.

This printing of **Ring of Spiragos** is done under Version 1.0a of the Open Gaming License, and the System Reference Document, by permission from Wizards of the Coast, Inc.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0: Scarred Lands, Spiragos, all proper nouns, capitalized terms, artwork, maps, symbols, lore, depictions, and illustrations, except such elements that already appear in the System Reference Document or have been released as Open Content.

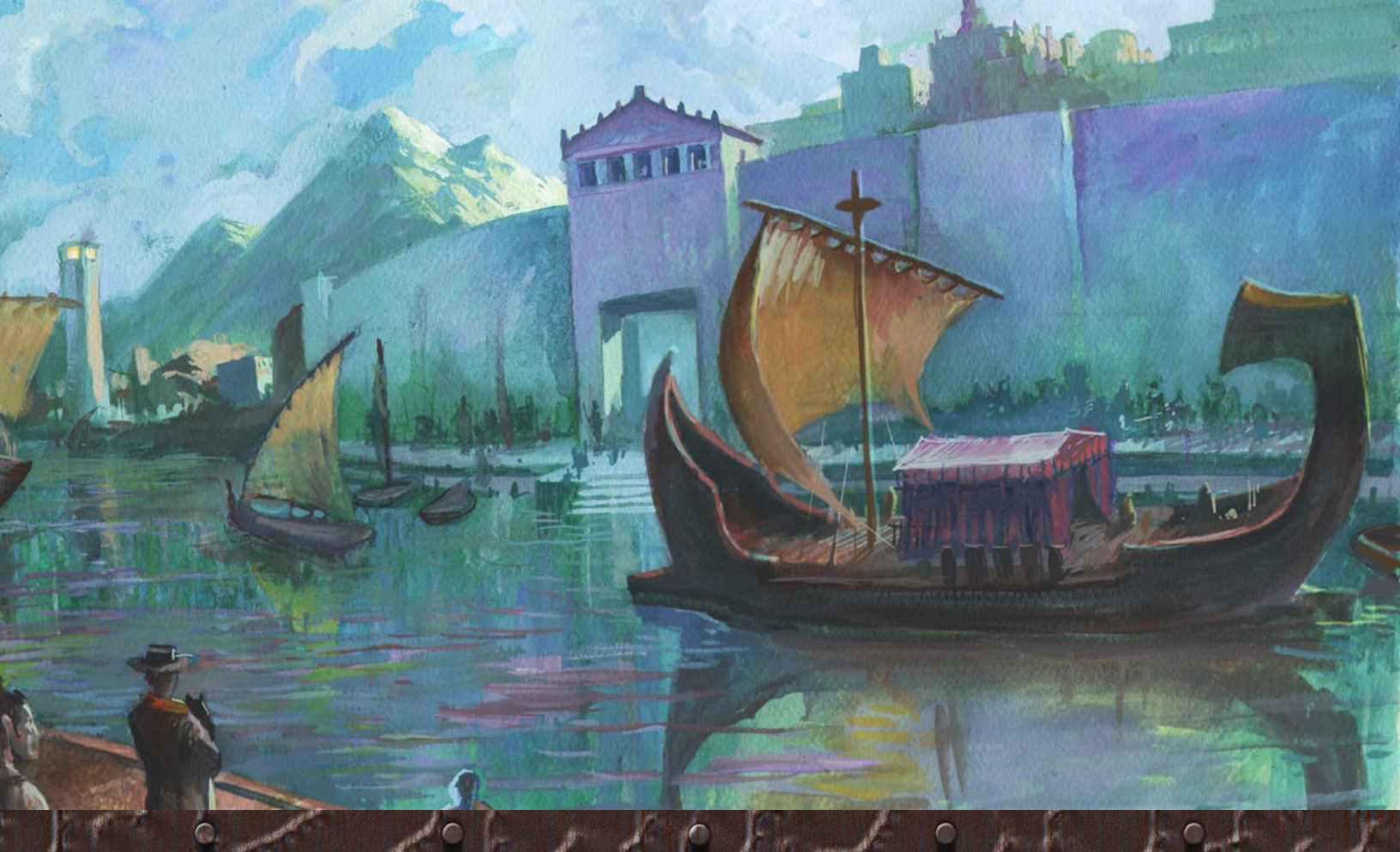
Designation of Open Content: The Open Content in this issue includes the new creatures, new class archetypes, new feats and traits, new spells, and new magic items. All other material is Product Identity, especially archetype, item, and spell descriptions, place names, character names, groups and organizations, locations, story elements, and fiction. No other portion of this work may be reproduced in any form without permission.

Some of the portions of this book which are delineated OGC originate from the System Reference Document and are copyright © 2000 Wizards of the Coast, Inc. The remainder of these OGC portions of these book are hereby added to Open Game Content and, if so used, should bear the COPYRIGHT NOTICE “RING OF SPIRAGOS,” copyright © 2017 Onyx Path, LLC, all rights reserved, visit www.theonyxpath.com”.

www.theonyxpath.com

RING OF SPIRAGOS

Introduction	4	<i>Arriving at Lokil</i>	25
Synopsis	4	<i>Where to Search?</i>	26
Background	5	Ring of Spiragos	29
<i>Spiragos and the Ukrudan Desert</i>	5	<i>Cleaning Up</i>	30
Chapter One:		Chapter Five: Resurrection	31
Shrine of the Dual-Faced Goddess	6	Terrible Truths	31
<i>A Beginning</i>	7	Chasm of Flies	33
<i>Combat</i>	8	<i>Hand of Spiragos</i>	33
<i>From Shadow into Light</i>	8	<i>Battle Goals</i>	34
<i>Rewards</i>	10	<i>State of the Battlefield</i>	34
The Following Day	10	<i>Combat</i>	34
Chapter Two: From Swamp to Desert	11	<i>Madriel's Wrath</i>	36
Swamps of Kan Thet	12	Epilogue	37
<i>Trogon Hunters</i>	12	Appendix A: Swamps of Kan Thet	38
<i>Combat</i>	12	<i>Regional Lore</i>	38
<i>Toxic Bloom</i>	12	<i>Encounters and Hazards</i>	38
<i>Leeching Willow</i>	14	Appendix B: Southern Ukrudan	41
Devil's March	15	Ukrudan History	41
<i>A Spy Among the Knights?</i>	15	Geography & Climate	42
Ukrudan Border	16	<i>Weather, Encounters, and Hazards</i>	42
Chapter Three:		Locations of Interest	44
Ruins of Belsameth	17	<i>Desert Paradise</i>	44
Ruins of Belsameth	18	<i>Lokil</i>	45
<i>Getting Inside</i>	19	<i>Other Ukrudan Locations</i>	47
<i>Outer Works</i>	19	Appendix C: Creature Collection	50
<i>Lower Keep</i>	19	<i>Acid Shambler</i>	50
<i>Upper Keep</i>	21	<i>Sand Wyvern</i>	51
<i>Cleaning Up</i>	21	<i>Males</i>	51
Chapter Four: Atop Mount Hederest	24	<i>Females</i>	51
On Golden Sands	24	<i>Skiver</i>	52
Lokil	25	<i>Sutak</i>	53



Ring of Spiragos is designed for characters around 7th level and is the final act of the Spiragos Trilogy, with the characters seeking to rid the Scarred Lands of relics from Spiragos the Ambusher, a fallen titan. This adventure is designed to be a follow-up to the free adventure **Gauntlet of Spiragos**, and the second installment **Dagger of Spiragos**, but it can also be run as a stand-alone module.

If the PCs played the prior two adventures, they will be familiar with the accursed nature of the artifacts and the type of characters who'd want to steal and use the ring for themselves. If not, **Ring of Spiragos** can be further customized to accommodate PCs above or below the suggested range of levels. You may add or remove minions from each encounter, modify antagonists' Hit Dice, and increase or decrease the DCs of skill and ability checks.

This last adventure of the trilogy takes the PCs into unexplored terrain. They will trek through the dangerous Swamps of Kan Thet, wind north and east through the Devil's March, and then venture several days into the Ukrudan Desert to face new, life-threatening challenges. The appendices to this book provide a wealth of information on the southern Ukrudan, including environmental hazards, dangerous creatures, hostile factions, and the people who call it home.

This adventure requires the Fifth Edition core rulebooks and the **Scarred Lands Player's Guide**. Where specific monsters from the core rules are referred to, we encourage you to swap in monsters from other official or third-party sources as desired.

Synopsis

After discovering the fallen titan's gauntlet at the Chasm of Flies and then helping to secure the items needed to destroy the *Dagger of Spiragos*, the PCs are given one final task: discover what happened to the ring, recover it from those who'd seek to use it, and help rid the world of the titanspawn relics once and for all.

Following the conclusion of **Dagger of Spiragos**, the PCs recovered and delivered the *Ring of Spiragos* to the Mithril Chapterhouse in the city of Fangsfall. Unfortunately, "off-screen," the relic is stolen on the way to its destination. Now, the PCs must recover the ring and finish their mission to destroy the titan's last known unholy artifact. In addition to finding and recovering the *Ring of Spiragos* (again!), the PCs must also procure a magical stone containing the essence of a powerful angel of Madriel, a solar, which is the main component required for a ritual that can neutralize the ring's effects.

From the southern edges of the Swamps of Kan Thet, where the bones of ancient ruins poke up through the swampy ground, the weary travelers scurry to find shelter before the sun sets. The PCs enter a roadside shrine dedicated to a strange dual-faced goddess. Here, they encounter Mormite asaatthi titanspawn, along with two dead bodies, and uncover an important message.

(For groups that have not completed **Dagger of Spiragos**, the PCs intercept a parchment asking them to retrieve the

Ring of Spiragos and the *solar's soulstone* for Chaptermistress Raho before setting off on the rest of the adventure.)

Their journey underway, the PCs enter the Swamps of Kan Thet, knowing their quest will be arduous and filled with many dangerous encounters. Upon exiting the swampy wasteland, the PCs must follow the trail further still, through the Festering Fields to ruins in the Ukrudan Desert, where they can find the *solar's soulstone*. While searching the ruins, the PCs encounter sutak thieves who are guarding the soulstone – but some of the thieves manage to escape.

Tracking the thieves to the fabled Library of Lokil, atop Mount Hederest in the Gaspar Peaks, the characters investigate the area and confront a group of cultists to recover the *Ring of Spiragos*. Finally, they now have both the artifact and the soulstone, which they need to destroy the artifact and thus complete their quest.

If the heroes successfully gather the means to destroy the *Ring of Spiragos*, their ultimate step will be determined by the gods. What is the secret of the titanspawn artifacts? What do the titan cultists and the Vangalite priests truly want? Following the retrieval and destruction of two titanspawn artifacts, the last chapter should answer lingering questions, bringing the saga to a thrilling and epic conclusion, yet leaving further development possible.

Background

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

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

Arriving in the city of Fangsfall at the beginning of **Dagger of Spiragos**, the PCs visited the Mithril Chapterhouse. The Coreanic knights assumed responsibility for the *Ring of Spiragos*, but informed the heroes that, to destroy the *Dagger of Spiragos*, they must first retrieve the blood of a thulkan – a fiery elemental giant loyal to the fallen titan Thulkas – from its lair in the Bronze Hills.

While searching the Bronze Hills for their quarry, the PCs encountered a band of Redeemed slitherin who offered to aid them in return for a “harmless” favor. With their heart set on finding the thulkan, the heroes entered its domain and overcame deadly challenges and clockwork creatures. Victorious, the heroes returned to Fangsfall... only to find the city was not how they left it.

The Carnival of Shadows had arrived, hurtling the city into chaotic revelry. Before the PCs could make sense of the mischief, they confronted a sinister agent of Vangal who wanted to steal the *Dagger of Spiragos*. Following the defeat of Vangal's priest, the PCs returned to the Mithril Chapterhouse. There they learn that the *Ring of Spiragos*, which had been sent to a sect of Redeemed asaatthi in the Ukrudan Desert who could get access to the means of its destruction, never made it to its intended recipients.

Spiragos and the Ukrudan Desert

Less than two centuries ago, the world was destroyed and rebuilt in a cataclysmic confrontation known as the Divine War, or the Titanswar. The eight chief gods, known as the Divine Victors, revolted against the titans and slew their forebears. (For more on the Divine Victors and the titans, consult the **Scarred Lands Player's Guide for Fifth Edition**, pp. 12-17.) While most historians are familiar with the great titans who ravaged the countryside, there are also a host of lesser titans, powerful beings whose deeds, exploits, and histories are not as well known.

Spiragos the Ambusher, known for his traps, ploys, and ruses, was one such lesser titan. Spiragos was the offspring of Kadum the Mountainshaker and an unknown mother. (All that is certain is that she was not another greater titan.) During the Titanswar, the volatile god Vangal the Ravager faced Spiragos and sundered the eight-armed titan, leaving behind two known artifacts: a dagger and a ring. (There is also a gauntlet, which remains titanic in size and forms the Chasm of Flies.) For Vangalites, these relics hold a powerful significance, for they symbolize Vangal's ascendancy over lesser beings – and his priests might do virtually anything to retrieve them for their own purposes.

Good-aligned PCs should want to destroy these unholy artifacts, while other heroes should be reminded that the relics are far too dangerous to keep or use. Destroying them, however, is no simple matter. Unfortunately, if the PCs turned the ring over to the Mithril Knights in **Dagger of Spiragos**, disaster soon strikes and the *Ring of Spiragos* is taken by evil asaatthi titanspawn, carried deep into the Ukrudan Desert.

Players who are unfamiliar with the Ukrudan can learn details with ability or skill checks. These checks should be offered when relevant, and they can help the PCs strategize their next steps. A comprehensive overview of the area can be found in Appendix B: Southern Ukrudan.



Chapter One: Shrine of the Dual-Faced Goddess

The opening scene in **Ring of Spiragos** hinges upon the players' prior knowledge of titanspawn artifacts learned in the previous adventures. Though this chapter takes place shortly after the PCs leave the city of Fangsfall at the end of **Dagger of Spiragos**, you can easily adjust the plot by changing the group's primary goal and reason for being at the shrine.

- If the PCs have the *Dagger* and/or the *Ring of Spiragos* in their possession (having refused to give them up to the Chaptermistress in Fangsfall during **Gauntlet of Spiragos**), they are being hunted by unseen enemies who want the relics for their own purposes. The PCs' goal is therefore to retain the artifact(s) and to obtain the service of a solar to destroy the *Ring of Spiragos*. In the opening chapter, the PCs are pursuing a rumor that a gem called the *solar's soulstone*, containing a solar, can be found among some ruins in the southern Ukrudan Desert.
- If the PCs have yet to encounter the titanic artifacts (most likely not having played either of the first two

adventures), then their goal is to recover the ring and destroy it by any means necessary. Throughout the adventure, the PCs are competing with forces that want to stop them. In Chapter 1, the PCs are following a trail north toward the Ukrudan Desert, and this path has led them to the shrine.

- If the PCs delivered the *Dagger* and/or *Ring of Spiragos* to the Mithril Chapterhouse in Fangsfall and have not yet returned there, then they may be unaware that the *Ring of Spiragos* is now missing. They start the adventure in search of the *solar's soulstone*, and when they learn of the *Ring's* fate, they will need to pursue it once again.

For groups playing **Ring of Spiragos** as a sequel to **Gauntlet of Spiragos**, you should impress upon heroes who carry Spiragos's artifacts that the taint of the accursed relics pursues them on their travels and paints them as a target. In every scene, antagonists should make a concerted attempt to focus their attacks on the artifacts' bearer(s) and to steal the

titanspawn artifacts. Once they have been stolen, however, further chapter narratives become clearer and more relevant.

To carry these artifacts is to leave a trail for titanspawn who seek the items, and the only way to end this effect is to destroy the items. To destroy the *Ring of Spiragos*, the solar's soulstone is key; following its retrieval, the heroes can and should perform the ritual to erase its taint from Ghelspad.

A Beginning

When the adventure opens, the PCs are taking shelter near a roadside shrine located on the outskirts of the Swamps of Kan Thet. There, they meet an asaathi who claims to be an itinerant priest, busily polishing a statue of a strange goddess with two faces: one light, one dark.

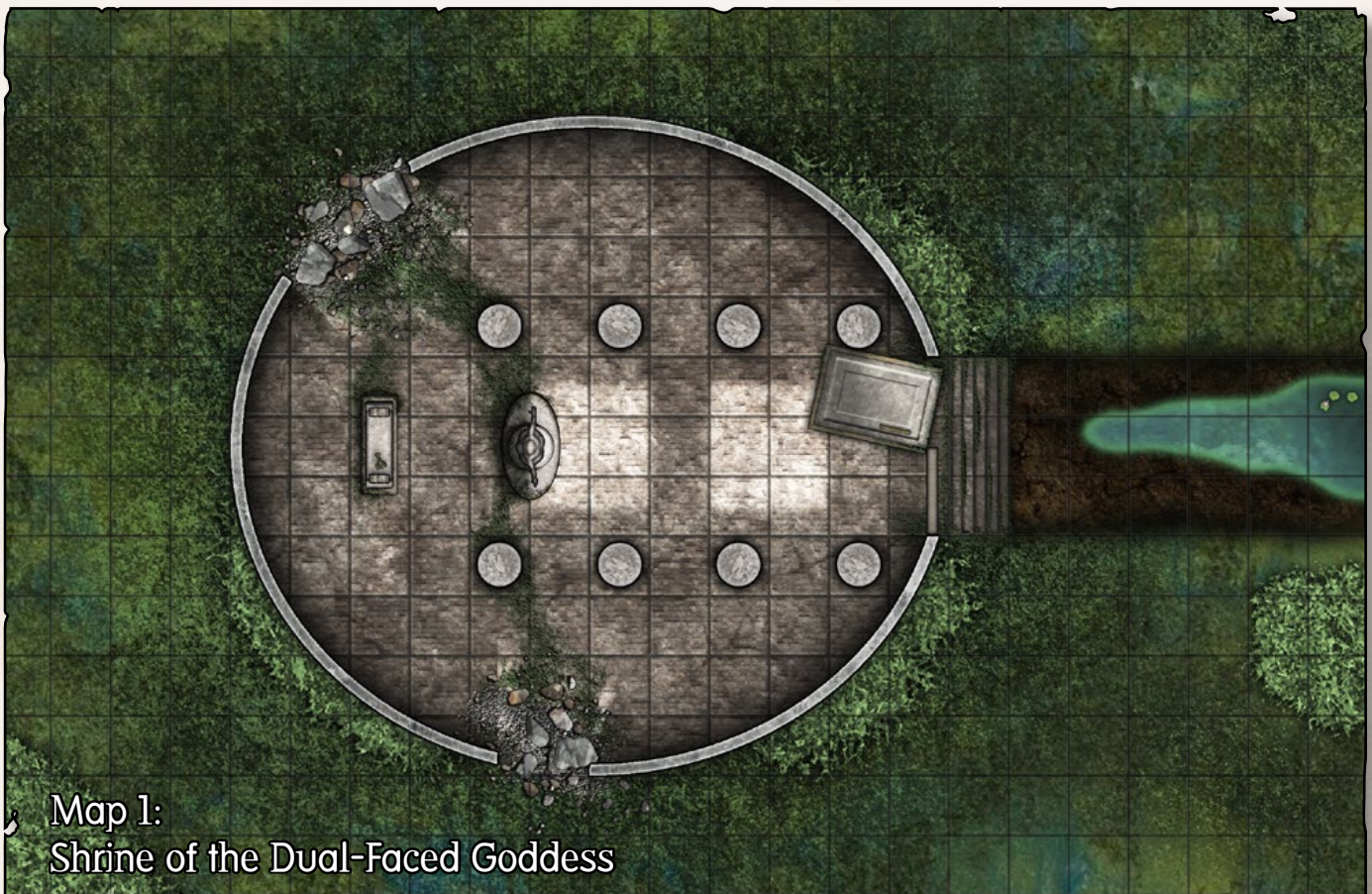
The opening to the moss-covered shrine hangs half open and is covered in leafy vines that gently swing back and forth. You enter only to find yourself standing on a crystalline platform that reflects the light blindingly. Glancing up, you notice a shaft in the ancient ceiling directing sunlight toward the slab, causing it to gleam. You take a careful step back, and you are immersed in darkness. The tile outside of the well-lit area is of dark stone, perhaps onyx, and the ceiling above is solid. It is cooler here. You take another few steps into the next patch of light, and you feel the warm sun on your face once again.

Just beyond the bright areas, you notice a hooded figure polishing a strange statue of a woman, clearly a goddess. One side of the statue is bathed in sunlight, and the other cloaked in darkness. The two faces of the statue are beautiful, but it does not represent any of the gods you recognize.

Introducing himself as S'haath, the priest asks the PCs pointed questions about where they're headed, what they hope to find, and why they are in Kan Thet. Depending upon the group's responses, S'haath remains friendly and might even offer help. If asked, he feigns ignorance about the *Ring of Spiragos*. Characters who do not trust this stranger can make **Wisdom (Insight)** checks contesting his **Charisma (Deception)** check.

For 50 gold pieces, S'haath offers to hand over a map that leads to an ancient, treasure-filled ruin deep in the southern region of the Ukrudan Desert. If the group behaves threateningly, S'haath begrudgingly hands over the map, pretending to cower in fear. Should the PCs attack, S'haath continues to feign ignorance and implores them to open the map, promising them wealth beyond their wildest dreams.

What the PCs are not aware of is that S'haath is one of several titanspawn assassins who have murdered Szalla, a Redeemed asaathi priest, along with the human Corean



Map 1:
Shrine of the Dual-Faced Goddess

emissary who had been traveling with him. This particular Coreanic emissary was also carrying a message bound for the PCs from Chaptermistress Raho in Fangsfall. The “map” is Raho’s message to them.

Both bodies are well-hidden, having been dumped into the swamp near the back of the shrine, sunk with heavy stones. A **DC 15 Intelligence (Investigation)** check by a character looking in that vicinity is required to find them.

S’haath has two sets of orders from his Mormite masters: (1) to intercept and kill any Coreanic emissaries that came across his path and (2) to discover anything he can about the Spiragosian relics and those who have them.

As soon as the PCs realize foul play is at work, S’haath springs his trap. The shafts above close, plunging the shrine into total darkness, and S’haath is then joined by other asaathti cultists who’d been hiding along the walls or perhaps in the waters outside, all of them shouting Mormo’s name as they attack.

Combat

The hooded asaathti assassins wear the robes of humble priests. When threatened, they wave their scimitars back and forth as they maneuver for position, hissing through clenched teeth.

The number of asaathti, including S’haath, should not be greater than the number of the PCs, with their total number depending on the party’s overall combat prowess. While the asaathti aren’t a dire threat individually, together they might overwhelm the group with their poisoned bolts. This should not be a very difficult fight – these would-be ambushers are caught somewhat off-guard by the PCs’ arrival, and their strength is best applied against weaker foes, not skilled adventurers.

Asaathti murderers (2+): hp 33 each

Following the defeat of the cultists, give the PCs an opportunity to further inspect the temple. Switches on the wall trigger covers that open and close the overhead shafts, allowing light to spill into the immediate area. Once the area is lit once again, the group sees etched pictographs with familiar symbols and an artist’s rendering of the area. This, when combined with the crumbling walls, indicates the shrine is part of a larger ruin once dedicated to the goddesses Madriel and Belsameth.

Over time, ignorant cultists rebuilt the shrine and the goddess statue, not knowing the truth of the sister goddesses. Unwittingly, they fabricated a “new” two-faced goddess to worship, rebuilding her from what artifacts they could find. Though the dual-faced goddess is a perversion of the truth, this splintered faith is but one of many such debased cults found in small, poorly traveled places across Scarn.

From Shadow into Light

The impact of this scene depends on whether the PCs know Chaptermistress Raho. The aforementioned “map” is a message destined to fall into the PCs hands. There are

ASSAATH MURDERER

Medium humanoid (asaath), lawful evil

Armor Class 15 (studded leather)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	13 (+1)	11 (+0)	11 (+0)

Saving Throws Dex +5

Skills Acrobatics +5, Deception +4, Insight +4, Perception +4, Persuasion +4, Stealth +7

Damage Resistances poison

Senses darkvision 30 ft., passive Perception 14

Languages Asaath, Ledean, Titan Speech

Challenge 4 (1, 100 XP)

Assassinate. During its first turn, the asaath murderer has advantage on attack rolls against any creature that hasn’t taken a turn. Any hit the murderer scores against a surprised creature is a critical hit.

Asaath Resistances. The asaath has advantage on saving throws against being charmed or poisoned.

Sneak Attack (1/Turn). The asaath murderer deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the murderer that isn’t incapacitated and the murderer doesn’t have disadvantage on the attack roll.

Spellcasting. The asaath murderer is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 11). It has the following spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *prestidigitation*
1st level (2 slots): *disguise self*, *silent image*

ACTIONS

Multiattack. The asaath murderer makes one scimitar attack and one bite attack.

Bite. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) poison damage.

Scimitar. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 3 (1d6) poison damage.

Light Crossbow. *Ranged Weapon Attack.* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

two possible scenarios below, the first version assuming the PCs completed **Dagger of Spiragos** and have successfully destroyed the *Dagger of Spiragos*. The second is for groups who have not met Chaptermistress Raho in the city of Fangsfall. Both will refer to the PCs by name.



PCs Have Met Chaptermistress Raho

Read the following aloud:

The thick scroll is sealed with a blob of red wax that has been pressed with a telltale seal: the imprint of four swords arrayed, points out, in a cross. You instantly recognize the “sword rose” symbol of Corean. Inside, the finely written text is succinct, and a second sheet, with a hand-drawn map, is rolled up inside. The message includes a brief salutation, a terse message, and is signed by Chaptermistress Raho.

“We find ourselves calling upon you for aid once again. The Ring of Spiragos has been stolen. You pledged to find a gem holding the essence of a solar, but without the Ring, the gem is useless to us. Whatever divine hand is at work here, it appears your path will cross with that of the thieves, for their destination is also yours. You must follow the same trail our couriers took, through the Swamps of Kan Thet and into the Ukrudan Desert, and recover the Ring. Be on your guard, for we suspect foul play. To ease your travel expenses, please accept this payment of 200 gold pieces as a token of our sincere appreciation. Follow the spiders.”

PCs Have Not Met Chaptermistress Raho

Read the following aloud:

The thick scroll is sealed with a blob of red wax that has been pressed with a telltale seal: the imprint of four swords arrayed, points out, in a cross. You instantly recognize the “sword rose” symbol of Corean. Inside, the finely written text is succinct, and a second sheet, with a hand-drawn map, is rolled up inside. The message includes a brief salutation, a terse message, and is signed by a “Chaptermistress Raho.”

“We are in dire need of help. The Ring of Spiragos, a titanic artifact, has been stolen from the Mithril Chapterhouse in Fangsfall. We believe the thieves are headed into the Ukrudan Desert, where we have learned of a priceless gem containing the essence of a solar. This rare gem is one of the components required to destroy the Ring of Spiragos, and it is crucial both the gem and the Ring are recovered so the latter can be eliminated.

Esteemed adventurers, we ask that you follow the trail our couriers and scouts took through the Swamps of Kan Thet and into the Ukrudan Desert, to these ruins located in the south. To ease your travel expenses, please accept this payment of 200 gold pieces as a token, both of our sincere appreciation and against greater future rewards.”

Following the scroll's discovery and reading, the PCs may search the immediate area to find the body of the asaatthi priest and the Coreanic messenger as noted above, along with tracks of footprints indicating multiple attackers.

Rewards

The asaatthi priest Szalla and her Coreanic companion possessed no gear of discernible use to adventurers. The asaatthi cultists carried a total of 350 gp among them, plus any gear listed in their stat blocks.

Searching the ancient temple, the characters may also retrieve 1d4 small statues and amulets carved of onyx and citrine; one of these ancient relics may be offered as a gift to any asaatthi they meet during this adventure. Any time they do so, they gain advantage on all Charisma checks with those asaatthi for the next hour.

The Following Day

As they travel the next day, the PCs encounter two members of a local Redeemed asaatthi delegation. Their dress, mannerisms, and attitude toward the PCs indicate they are allies, and they claim to be emissaries traveling to the Mithril Chapterhouse in Fangsfall.

These two snakefolk, Kreset (LN male asaatth **noble**) and Msz'tika (LN female asaatth **priest**), are who they say they

are. Respected members of the asaatthi people, the delegates consider it their sacred duty to stop at every wayward shrine and temple along the route to Fangsfall. If asked about the asaatthi cultists from the previous day, they know nothing and state that they have not seen anything unusual. The usual paths the delegates take through the swamps is well-patrolled, and it's likely that most thieves and unsavory characters go by other, less-travelled routes.

However, if they learn of the attack in the shrine, read the following:

"We thank you for your duty. This attack must have been planned by a rival cult, and we ask that you root them out as you find them. There are many heresies found in the deep desert, and honor can only be restored only if they are dismantled. We cannot offer payment in gold, but we can promise future favors. We are asaatthi. We remember."

The delegates can provide the PCs with maps and hints as to what they'll encounter in the Swamps of Kan Thet. They might also warn the PCs that discretion is their ally once they leave the swamps, for the Ukrudan Desert is home to many asaatthi who are not at all friendly, unlike the generally Redeemed snakefolk of Kan Thet.



Chapter Two: From Swamp to Desert

The PCs have learned that some thieves have stolen the *Ring of Spiragos* and are headed to the Ukrudan Desert. Thanks to the asaathi delegates they met the following day, or from their own observations, the PCs suspect that their attackers also came from the Ukrudan. Savvy groups may conclude that the two groups are related, which may mean that rivals are also after the *solar's soulstone* they PCs are seeking, located in the ruins in the southern reaches of the Ukrudan.

Assuming a normal travel pace, following the cultists' trail to the ruins should take the PCs approximately 22 to 23 days, as shown on the table below.

Occasional random encounters and weather hazards can help fill gaps in time, and they are an effective way of highlighting the distance, showcasing the changes in scenery, terrain, creatures, and environment.

The *Ring of Spiragos* is well on its way to the Ukrudan, so the PCs have little time to lose; you are encouraged to provide signs and symbols to help reassure the heroes they have taken the correct path. The way is long and winding, but the road could yield visible clues that include spider-shaped markings; recently deceased corpses of worshipers of the various gods, obviously slain by slashing blades or poisoned crossbow bolts; and even crude, recently erected statues or images of Mormo or other titans.

GEOGRAPHIC REGION	DOMINANT TERRAIN	APPROX. DISTANCE	TRAVEL TIME
Swamps of Kan Thet	Swamp	160 miles	8-9 days
Devil's March	Moors	220 miles	9 days
Ukrudan Desert	Desert	60 miles	5 days

Managing Travel Times

The hunt for the Ring of Spiragos takes place over hundreds of miles of largely unexplored terrain. These lands are sparsely populated, and their landmarks spread out over long distances. To facilitate a well-paced story, allow the party to travel at the speed of plot while impressing the trials of adventuring in such treacherous places.

Appendices to this adventure are provided to help you manage the long-distance travel, with information about these regions and options for scenarios, encounters, and locations along the way.

Swamps of Kan Thet

Passage through the Swamps of Kan Thet is physically draining; if the PCs traveled through the Swamps of Kan Thet before, they may be familiar with the sorts of dangers that await them. New random encounter and weather hazard tables have been provided in Appendix A: Swamps of Kan Thet.

The is a vast wasteland located in the middle of the continent. According to maps provided by the Chaptermistress's letter and/or by the asaatthi delegates bound for the Mithril Chapterhouse, the quickest way to reach the ruins in the Ukrudan would be to travel north and east through the swamps.

During the PCs' travel through the swamps, run one or more of the following encounters, or create your own using the tables found in Appendix A.

Trogonon Hunters

Early in the group's trek through the swamp, the heroes encounter trogonon hunters that seek to bar their passage. Thanks to the titan cultists, the hunters believe the PCs are sellswords been sent to wipe them out.

Read the following aloud:

You listen to the now-familiar sounds of the swamp – frogs croaking; strange hoots, growls, and screeches; loud splashes; the constant drone of insects – as they fade to an eerie silence. The peace and quiet lasts for only precious seconds before the stagnant water erupts and several large, vaguely humanoid crocodile-men stand up to their full height. Tridents in hand, they slide through the mire and surround you.

Earlier, the asaatthi delegates hinted that the off-beaten routes through the Kan Thet were filled with

many dangers. The main road has recently been cleared, and it is often patrolled to drive off marauders and dissuade dangerous swamp creatures from attacking passersby. Despite this effort, raiders, beasts, and worse creatures sometimes prey on lost travelers stuck in the wilds beyond the main road.

The dim-witted trogonons are territorial, viciously defending their lands. The Mormite cultists had no trouble convincing the trogonon chief that they were being targeted by yet another gold-seeking group.

Combat

The number of trogonon hunters should be greater than, but no more than 150 percent that of the PCs, with their total number depending on the party's overall combat prowess.

Trogonons (up to 3 per 2 PCs): hp 115 each

Statistics for trogonons can be found in the **Scarred Lands Players Guide** (p. 303).

Trogonons are fiercely territorial and always ambush travelers. They use the swamp's natural flora and fauna to their advantage by hiding among trees, floating in shallow water, or masking their appearance in tall reeds. Should blood be drawn, most trogonons fight to the death to avenge their wounded or fallen.

Rewards

Once the battle is over, the party may track the trogonon war party's tracks back to their lair on a successful **DC 13 Wisdom (Survival)** check. There, any PCs willing to dig around in swamp muck up to their waists eventually pull 3d6 x 100 gp in miscellaneous valuables from the rancid, stagnant mud. If they do so, however, they should have to make saving throws against **sewer plague** (see "Diseases" in the core rules).

Toxic Bloom

Roughly half way through the swamp, the PCs might wander into a patch of **toxic bloom** (see below). They discover a mangled, humanoid corpse. The only means of identifying the body is by the symbol on its tunic: a serpentine sigil of Mormo.

Investigating the body comes with some risk, however, for the corpse is in the final stages of toxic bloom's fungal infection. With a successful **DC 15 Intelligence (Nature)** or **DC 18 Wisdom (Survival)** check, a PC can identify the blooming flowerbed's true nature: a toxic plant that preys upon unwitting animals and travelers alike. Any disturbance triggers the toxic bloom, shooting pollen into the air in a 10-foot radius.

If the PCs venture deeper into the swamp nearby, they encounter more of the toxic bloom in several patches scattered within 50 feet of the body.



Map 2-1:
Trogodon Assault

Toxic Bloom (CR 4): If disturbed, a 5-foot square of this patch of flowers emits a cloud of poisonous spores. All within 10 feet of the toxic bloom must make a **DC 12 Constitution saving throw** or take 10 (3d6) points of poison damage. Thereafter, an affected creature must make another DC 12 Constitution save at the start of its turn to avoid taking another 10 (3d6) points of poison damage each round. Two consecutive successful saves end this effect and renders the creature immune to that toxic bloom for the next 24 hours. Fire destroys toxic bloom, and cold renders it dormant.

The toxic bloom's poison is effective only if the PCs breathe its pollen. Pollen is emitted into the air automatically whenever the toxic bloom is stepped upon or feels the slightest touch. Thus, the pollen may be harming creatures even if they can't see what is making them sick, such as the local fauna that has been lured to sniff its "blooms."

Rewards

The toxic bloom yields no treasure unless it is destroyed. The PCs may investigate the area once the bloom has died and it's safe to breathe the air once more. Upon doing so, they find 1d20 items in varying conditions: anything made of leather, bone, scales, or wood will be rotted, moldy, and unusable, while items crafted from metal or magically-resistant materials will be in good to excellent condition.

Heroes who successfully deal with the toxic bloom gain a temporary boon: They gain **advantage on Wisdom (Survival)** checks for the remainder of the chapter. This benefit represents the anxiety and resulting heightened awareness the PCs experience after being assaulted by an innocent-seeming plant.

Leeching Willow

Toward the end of their travel through the swamps, the PCs venture within striking distance of a leeching willow, a gnarled tree infused with the twisted blood of Mormo. The leeching willow looms over the faded path, its branches hanging menacingly over the muck.

A successful **DC 15 Intelligence (Nature)** or a **DC 18 Wisdom (Survival)** check reveals the creature's accursed nature when the PCs are 20 feet away (i.e., within striking distance of the tree for the party's first rank). If a check beats the DC by 5 or more, that character spots or identifies the leeching willow at a safer distance of 30 feet.

If everyone fails this check, the PCs are surprised and the willow ambushes the PCs when their front rank is only 10 feet away and their guard is down.

Combat

The leeching willow is not ambulatory, but it is still deadly. The creature uses its branches as barbed whips within a 20-foot radius and can also hurl barbs up to 60 feet.



LEECHING WILLOW

Huge plant, neutral evil

Armor Class 15 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	20 (+5)	3 (-4)	12 (+1)	10 (+0)

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Senses tremorsense 60 ft., passive Perception 11

Languages Primordial (can't speak)

Challenge 7 (2,900 XP)

False Appearance. While the leeching willow remains motionless, it is indistinguishable from a normal tree.

ACTIONS

Multiattack. The leeching willow makes four attacks.

Whip. *Melee Weapon Attack.* +7 to hit, reach 20 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is Medium or smaller, it is grappled (escape DC 15) and restrained until the grapple ends.

Barb. *Ranged Weapon Attack.* +7 to hit, range 60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. If the target is a beast or a humanoid, it must make a DC 16 Constitution saving throw or be charmed by the leeching willow until the start of its next turn. On a failed save, the target immediately moves up to its speed toward the leeching willow, choosing the most direct course.

Leeching willow (1): hp 93

Rewards

Once the leeching willow is vanquished, the PCs stumble onto a gruesome discovery: the decaying corpses of the tree's previous victims. Searching through the pile of rotting flesh and bone, the PCs might discover useful items and healing potions. If you want to give them a reward, some good options for magical treasure found here include a *fangtooth weapon* (*Scarred Lands Player's Guide*, p. 160), a *sorcerer's ring* (*SLPG*, p. 168), or *1d4 blood pearls* (*SLPG*, p. 157).

Devil's March

After passing through the Swamps of Kan Thet, the characters draw nearer to their quarry. Now, the heroes must travel through the Devil's March for a week or more before reaching the Ukrudan. The Devil's March is ruinous, befouled landscape even when compared to the mossy, rank

swamps. Once, the Devil's March was the site of many battles, and the fallen now haunt the lush moors and hills of the March.

For more information about the Devil's March, see *Gauntlet of Spiragos* (p. 13) and *Scarred Lands Players Guide* (p. 206). Undead and night-touched roam the moors at night, yet strangely they act as if they are repelled by the heroes (and in fact they are, for while hostile forces conspire against the PCs, the gods wish them to succeed and are clearing the way for them to reach the Ukrudan).

However, while there is a reason why the evil lurking nearby avoids the heroes, the weather is indifferent. You may introduce a weather hazard every 1d12 hours, lasting for 1d3 hours per occurrence.

TABLE 2-1:
DEVIL'S MARCH WEATHER HAZARDS (1D8)

D8 RESULT	CONDITION	SOURCE
1-3	Strong winds	Core rules
4-6	Heavy precipitation	Core rules
7-8	Thunderstorm (strong wind + heavy rain)	Core rules

However, random encounters should occur only about half as often here as one would expect. Read the following aloud:

As you leave Kan Thet, the muck succumbs to dry land, and suffocating vines yield to grassy plains, punctuated by occasional rocky hills and formations. Here, an overwhelming sense of sadness and decay fills your senses, even though the surroundings seem healthy. The Devil's March does not beckon or deter you; it is simply silent. Gone are the sounds of buzzing bees, the cawing of vultures, the soft splashes as you make your way through fetid water. In its place, fallow land stretches as far as the eye can see, filled with tough green grasses and broken rocks.

While the Marches are desolate by day, at night the undead howl in the distance. The first night, you spot a pair of ghouls at the edge of the campfire's light, searching for bones, but they quickly retreat, seemingly repelled by your camp. Even the occasional mindless, shambling dead wander far off in the distance, almost as if they're avoiding you deliberately.

A Spy Among the Knights?

Early the first day through the March, the PCs discover the body of a recently murdered Corean emissary whose throat has been cut. His identification papers reveal him to be Markus Andorean, a knight-in-training under Chaptermistress Raho's command.

Should the PCs scrutinize the body further, a successful DC 13 **Intelligence (Investigation)** check discovers a hidden

piece of parchment, folded up and sewn into the lining of the emissary's cloak: on it is a series of strange runic markings, which prove to be a bastardized version of Primordial. The language is Satak. A familiar spider symbol is also scrawled at the bottom of the parchment, suggesting the eight-armed sigil of Spiragos, which might suggest the emissary was in fact working as a double agent — just as Chaptermistress Raho feared. Whoever Markus Andorean was, he intentionally hid that piece of paper for fear of being caught.

If anyone knows Satak or uses *comprehend languages* or similar magic, they can determine that the writing is a list of dates, times, locations, and names. A subsequent **DC 8 Intelligence** check reveals that several recent entries occurred all along the PCs path, including the Shrine of the Dual-Faced Goddess. It would seem someone has been watching and keeping tabs on the PCs.

The emissary's body has been stripped of gold or any other items of value.

Ukrudan Border

As the PCs set foot on the first stretch of golden sands along the edge of the Ukrudan, they are approached by a savvy Redeemed asaatthi merchant named Mirszanda (N female asaatth **noble**), along with her two trusty guards (N or LN asaatth **veteran**) and a small wagon pulled by a **giant lizard**.

Mirszanda is a well-travelled trader who can restock and resupply the group's every mundane need. She also hints that she is open to sharing information about the desert and its people, for a reasonable price. For every 25 gp she is offered, she will provide one clue from the list below.

If the PCs give a piece of the precious statuary they found in Chapter 1 at the Shrine of the Dual-Faced Goddess as a gift to Mirszanda, the merchant offers her wares at a 20 percent discount and shares with them all of the information below for free.

- Mirszanda recently encountered a human traveler who claimed to be a friend to all those bearing the mark of Corean. However, Mirszanda did not trust this human. His words said one thing while his eyes said another.
- The merchant has seen many spiders of late. The sand is full of them. This should make any good asaatthi worry. She wonders why so many have appeared recently.
- Many asaatthi among the sands have lost their way, worshipping gods-that-are-not-gods. Mirszanda fears for their souls, and she wonders what the real gods must think.
- Mirszanda wonders if these rumors are true: If cultists can make a titan come back, will the Iron Titan burn the asaatthi again? And if so, may the gods save us from the return of the Serpent Queen, who kept the asaatthi as slaves to her will for tens of thousands of years!

After exchanging pleasantries, Mirszanda offers a few friendly words of advice: Should the PCs seek allies among the asaatthi whose interests align with theirs, they should make camp atop a high dune and perform a holy beacon spell (**SLPG**, p. 135); if that is not an option, then lighting a large bonfire can produce the same results, although it might also attract enemies or hostile creatures.



Chapter Three: Ruins of Belsameth

The heroes are now travelling toward ruins in the deep desert, where they seek a magical gem that contains the essence of a solar. Should they be unable to secure the *solar's soulstone* here, however, they'll have another opportunity to acquire it in Chapter 4 or 5.

If the heroes heed Mirszanda's advice, they make camp after a day's travel, then build a campfire atop a sand dune on their first night. If any of the heroes cast *holy beacon*, a group of Redeemed asaatthi arrive at dawn, bringing dried fruits, meats, and fresh water. Otherwise, it will take most of the next day for the asaatthi to track the PCs down. The longer the PCs remain in one spot, however, the more likely they'll be attacked or encounter a weather hazard described in Appendix B: Southern Ukrudan.

Once the asaatthi arrive, read or paraphrase the following aloud:

"I am Kulaan, first scout of this expedition," the asaatthi says in a guttural voice, ceremonially offering you the hilt of a sheathed

dagger. You breathe a sigh of relief when you recognize the symbol burned into the casing: four swords in a rose. The mark of Corean. She then takes the blade back graciously.

"You have nothing to fear from us if your motives remain true. My people will stand guard and watch for invaders while we talk. The dunes slow enemies down and provide a clear line of sight, but they are not as defensible as your towers."

Kulaan (LN female asaatth **scout**, 6 HD) is one of the Redeemed who has pledged her loyalty to Corean. She is better educated than many others of her kind regarding human customs and manners. Kulaan, who's originally from the Swamps of Kan Thet, believes that the Shining One will one day restore her people to glory. Deep in her heart she believes the asaatthi to be superior to the other races and thus most worthy of Corean's blessings, but she is not evil: she follows Corean truthfully and believes he's the only god worthy of her faith.

The first scout knows there are many non-Redeemed asaathhi in the desert, but presently she is concerned with foreign heretics. Should the PCs mention Markus Andorean, Kulaan confirms their suspicions: the squire was a traitor to the cause and had aligned himself with Mormite cultists. Kulaan accidentally uncovered his treachery after intercepting an encoded message. She confronted him for his heresy, but she did not feel it was her place to kill him. Whoever did so is likely still on the prowl.

When Kulaan is assured the PCs are committed to destroying the relics of Spiragos, she signals to a waiting scout who provides her with a basket of dried apricots, salted meat, and powdered herbs. Then, she inspects the fire and, if there's no hot water, sets a bowl to brew jasmine tea. She tells the PCs that she encountered a large group of well-armed cultists six days ago; she sent two pairs of scouts to investigate locations where others might be hiding. One of the scouts was killed near the ruins of a temple, but her partner made it back with a report; the other two have yet to send word.

Kulaan believes many enemies are active in the area, but their motives are confusing. She and her scouts have watched them digging in the sand, searching for dusty tablets, hunting for preserved scrolls. To her reckoning, it seems as though the cultists and their sutak allies are looking for something specific.

Eventually, she shares her intended message:

"These must be the ones you seek. But be warned! The ruin is infested with sutak." Kulaan pauses to sip tea from a finely carved ceramic bowl, her serpentine eyes unblinking. She takes a deep breath to deliver unhappy news, her tongue flicking in and out nervously – her only sign of agitation. "You understand? Very dangerous. The sutak are vicious, raiders and murderers."

"They jealously guard something they've found in the ruin, and now they seem to be waiting for someone or something to come and retrieve it. Perhaps it is simply some shiny bauble. Treasure. Worth little to them, but much to the men who bring them whatever they want in trade. Fresh meat. Ale. Cheese. More baubles. Who knows what a sutak wants?"

But we fear that what they have is this stone, this thing that you seek: it is a celestial being imprisoned long ago, I believe. The soul of one of Madriel's great angels. Raho believes this could be what's needed to destroy the ring, yes?"

Kulaan is willing to discuss matters in the desert with the PCs at length if they wish. Following their conversation, she stands up abruptly and checks her weapons. Then, she signals the rest of her group to prepare for travel. Before departing, if they want, she confirms the location of the ruin on the PCs' map and estimates it is less than two days' travel from their current location.

City of Sages

The Desert Paradise is an asaathhi city mentioned several times throughout this adventure. Located roughly 120 miles northwest of the ruins of Belsameth, the modest-sized city is reachable with a little over a week's hard ride through the desert.

Should the heroes wish to take a break from the current quest, they might head to the asaathhi city to resupply. Doing so may or may not affect the outcome of the saga, depending on their actions. However, few asaathhi in the Ukrudan are friendly to the divine races, and the Desert Paradise is filled with Unredeemed asaathhi and other titanspawn.

The Desert Paradise is described in some detail in Appendix B: Southern Ukrudan.

Kulaan, meanwhile, plans to find out what happened to her missing scouts, Cahyash and Rasu, but she is willing to rejoin the PCs' party after they've found the gem, if they wish.

Finally, with a friendly-but-curt wave, she shouts one final warning before disappearing into the sands: "The desert has no mercy or memory, but despite the heat, the sun is your ally. The night brings fouler things than just darkness. Remember!"

Through the Desert

As noted at the start of Chapter 2, it takes the characters about 5 days' travel to reach the ruins. See Appendix B: Southern Ukrudan for weather and encounters during that time.

Ruins of Belsameth

Fortunately, the excavated ruins the heroes seek, a place once called the Keep of a Hundred Eyes, is easily spotted from miles away given the plumes of smoke from the sutaks' fires. It should be difficult for the PCs to stumble onto it carelessly unless they are traveling during the night or in a dust storm. They should be able to get close enough to take a good look at the approach without being seen; the sutak are a culture of raiders and bandits, and most are not particularly stealthy or observant.

Read the following aloud:

From atop a nearby dune, you have a clear line of sight to the excavated ruins below. It looks like a well-orchestrated dig. This site was once clearly used as a prison complex in days of yore, with a lower fortress and a tower rising over the prison yard

below. The square building is decorated with sigils of the goddess Belsameth, and the walls are approximately 200 feet on each side and 30 feet high.

The lower fortress boasts one entrance: a pointed archway barred by a rusty portcullis propped open by wooden planks. The top of the walls are several feet across, so the narrow walkways give guards plenty of room to defend the complex if it falls under attack. Though the upper walls do not seem heavily patrolled, there's no telling how many sutak are inside the complex.

Above the lower yard, there is one main structure tall enough to be seen over the walls, a crumbling inner keep attached to the tallest watchtower. Most of its windows have eroded, and holes in the walls are large enough to reveal cross sections of floors and staircases within. You can see movement within the shadowy interior, and occasional glimpses of armored humanoids, but that is all.

Much to the party's surprise, the fortress seems quite well-fortified and heavily occupied despite being a ruin. It currently holds a "scourge" of sutak (60 **sutak**, plus 6 **sutak smashers**, 6 **sutak sybils**, and 1 **sutak tyrant**)—see Appendix C for various sutak stats.

Getting Inside

There are several places where the heroes might get inside the keep: through either set of gates or one of several places where the walls are reduced to piles of rubble, or by scaling the walls, requiring a **DC 15 Strength (Athletics)** check.

The shifting sands conceal other dangers, however; at each gate, a trap is rigged to pull rocks and timbers down on the intruders from either side. Treat each as a **collapsing roof trap** (see core rules). If either trap is sprung, the entrance is effectively sealed, and the crashing sounds act as an alarm, alerting the complex. The sound draws sutak to investigate in 1d4 rounds, with 1d6 arriving each round for 5 rounds; roughly 1 in 4 sutak will arrive on the walls above, throwing javelins down from atop the crumbling catwalks.

Of course, the players may have other methods or tactics they can use to enter unseen, using spells and magic items. The sutak are titanspawn, but they are also very greedy, as Kulaan noted. The PCs might pretend to be titan cultists, or they might be able to bribe their way in, but in either case this should cost at least 500 gp and require one or more **DC 16 Charisma (Deception or Persuasion)** checks. Should they successfully manage to bluff or bribe their way in, they can bypass any hostiles in the outer works, but they'll still need to battle their way through the Upper Keep.

Outer Works

Once the heroes enter the keep, they find themselves in a large, open area. Inside, there are half a dozen **sutak** milling

in and around the courtyard. If battle is joined, then every 1d3 rounds of combat, an additional 1d6 sutak emerge from deeper in the ruin. In total, the heroes may face as many as 30 sutak here in the courtyard if they don't find a way to break off combat and find a safe place to hide. They may be led by one or more **sutak smashers** if the PCs are having an easy time.

Should the battle go too quickly, the sutak officers happily sacrifice more warriors guarding the lower keep and send up to two fresh waves to attack the PCs until their number is exhausted.

Sutak (6, then up to 30): hp 19 each

Sutak smashers (possibly 1 or more): hp 60 each

Statistics for typical **sutak** and **sutak smashers** can be found in Appendix C.

Lower Keep

After the PCs eliminate or escape the sutak in the courtyard, their next step is to get inside the buildings and find the *solar's soulstone*. If the heroes enter the Lower Keep, they must make a **DC 12 Constitution saving throw** to avoid being incapacitated by nausea for 1 round.

Read or paraphrase the following description aloud:

The full force of the stench inside the keep overwhelms you. Dozens of bloody corpses hang upside-down from the ceiling. Your revulsion turns to horror when you realize that they're not just corpses, but animated zombies. They become agitated at your entrance, moaning and reaching out toward you, their gaunt, flayed skin barely able to contain the swarms of desert flies that have infested their bloated bodies.

The **zombies**, some human and some sutak, are suspended from the ceiling inside the lower keep, hung up with ropes tied around their legs and ankles. They groan and claw the air, unable to free themselves. There's no obvious reason why the sutak hung the undead from the ceiling, or even if they were responsible. It is hard to say how long the pathetic creatures have been suspended here this way, but some of them appear to have been hung up like this for weeks.

This area is designed to be a hazard, not an actual combat. Getting to the exit requires a little finesse. Each PC must succeed on a **DC 10 Dexterity (Acrobatics)** check to withdraw past the zombies without being grabbed by any of them. Each PC that fails this check is targeted by 1d3 grapple attempts from the zombies as they pass through. (See "Grappling" in the core rules.) The zombies' effective **Strength (Athletics)** bonus is +1. On each subsequent round, grappled PCs are attacked by 1d3 zombies' slam attacks until they're able to escape the grapple.



50 ft

Gatehouse
Ruins

Gatehouse
Ruins

25ft

10ft

Lower Keep

Upper Keep

Tower

Map 3-1:
Gate and Outerworks

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

If they choose to slay the zombies, the PCs must contend with them normally, but as though they were immobilized. Should the PCs sever or burn the ropes that suspend them from the ceiling, the zombies fall, each taking 1d6 bludgeoning damage, and then stand up to attack. There are 40 zombies in total.

Upper Keep

The upper keep can be entered through two stony stairwells. On the first floor of the area, the PCs emerge from the lower keep to find 4 asaathi prisoners (see “Cleaning Up,” below) chained to the walls.

Once the heroes are out in the open, the heroes are quickly confronted by what remains of the sutak occupying force.

To proceed, they battle against a group of **sutak** led by a **sutak tyrant**, supported by 2 or 3 **sutak sibyls** (depending on how difficult this combat needs to be to challenge the PCs).

Sutak (at least 1 per PC): hp 19 each

Sutak sibyls (2 or 3): hp 32 each

Sutak tyrant (1): hp 75

Statistics for sutak tyrants and sibyls can be found in Appendix C. This tyrant also has a *potion of levitation* (as *potion of flying*, but grants *levitate*, as the spell) and a scroll of *scorching ray*.

The Soulstone

Following the battle with the tyrant, the heroes may proceed to the next and final floor, which is only partially intact. Whole sections of the floor, ceiling, and walls are missing up here. The only enemy resistance the heroes encounter on this floor is an old sutak sibyl who seems frail and feeble. While she is venerable, looks can be deceiving.

Read the following aloud:

You reach the top of the stairs expecting to see a prize jewel set upon a pedestal, and then you gasp audibly when your view is clear. There, below the open sky over a collapsed section of roof, you spot a thick slab of amber-colored stone. It is large, perhaps 2 feet thick and as long as a man. Through its sunny, translucent surface, you can barely make out the shape of a winged humanoid trapped inside – this must be the solar!

Before you get a chance to formulate a plan for the enormous stone’s retrieval, an old sutak oracle steps out from behind the stone; a weary-but-wicked grin stretches across her gaunt, horse-like face. Draped in a flowing cloak of frayed cloth, this female sutak makes no effort to disguise her malice as she spreads her arms wide to call on the might of the titans to destroy her enemies.

With a twist of her fingers, she unleashes a blast of energy that instantly shatters the tattered floorboards and weathering sandstone upon which the tomb rests. The solar’s prison falls, crashing into the floor below, and knocks against a wall as it tumbles down, down, down. The force of the spell and the stone’s fall is causing a chain reaction, masonry and timbers grating and sliding downward. The keep is about to collapse!

Having readied her action to do so, the ancient sibyl casts *shatter*, using her highest-level spell slot, on the floor beneath the *solar’s soulstone*. The spell collapses the already crumbling Upper Keep, burying the solar’s amber prison in a pile of rock, splintered wood, sand, and corpses.

The PCs and any surviving sutak (assume the old sutak oracle has died, sacrificing herself to keep the stone from the PCs) must each succeed on a **DC 12 Dexterity saving throw** or take 3d6 points of bludgeoning damage as they fall to the first floor below, battered by debris; a successful save reduces this damage by half. Each round they remain inside the keep as it collapses, they must repeat this saving throw or take similar damage from falling rocks and boards. The keep takes 3 rounds to collapse completely.

Rewards

In addition to the standard treasure, the top floor of the keep is also where the provisions were stored. Following the battle, if they take time to pick through the rubble, the PCs can refill their food and water supplies. The heroes may, at your discretion, search the bodies of the fallen sutak for a few healing potions and perhaps some low-level scrolls.

Cleaning Up

The *solar’s soulstone* has disappeared for now beneath the ruins of the Upper Keep, returning to the sands from which it was recently excavated. However, at least the heavy stone is not in danger of being stolen. It can still be recovered, although getting to it will require strong hands and many days of strenuous labor. The heroes may message Chaptermistress Raho using *sending* or similar magic to tell her of its whereabouts, and then they (or other agents she sends) can return at a later date.

If they insist on digging up the stone now, that is fine. Assume that it will take them at least six person-weeks of very hot, strenuous work to recover the amber block. (With four PCs working, for instance, the actual time would be one-and-a-half weeks.) Each PC should make saves against extreme heat while working (see “Wilderness Survival” in the core master’s book), unless protected from *endure elements* or similar effects. Be sure to roll for random encounters during this time as well.

Once the PCs recover the amber block, they must figure out how to transport it. The block is roughly 2 feet by 3



Lower Keep

Ruined Buildings
&
Wells
Outbuildings

Upper Keep

Tower

Tower

50 ft

Map 3-2:
Upper Keep

feet by 6 feet (roughly 36 cubic feet). It is not as heavy as its size might suggest, weighing only about 800 pounds (as opposed to the 2,400 pounds one would expect). Still, they will most likely need to find or make some sort of sled or other contrivance for it. Note that wagons and other wheeled vehicles do not move well across loose desert sands.

Asaatthi Prisoners

If the PCs rescue the asaaththi prisoners from the Upper Keep, or if they search thoroughly elsewhere once the keep has fallen, they find the prisoners are from the Desert Paradise; if needed, use **asaathth blade** stats (see **SLPG**, p. 235), but these are without weapons or armor. These snakefolk are Unredeemed and are no friends to Kulaan and her people. They desire nothing more than the sands to fall once again under asaaththi rule, to restore the glory of their ancient empire.

If questioned, the prisoners might share that they were captured by the sutak. They might also be convinced (using Persuasion or, more likely, Intimidation) to tell the PCs that their captors were working with human cultists who spoke Ukrudan. Further, when they left the sutak, the cultists were headed to the “palace of books that humans call Lokil.”

Although they bear no love for the heroes, if freed, the asaaththi are bound by their word if they have made any promises. Embarrassed to have been captured, they will grudgingly treat the PCs with respect. For helping them,

they will even offer to bring the PCs to the Desert Paradise, where one of them swears to serve as a guide so that the PCs may walk in the city with minimal fear of being harassed.

Asaatthi Allies

While the heroes contemplate their next move, a bloodied asaathth messenger arrives riding a swift-footed **giant lizard**. He introduces himself as Cahyash, one of Kulaan’s scouting party, and reports that they spotted human titan cultists testing a new spell, causing spiders to erupt from the sand. A skirmish ensued, and the asaaththi were forced to fall back. Kulaan believes the cultists are now headed for the fabled Library of Lokil, and she is following them. She urges the heroes to meet her there.

Cahyash (LN male asaathth **scout**) points the PCs in the right direction before racing off toward the Desert Paradise with another urgent message for his allies there. If pressed, he becomes rather dismissive and tells the group that sometimes asaathth business is best left to the asaaththi. What he is not telling the heroes is that he’s learned many factions want to invade the Desert Paradise and steal the magic of its impossible gardens, but he does not fully trust the PCs, so he is loath to share what he knows. While the Redeemed asaaththi are no allies to the inhabitants of the Desert Paradise, the loss of their ancient homeland and the treasured gardens and artifacts there is still a matter that affects all asaaththi. (His information is unrelated to the plot of this adventure.)



Chapter Four: Atop Mount Hederest

The ruins of Belsameth have yielded what the heroes sought, though perhaps in a way they did not expect. They uncovered the essence of a solar, encased in a heavy, bulky amber-colored stone; perhaps they rescued some prisoners; and they almost certainly ousted a settlement of sutak occupying an ancient prison.

Now, they have word that some titan cultists are on their way to Lokil: their ally Kulaan is following them there even now. Whatever the cultists are looking for is no doubt hidden among the many books, scrolls, and tablets found in the fabled library. Neither Kulaan nor the PCs know, without the aid of powerful divinations, that these cultists also possess the *Ring of Spiragos* (assuming the PCs don't currently have it).

The heroes must recover the ring and, if they don't currently have it, obtain the solar's soulstone. They likely want to discover what the cultists are searching for, and they may have other questions that remain unanswered, such as who murdered the Coreanic squire whose body they discovered at the end of Chapter 2.

Stop! Consider This

If your players have not yet played through *Dagger of Spiragos*, you could stop here and run the entirety of that adventure before returning to Chapter 4 of this adventure. Doing so would require adjusting the difficulty levels of that adventure, but it need not cause any narrative gaps in the saga; the PCs can now go to Fangsfall and meet Chaptermistress Raho, who can provide new information to help them destroy the *Dagger of Spiragos*.

If the PCs also deliver the *Ring of Spiragos* and the solar's soulstone to the Mithril Chapterhouse now, they will not see the artifact again until the grand finale in Chapter 5 of this adventure. Should the heroes reveal they discovered the body of Markus Andorean, Raho treats his death as an internal matter.

On Golden Sands

The Library of Lokil is located east-northeast of the ruins of Belsameth, approximately 160 miles through trackless desert from their current location. By foot, assuming a base

speed of 30 feet, this trek will take about two weeks. Perhaps the heroes could find mounts at the ruins of Belsameth, however, to reduce the amount of time spent traveling. By desert horse, camel, or giant lizard, they could make the trip in just 8 or 9 days.

Thankfully, their destination, Mount Hederest, is a tall, lone peak, nearly impossible to miss or bypass. It is a significant landmark in the Ukrudan Desert, visible to all travelers, both benign and hostile. Access to the library is widely known to be difficult, but the city welcomes those seeking employment in the Obsidian Mines. Before the heroes can plot their next move, however, they must cross the great distance that separates them from their goal.

It should be noted that permanent settlements are rare in this part of the Ukrudan, aside from Lokil itself and the city-state of Hollowfaust in the northeast corner of the region. Vast swaths of desert and untold hazards stand between the heroes and their next destination. If you wish, however, at some point along the way they might stumble across a small settlement of humans and/or Redeemed asaatthi or slitherin; such a place would have grown around an oasis, so the PCs can restock and get their bearings (although they might have to pay exorbitant water prices).

As the PCs travel through the desert, you can read or paraphrase the following to them:

Sand. Endless, rolling sand greets your eye at every turn. The dunes shift with the winds, rolling with the promise of buried life. Small, dry plants dot the landscape only rarely. What little water exists out here is buried far beneath the dunes. Before long, your mouth is dry, your eyes itch, your hair is filthy, and your boots are filled with sand. The dust and grit and dunes are everywhere, as far as the eye can see – save for the lone, jutting peak on the horizon ahead.

Roll normally for random encounters and weather effects as the PCs travel.

Refer to “Movement” and “Wilderness Survival” in the core rules for more information about desert terrain and hazards, and see Appendix B: Southern Ukrudan for more information on weather and encounters specific to the region.

Lokil

Lokil is a naturally defensible city that’s also dependent on trade; too few of its citizenry prepare or grow food. As such, three distinct classes of citizens have emerged: merchants and laborers who are crucial to the city’s survival, scholars and magi who form the academic elite, and the ascetic monk/wizards of the Order of the Closed Book, who fight secret battles miles below the surface.

If the PCs possess the *Ring of Spiragos*, they are a target wherever they go. Because of its evil influence, citizens treat them with undue suspicion, and unless the heroes can somehow prove their intentions are pure, few locals are going to be amicable. Worse, the longer they carry the ring, the more likely it is that Mormite cultists or other titanic agents or titanspawn will try to steal it from them.

If the PCs do not have the ring, its taint nonetheless remains omnipresent and obvious, although they do not suffer the townsfolk’s ill will. The *Ring of Spiragos* is being kept somewhere in Lokil, though, the heroes are certain, and now they must scour the city to find it.

For more on Lokil, see **Scarred Lands Players Guide**, p. 194, and also this module’s Appendix B: Southern Ukrudan.

Arriving at Lokil

When the PCs arrive at the base of Mount Hederest, they encounter a friendly face: Kulaan and her scouts meet with the heroes one last time.

You are happy to see Kulaan, but you immediately note that something is amiss. When she speaks, she glances over her shoulder, as if expecting an unseen enemy to appear.

“I was wrong,” she begins, her throat thick with regret. “The sutak did not trade with titan cultists. Their allies were priests of Vangal. We followed them here, to the city, where they have been welcomed as guests in the library. My friend... My former friend, wearing a disguise and going by the name ‘Sammael,’ he invited them. He betrayed me, my scouts, our people... He was working with Markus. This is bad news.”

“Lady Raho must know. I must get to Fangsfall quickly. It is not safe for them either. What do these Vangal worshippers want with the Ring of Spiragos? You must find the answer. Please, my life – our lives – depend on it.”

Players who have completed **Dagger of Spiragos** should understand her shock, for it was a priest of Vangal who stole the *Dagger* from them in that adventure, anxious to get his hands on the titanspawn artifacts. Their presence here is yet another clue, even if the PCs do not yet know what it might mean.

Once Kulaan regains control over her emotions, she can offer more information to help the PCs achieve their goals:

- Lokil’s culture is mired in bureaucracy and esoteric etiquette. There is a proper way to buy goods and services, a way to ask for directions, even a way to wear clothes. Outsiders stand out unless they can find a guide or clerk willing to act as their intercessor, costing on average 1 gp per day.
- The Library of Lokil is inaccessible to outsiders without strong advocates. Otherwise, it can be entered only

with a signed petition approved by the High Council Grandmaster himself. All petitions, both approved and rejected, are kept in an archive. Petitioners are usually vetted for weeks, if not months.

- On the surface, Lokil pretends to maintain an air of neutrality. In reality, the city's politics are more volatile than she expected them to be, and many do what the seemingly ageless Grandmaster Nebega commands because they fear he knows best, and otherwise they are one false step away from extinction.
- To remain in the city's good graces, pay attention to the scholars. They hold the keys to the arcane knowledge everyone seeks.

Kulaan will advise the heroes that they should track down the Vangalites. Lokil is a tight-knit community, and its citizens would do anything to ensure that peace is kept. The asaath ranger is convinced they have successfully tested whatever heretical spell or ritual it is they wish to perform. She's also heard rumors that miners have been disappearing. Could your enemies seek test subjects to capture and experiment upon, or worse, to sacrifice?

Should the PCs reveal that they do not have the *solar's soulstone*, Kulaan reassures them that it will be recovered in time. She has scouts there now digging it up. Now, she feels, the *Ring* is of utmost importance, and the Vangalites and their allies — whoever they might be — represent a greater, unforeseen threat.

Before she departs for Fangsfall, Kulaan asks whether the PCs have any messages or reports they'd like to relay to Chaptermistress Raho. Once that is done, the scout encourages them to finish their mission here, then wait for further instructions if possible. Fangsfall is roughly 250 leagues away, after all, and it's possible Raho may have already sent knights to assist them.

Where to Search?

After mounting her giant lizard, Kulaan describes several locations the PCs might visit to track down the Vangalites, described in some detail below: the Living Halls, the Lost Archives, the Grand Observatory, or the Ruins of the Old City. In the process, she adds, they could possibly gain favor with the city's prestigious scholars. She will confess she's not certain, but she thinks three supplicants are still active in the city. One of them is bound to have the *Ring of Spiragos* (assuming the PCs do not currently have it), or at least to know where it is.

With that, she finally departs for Fangsfall.

Living Halls

Most the city lives, works, trades, and enters or leaves Mount Hederest through the Living Halls. While the Living Halls

Order of the Closed Book

This order of ascetics isn't typical of monastic orders. It is closely tied to the church of Hedrada, and its members study their books as much as they practice their martial arts, leading most of them to be quite well-rounded. Order members typically wear robes or frocks and pants, as is customary to citizens of Lokil, and most of them carry symbols of Hedrada.

Most members of the order are multiclass monk/wizards or monk/clerics.

are well-maintained, some entryways have been sealed. Old shafts used to connect to the Obsidian Mines below, but the Order of the Closed Book sealed every known entrance to the mines eight years ago. Now, there is only one way in or out of the mines located deep beneath the city.

The Living Halls are a series of interconnected hallways, tunnels, and caverns that were excavated and rebuilt from the city's foundations following the end of the Divine War. The architecture here bears the mark of dwarven engineering, reflecting the work of hired builders from the city of Burok Torn. The halls are located completely below ground, carved deep into the mountain.

Asaatthi Spy

A Mormite asaath fanatic called Ssolay (CE male asaath **spy**) has been tasked by his masters in the Desert Paradise with spying on the entrance to Lokil, keeping tabs on the comings and goings of strangers. The cultist is not at all aware of the Vangalite plot involving the *Ring of Spiragos*, but he could be used as an excellent red herring to keep the heroes busy for a while. To complicate matters further, in order to prevent himself from giving away his cult's secrets, Ssolay has cut out his own tongue.

Asaatth spy (1): hp 27

Lost Archives

Found beneath the main floors of the library, the Lost Archives are a forgotten and little used repository for books that have yet to be archived, catalogued, and studied. They are accessible via two key points, both well-hidden and rarely used: a locked, hidden door connected to the main library, accessed through a darkened alcove; and a secret access tunnel that leads directly to the Living Halls.

The contents of the Lost Archives are invaluable. Some of the texts here were written long before the Divine War. The shelves contain innumerable tomes and journals; arcane formulae, spellbooks, and scrolls; birth, death, and census records; maps and glossographies; religious texts; and scholarly descriptions of all manner of archaic magical

devices, rituals, and artifacts. In addition to acting as a repository for dusty tomes, the archives also comprise several reading areas, laboratories, unused vaults, and abandoned halls.

Many years ago, the Lost Archives were used as an active workspace attached to the main library. Unfortunately, the ongoing struggle in the Obsidian Mines forced sages and monks in ever-increasing numbers to work and defend the mines. High Reliquarian Renee Abragos (LN female human **mage**) locked the doors and warded them with spells, fearing priceless books and artifacts would be stolen or smuggled out of Lokil.

Recently, however, the aged High Reliquarian has been vetting Redeemed asaath and ironbred volunteers to help supplement her dwindling staff. She reopened the archives, believing the solution to the problem of the mines is hidden in the ancient historical texts. Thus far, the council has accepted this move, but Abragos fears they are merely entertaining her until the ironbred can be reassigned to the mines.

Note: If the PCs played **Dagger of Spiragos**, they may have a potential ally here whom they might have met in Fangsfall: Lady Hosaani (N female asaath **mage**), an asaath ambassador from the Jeweled City who is also a friend of High Reliquarian Abragos.

An Unlikely Scribe

Sammael the Scribe is one of a small number of asaathi who work for Abragos; he can often be found in the Lost Archives. Sammael's real name is Sz'seel, an asaath mage masquerading as a simple scholar. He is Redeemed, although that does not necessarily make him an ally; he is truly devoted to Belsameth but pretends to be faithful to Hedrada.

"Sammael" commands respect for his excellent scholastic work here, which he actually does enjoy, and he will not engage in open combat within Lokil's city limits unless forced. A former ally of Kulaan, he now seeks deeper knowledge of the titan Spiragos and the Spiragosian artifacts and is indeed working with the Vangalites. (However, as the next chapter will reveal, they are not truly working against Kulaan and the PCs, even they do not wish to work *with* them.)

Sz'seel is the one responsible for killing Markus Andorean, whose body the heroes discovered in Chapter 2. He murdered the traitorous squire soon after Kulaan discovered the human's treachery, but for a different reason all together: He did not want Kulaan to learn that Markus had overheard Sz'seel relay a terrible secret.

Sz'seel, as Sammael, had found scrolls in the Lost Archives revealing an alternate version of the fight between Spiragos and Vangal, and many key details were changed or erased for a much darker purpose. Worse yet, he learned that there may be more Spiragosian artifacts beyond just the Gauntlet, Dagger, and Ring. Markus Andorean was, like Sz'seel, opportunistic and eager to sell secrets to the highest

bidder. It is also true that Markus had become a titan-cult fanatic, so his possession of this knowledge was a threat to all worshipers of the gods, good or evil.

If the PCs become friendly with Sammael, he might offer them a new magic spell or magical artifact from the shelves. Doing so secures an unspoken contract between the heroes and Sammael; while it is not spoken aloud, as a matter of asaath etiquette, the gift is offered in exchange for their silence regarding his identity, should they discover it.

If they are needed for Sammael/Sz'seel, use **asaath witchblade** stats (SLPG, p. 236). However, make the following changes:

- He is not a titanspawn.
- His alignment is neutral evil.
- He wears *serpent-skin armor* (SLPG, p. 167) and a *ring of protection* (so his AC remains 16).
- His saving throws are Str +3, Dex +4, Con +4, Int +7, Wis +3, Cha +2.
- He has an Intelligence of 18, and his skills are as follows: Arcana +6, Deception +5, History +6, Perception +2, Religion +8.
- He also possesses a *scroll of fly* and a *potion of spider climb*.
- His challenge rating is 3 (700 XP).
- Change his Spellcasting trait to the one below.

Spellcasting. Sz'seel is a 7th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *dancing lights, light, mage hand, prestidigitation*

1st level (4 slots): *expeditious retreat, magic missile, shield*

2nd level (3 slots): *blur, enhance ability, enlarge/reduce, invisibility, twisting thrust**

3rd level (3 slots): *gaseous form, vampiric touch*

4th level (1 slot): *arcane eye*

Grand Observatory

In the early days of the Ledean Empire, when the gods still oft walked openly among mortals, Hedrada granted the Library of Lokil a gift, a wondrous observatory, set at the very peak of Mount Hederest. Advanced telescopes and incredible arrays of wondrous magical devices, attuned to the hymns of the heavens, are arranged around this magnificent



Map 4-1:
Ruins of Old Lokil

structure. Thanks to Hedrada, the building also survived the Titanswar, and to this day the observatory remains one of the best sets of equipment in Ghelspad for calculating solar and lunar cycles.

In the last twenty years, the observatory has drawn many scholars, including some from among the peoples of northeastern Ghelspad: the orcs of Tu-Drog-Na. Several times now in recent years, a group of orcs has visited the observatory to study the movements of the stars. Given the Tu-Drog-Na's love of constellation magic, this has led to no end of comparisons between academic astronomers and orc astrologers, to the mutual benefit of both parties.

The observatory can be reached by a complex system of lifts, pulleys, and counterweights that can transport citizens from different floors in the Living Halls up to the mountaintop observatory. A team of overworked engineers maintains the mechanism and keeps detailed records of the parts required to keep the lifts running. While the machines themselves are in good condition, the pulleys and wires often need repair. For this reason, the lifts are usually closed at night to prevent an accident and to allow for repairs.

Helpful Observations

Visitors are free to enter the observatory between sunrise and sunset. There are no threats or direct connections to the PCs' current quest to be found here, but the observatory is useful for another reason: its telescopes. Some years ago, High Council Grandmaster Alliki ordered the creation of four special "seer posts": stationary telescopes magically calibrated to view distant locations that include the Desert Paradise, Fangsfall, Hollowfaust, and Shelzari.

It is up to you to determine if anything useful to the larger adventure might be discovered here, or perhaps information relating to a future storyline or quest in the larger campaign.

Ruins of Old Lokil

Destroyed during the Divine War, the scorched Old City of Lokil is half buried under a layer of obsidian and sandstone. Noxious gases fill craters and pockets created by stone buildings that did not burn. The devastation bears the signs of Thulkas the Iron Father and Kadum the Mountainshaker; parts of the mountainside have been rent asunder, and others have sloughed off like so much melted butter.

Occasionally, undead rise from the ruins. Whether their appearance is spontaneous, given the eldritch energies lingering

there, or whether some nefarious being or force is creating them deliberately, is unknown. This area is easily accessible only by lift or by magic, yet some immaterial undead do rise up to attack people in the Living Halls from time to time. Because of this necromantic activity, researchers from the City of Necromancers, Hollowfaust, often take excursions here to study how the undead arise. For several months now, though, thankfully, activity in Old Lokil has been quieter than usual.

There is a reason for this quietude, unfortunately: a foul titan-worshipping pariah has been hiding in the ruins, a powerful **spirit naga** called Lissari. It is in fact she with whose agents the sutak of the ruins of Belsameth have been trading, and it is she who now possesses the *Ring of Spiragos* (again, unless the PCs still have it at this point). Lissari listens and waits to rejoin her followers when she receives the right signs and portents.

Lissari (spirit naga): hp 85



Ring of Spiragos

Ring, artifact (requires attunement)

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

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

If you are a druid of at least 5th level, you can use your Wild Shape to transform into a **giant spider**.

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

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

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

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

Web Walker. You ignore movement restrictions caused by webbing.

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

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

Rewards

You might reward the PCs handsomely for spending time in Lokil and recovering the *Ring of Spiragos* (if they didn't already possess it). In exchange for battling in the Lower Obsidian Mines, should they venture there (see "Lokil" in Appendix B: Southern Ukrudan), the heroes are granted full access to the contents of the Library of Lokil. Thus, they may, upon request, read any book in their library.

In doing so, or in any case if they happen to befriend Sammael/Sz'seel, the PCs might learn an unsettling truth: there may be more than just the three artifacts of Spiragos. (See "Terrible Truths" in Chapter 5 for more details regarding the artifacts.)

Cleaning Up

At the end of this chapter, the PCs finally recover what they sought since the beginning of the adventure. They now possess the *Ring of Spiragos* and, very likely, the *solar's soulstone*; if they don't yet have the soulstone, then Kulaan's allies will bring it to them within another week, should they wait here for it.

Should the PCs contact Chaptermistress Raho by magic or through a courier, she will send word their duty to the Mithril Chapterhouse has been fulfilled. She will send more word to them soon, and she holds them in the highest regard. She may call upon them for help another time.

Note!

It is highly recommended that the players have completed the **Gauntlet of Spiragos** and **Dagger of Spiragos** before proceeding to the next, concluding chapter of the saga.



Chapter Five: Resurrection

On their travels, the heroes might have heard strange rumors that there was more than just three Spiragosian titanshards and that there is more than one story of the battle between Vangal and Spiragos. In addition, they will have encountered cultists of the titans, as well as worshipers of both Belsameth and Vangal, who have all been involved in the hunt for titanic artifacts. In this last chapter, the heroes learn the truth when the gods finally step in.

In Fangsfall, during the events of **Dagger of Spiragos**, the heroes experienced the chaos and revelry caused by the Jack of Tears – but they most likely did not know who Momus truly was. While the players need not and probably should not know this truth, the Black Jester is in fact an aspect of the shattered ancient god (or titan?) Psyclus, just as is Erias is another aspect as the god of the Dreamlands. Momus thus manifests as a sort of counterpart to Erias, a twisted demigod of Nightmares. In any case, to make up for Momus' prior mischief, Erias now intervenes and lends a helping hand.

Terrible Truths

The first night after the heroes (re)acquire the *Ring of Spiragos* and also have the *solar's soulstone* in their possession, they succumb to a magical dream. In this unconscious state, each hero receives a divine vision. The dreams are filled with symbolism befitting each character's chosen god, but the message is the same for each character.

Unbeknownst to them, the PCs have thus far unwittingly aided and abetted the rebirth of Spiragos, for the knowledge they acted upon was a twisted truth designed to fool them. Now they learn the truth.

Read or paraphrase the following aloud:

You feel a sense of peace wash over you as you leave your body. You look down upon yourself, lying in bed, breathing softly. The hand of a giant reaches down to you, but you are not afraid. You step onto the palm and are carried up, up, into the sky, where

you're placed upon a cloud. You dare not wonder where you are – you're afraid you'll go mad! Closing your eyes, you refuse to look around you.

"See this now," a majestic voice booms. The voice sounds vaguely familiar, like that of an old friend or relative. "Look down upon the past."

You do as you are told, opening your eyes, and watch in awe as the multi-armed Spiragos raises a buckler, protecting himself from Vangal the Ravager's sundering blow. You listen to the titan laugh, maniacal, low and deep, and you wonder for a moment what secrets he's hiding.

Moments pass, and then you note an interesting sight, time dilating, stretching itself out weirdly: as the Ravager pauses and laughs, as if in slow motion, Spiragos swiftly, subtly enspells the artifacts he carries. With a flash of insight, you realize that he is binding his life force into them, counting on them to power his future resurrection.

Deftly, Spiragos removes the ring from his finger, setting it down in the muck and dirt, forming a crater in the world. He sends dream-messages to greedy cultists, showing them a humanoid-sized ring that is a copy of his huge one, and he makes them understand they must join the two back together. But what does it mean?

"Watch closely," says a gentle giant's voice.

Time speeds up again. Vangal's voice rises. Hearing the bloodthirsty battle cry of the Reaver, you fear the god's rage will consume all. The Ravager knocks the titan down, so that one of his many hands is buried to the wrist in the earth, and then Vangal cuts off the arm with a furious blow, leaving it lodged in the earth. Vangal then does something you do not expect: smirking evilly, the god of war blesses the Gauntlet of Spiragos – but why? Should they not be destroyed, but rather blessed and maintained?

Confused, you wonder if you've been misled. You've been operating under the assumption that the relics of Spiragos must be destroyed to end the titan's threat once and for all. When his accursed relics are gone, Spiragos will stay where he belongs: in the land of the dead. Won't he?

"Yes," the great voice says, answering your thoughts. "And no."

Your mind filled with dread, you ask the one question you do not want answered. "By destroying the artifacts of Spiragos, are we actually helping bring the titan back from the dead?"

"Yes, young one, in a way. Remember, Spiragos did not expect to defeat Vangal, nor did he believe the titans would prevail."

"I don't understand. If he knew he'd lose to Vangal, then what are the artifacts for?"

"Look again. One last time."

Frustrated by the cryptic visions, you peer down through the cloud. This time, you are in the Library of Lokil, in a body not your

own, furiously writing a story so heretical none would believe it. As you write the words, you feel them burn into your heart, and you know them to be true. You are inspired by the gods.

"Spiragos, master of plots and ruses, knew that he would die, so he planned for his resurrection. The keys to his restored life are tied to his full-sized relics, eight in all: dagger, ring, gauntlet, bracer, shield, garrote, sword, and whip.

"The Ambusher cursed his possessions and, in doing so, broke each one to produce cursed titanshards: small replicas of the original relic. In his cleverness, the titan devised a plan for the titanspawn and worshipers who would follow him in later ages, knowing the Divine War would end one day.

"Thus, even in the moment of his defeat, did he sow the seeds of his return, cautioning his followers to protect the titanshards and to use them secretly, for their own evil ends – knowing the forces of good and justice, ever vigilant, would learn of them in any case and seek to destroy them. And this stratagem pleased him, for when the replicas of his relics were destroyed, their essence would be restored to his titan-sized relics. And if at least one other of these cursed relics can be brought together with one that has been made whole again, then the Ambusher would possess enough power to return..."

The PCs have now learned the truth about Vangal's fight with Spiragos, and they should now understand that they must not destroy the titan's artifacts. Doing so would allow the return of Spiragos, which means the PCs must now aid the priests of Vangal – who, they may now surmise, have been privy to this terrible secret for some time!

It appears that the gods now want the heroes to undo what they have done. But how?

At this point, each character may ask one question about Spiragos, the titanshards, or the cultists pursuing them. If you wish, one secret may be revealed. Should the heroes ask where and when to take on their final mission, you can prompt them to ask another question instead, for following these revelations, Erias will transport them to the last battle.

Revelations include, but are not limited to, the following:

- **Spider-Eye Goblins:** The spider-eye goblins from **Gauntlet of Spiragos** are drawn to the titanspawn artifacts, though they do not know why. While they wish for the return of the titan, they do not fully understand what is required to make him come back, and they desire only to possess the titanshards they rightfully found in the Chasm of Flies.
- **Corean's Devotees:** The knights of the Mithril Chapterhouse in Fangsfall, introduced in **Dagger of Spiragos**, are utterly unaware of the titan's ploy. They simply want to destroy the titanspawn artifacts

at any cost. However, should they realize the titan's resurrection is being made possible by their actions, they will quickly switch tactics to prevent that at all costs.

- **Servants of Vangal:** Some Vangalite priests, such as the antagonist Karlo in **Dagger of Spiragos**, know only that their god has commanded them to acquire Spiragos's artifacts, no matter the cost. A few, such as those encountered here in this decisive battle, know the truth as the player characters do: that destroying the titan's artifacts will allow Spiragos to return. Unfortunately, they are not sure *how* or *when* the Ambusher might come back, only that he can. These priests have pledged a blood oath to prevent the titan's resurrection; they have also taken a vow of secrecy to never reveal the truth to members outside of their order. They fear, rightly so, that knowledge of the possible return of the titans is dangerous in the wrong hands.
- **Titan Cultists:** In this module, titan cultists of Mormo, Spiragos, and other titans have been seeking the titanspawn artifacts for their own nefarious purposes. These cultists are aware that Spiragos's artifacts are crucial to his return, although individually they may or may not know the full story; they have been conducting tests to create beacons and compasses that will identify the location of the titanshards. Those who do know the full story assume that, should Spiragos return, then surely he will help them resurrect the other titans so they can get their revenge on the upstart gods.

You are encouraged to facilitate quick answers by reminding the PCs their time in the dream realm is a temporary reprieve from whatever task or journey the gods have planned for them.

When the heroes are satisfied they now have the correct information to prevent Spiragos from returning, they begin to feel a strange tingling in their fingers and toes. As the vision fades, the heroes are shocked to find they've been magically transported to a familiar location.

Chasm of Flies

When the PCs awaken from their shared vision, they find themselves fully clothed, equipped, and battle-ready, fully rested, sitting on a hillside overlooking the Chasm of Flies. A cursory check reveals their armor and weaponry has been repaired, if it had been damaged; they are at full health, and if needed, they may also find a few extra healing potions and scrolls among their gear.

Better yet, the *solar's soulstone* is now reduced to a size where it can fit easily in a person's hand, weighing only about one pound.

Hand of Spiragos

When the PCs get their bearings, they realize the gods have taken them where they must go to rectify the past: they are now back at the Chasm of Flies in the Devil's March. This time, however, something is very, very wrong. At the foot of a strangely smooth cliff that has seemingly erupted from the earth perhaps a hundred yards from the chasm, a cohort of priests take their turns chanting and praying to their god. Around them, soldiers of the Fangsfall army led by Coreanic knights fight off cultists and other titanspawn. Beyond, goblins and spiders surge forth from the chasm toward their enemies.

The chasm itself seems to have suffered from an earthquake or an eruption (or both), and the ground around is crawling with giant spiders and spider-eye goblins who attack everyone else, seemingly desperate to reclaim the Spiragosian relics for themselves. Beyond the chasm, a second strange formation has erupted from the earth as well, although it does not dominate the scene as much as the cliff. (This is the pommel of the true *Dagger of Spiragos*, rising perhaps 20 feet above the ground, but looking like a huge, smooth metallic boulder with two curved horns or spines rising up from it at an angle.)

More alarming are the two great struts running down into the chasm – which the PCs may or may not know are the petrified bones of Spiragos' forearm – for they have begun to fill with marrow, while giant veins, muscle tissue, and flesh are now forming around them.

While the PCs and other factions have been busy chasing down the *Ring* and the *Dagger of Spiragos*, a group of cultists entered the Chasm of Flies and, with the help of the goblins, recovered the titanshard version of the *Gauntlet of Spiragos*. They then performed the rituals needed to destroy it, thus allowing Spiragos to begin his return. The destruction of the artifact angered the goblins, but by then it was too late. Now, they are angry with everyone on the battlefield, even if some are starting to realize that their master is coming back.

Read the following aloud:

You cannot believe your eyes. Rocks fall off the face of a cliff, revealing an enormous version of the Ring of Spiragos, rising nearly 60 feet up out of the ground. Priests of Vangal and a few other churches dot the bottom, chanting desperately to their respective deities, while women and men of the Fangsfall army stand guard over them. Around them, paladins of the Mithril Chapterhouse shout commands and cast warding spells to defend them. Across the field, titan cultists and their titanspawn allies sprint toward the gigantic Ring, weapons bared, screaming furiously.

For a moment, you watch the battle as the two groups meet, and cannot tell who is winning. Then, from the direction of the Chasm of Flies beyond, you see a horde of spider-eye goblins pouring across the field. Some seem eager to join the fray, while others look as though they're fleeing something behind them.

A rumbling begins and rapidly grows stronger still. The ground shakes as if a titan is punching it. Unable to keep your balance, you fall to the ground, mesmerized by the hideous sight emerging from the chasm's depths. There is no mistaking it this time: The Chasm, formed by the sunken Gauntlet of Spiragos, is shaking and trembling, and the petrified columns of bone that stood within it are growing, looking pale greyish-white, with flesh and sinew and muscle growing around them in enormous gibbets and strands.

Now, you are truly terrified. You see, very clearly, the pinkish-red of marrow, the spongy yellow of bone, the plain gray of sinew. It is the hand of Spiragos, and it is reforming.

The PCs' goal should be clear: fight back the titanspawn and cultists, as well as the spider-eye goblins, so that the priests gathered around the newly risen, titan-sized *Ring of Spiragos* can perform their ritual to slow the titan's return and implore the gods to intervene once again and stop Spiragos.

Battle Goals

To return fully, bit by bloody bit, Spiragos still needs a second titanshard to be brought into contact with his gauntlet, buried deep within the Chasm of Flies. Currently, though, everything is working out according to his plan: There are one or two of his other titanshards in the vicinity.

- The player characters should now have the *Ring of Spiragos* with them, whether they've possessed it throughout this adventure or not; *and*
- The *Dagger of Spiragos*, which was most likely left with the Mithril Chapterhouse at the end of **Dagger of Spiragos** (but may still be with the PCs if they have refused to turn it over to anyone else) is now here on the battlefield as well. If the paladins in Fangsfall had it, then they have unfortunately brought it here with them, still soaking in a cask of holy water in preparation for its destruction, for they were unsure of whether it might be needed here.

If the cultists and their titanspawn allies can get their hands on either of these other relics, they seek to withdraw and bring it to the chasm immediately. All Spiragos needs is *one* of these artifacts to be brought in contact with the *Gauntlet* for him to become whole again. With one hand, the titan can regrow his forearm, then his arm, a shoulder, and so on, until his whole body has reappeared.

The gauntlet, still lodged deep in the earth, cannot be neutralized by any ordinary means available to the heroes or their allies on the battlefield. Their only hope is to defeat the cultists and keep the other artifacts from the cultists' hands.

At the bottom of the cliff / full-sized *Ring of Spiragos*, clusters of Vangalite and other priests pray to their god(s) for intervention. If the PCs become sore pressed while they

Freeing the Solar

In Chapter 3, the heroes found and possibly acquired a *solar's soulstone*, the essence of a **solar** encased in a large block of amber. Although the solar has a part to play in this battle, the PCs might seek a way to release it before then. They might do this in one several ways. Most likely, though, it can be freed only by asking Madriel directly for this boon, for it was she who imprisoned the solar in the stone.

If freed, the solar, a very powerful servant of Madriel, joins the battle, but she fights only with her spells and her longbow – she does not seem to have a melee weapon. In the final scene, “*Madriel's Wrath*,” she is addressed by Madriel and behaves as written.

are near the clerics, a few might be able to assist the heroes briefly or offer healing. They know they need to help defend the *solar's soulstone*, for as far as they know, the solar fulfills one of the requirements needed to bring Spiragos back. (However, that function of the solar is moot since the cultists have already destroyed the *Gauntlet's* titanshard.)

State of the Battlefield

The terrain and weather conditions during combat are simplified to allow for several skirmishes on the battlefield. The ground is flat with some hills, but nowhere is there difficult terrain. The ground is grassy or gravelly throughout, and the skies are clear. Run this combat fast and fierce, moving from one wave of enemies or brief skirmish right into the next.

You might wish to introduce a red herring or an additional moment of tension by having some cultists taunt the PCs with a magical-seeming bracer or a whip (or something resembling one of the other of the eight artifacts of Spiragos – dagger, ring, gauntlet, bracer, shield, garrote, sword, and whip, which the PCs learned of only in this chapter), pretending to wield them as a titanshard.

Combat

Combatants in the entire area should greatly outnumber the PCs; their number represents a significant conflict the PCs cannot possibly hope to win on their own. Thankfully, they are not the only ones fighting the titanspawn.

Arrayed in this fight is something like the following:

On the divine side:

- At least 12 **priests** of Vangal (unable to take part in the fighting as they are busy perform a ritual), plus a few acolytes or priest of other gods (as you decide) who might be here due to dreams or visions calling them to this place
- At least 40 soldiers of the Fangsfall Army (N, LN, NG, or LG **guard**), most of them human but with



some dwarves among them, led by Captain Zedaias Black (LN male human **veteran**). They were sent north from Creagfort by Lady Elyn, accompanying a team of army engineers; their orders were to investigate and, if possible, to collapse the Chasm. They have been camped nearby for several days. (For more about Creagfort and its people, see **Gauntlet of Spiragos**.)

- At least 12 knights of the Mithril Order (LG human **knight**), most or all of them from Fangsfall, sent by Chaptermistress Raho
- Around 6 Redeemed asaath (N or LN **scout**) led by Kulaan (LN female asaath **scout**, but with 6 HD)

On the titans' side:

- At least 40 human **cultists**, 8 **berserkers**, and 6 **cult fanatics** and/or **druids**
- Any number of **spider-eye goblins** and spiders of all sizes
- Any number of a variety of titanspawn, as determined by you (see list below)

If, at any point during the battle, the PCs are hopelessly overwhelmed and one or more of them have been reduced to 0 or fewer hit points, Kulaan and her asaathi scouting party can arrive to assist them. Alternately, Captain Zedaias Black and/or a handful of Fangsfall veterans could come to their aid.

Regardless of who might help the PCs, they focus on engaging and distracting the spider-eye goblins and their spider allies, which allows the PCs to concentrate their efforts on the cultists and other titanspawn. Even still, such reinforcements might not be enough to turn the frenzied tide of battle. Vangal might send his herald or even his own avatar to slaughter the cultists and aid his followers against Spiragos. (If he does so, mind you, he is not picky about who he kills if anyone gets in his way – but his primary goal here is stop the cultists.)

To give the heroes the illusion of control, ensure that the number of cultists or titanspawn attacking them at any given time is no more than a tough but not insurmountable challenge, with their total number depending on the party's overall combat prowess. This should be a battle of attrition, not one where the PCs are instantly overwhelmed by innumerable or overwhelmingly powerful enemies.

Appropriate Enemies

We've left some ambiguity about exactly who or what the PCs might face here, as well as what priesthods are represented along with the Vangalites. That way, you have some latitude to include specific enemies, allies, creatures, or churches that might resonate with the players. If a player character is a cleric of Tanil, for example, you can include one or more Tanilite allies or known NPCs from Tanil's church among the force arrayed at the base of the cliff.

For enemies, use any mix of the following creatures to create an appropriate challenge for the PCs. Unless otherwise noted, these creatures can be found in the core rules or in the appendix of the **Scarred Lands Players Guide**:

Chasm spider (CR 1/8; Gauntlet of Spiragos)	Human berserker (CR 2)
Human cultist (CR 1/8)	Human cult fanatic (CR 2)
Giant wolf spider (CR 1/4)	Human druid (CR 2)
Slitherin (CR 1/4)	Blade beast (CR 3)
Asaatth blade (CR 1/2)	Carrion hound (CR 3)
Lizardfolk (CR 1/2)	Giant scorpion (CR 3)
Slitherin, Dunewalker (CR 1/2)	Manticore (CR 3)
Spider-eye goblin (CR 1/2; SLPG or Gauntlet of Spiragos)	Phase spider (CR 3)
Spider-eye goblin shaman (CR 1/2; Gauntlet)	Ettin (CR 4)
Swarm of insects (spiders) (CR 1/2)	Shambling mound (CR 5)
Giant spider (CR 1)	Asaatth maleficent (CR 6)
Slitherin, Red Witch (CR 1)	Chimera (CR 6)
Spider-eye goblin raidmaster (CR 1; Gauntlet)	Despair (CR 7)
Asaatth witchblade (CR 2)	Gorgon, Ghelspad, low (CR 8)
	Gorgon, Ghelspad, high (CR 9)

Madriel's Wrath

The PCs must protect the artifacts of Spiragos and also defend the priests at the cliff base long enough for them to call on their god's aid. When the time seems right, and the gods see their need to intervene directly, Madriel appears and releases her solar from its imprisonment.

This final scene is narrative, and it should be introduced only when the PCs are exhausted, overwhelmed, near defeat, and unable to carry on.

You hear a deafening sound like a peal of thunder, and a trail of fine, glittering motes fills the air. Suddenly, the area is illuminated by a brilliant shaft of daylight. When the brilliance fades slightly, you are overwhelmed by the beauty of a deific being, a kind-eyed but fierce woman with glorious feathered wings – Madriel, the Archangel, has come!

With a swift glance around the field, the Redeemer focuses her gaze toward you. The solar's soulstone rises into the air, and the amber prison shows signs of cracking. As the lines spread across

the surface of the stone, you sense something otherworldly is happening, something you have the privilege of witnessing.

"Come forth, Semaphael, and redeem yourself. For nearly three hundred years have you been confined for your transgression, but now is the time when you might restore yourself to honor and come back into my service. Our enemy is at hand, and these dutiful souls have carried your burden. Now, it is time you relieve them of it. You may take up again your spear. Destroy the essence of Spiragos and drive him back into nothingness."

The amber rock begins to glow with a blinding yellow radiance. Moments later, the rock is gone and the solar stands before you; the sight of her luminescent form brings most of the battlefield to its knees. The winged, powerfully built woman wears elaborate, ancient armor, polished to a mirror finish. It's difficult to gaze directly at her, but you sense she's looking directly at each of you simultaneously.

Without a word, she reaches back and a long, silver spear appears in her hand. She rises slowly in the sky, up, up, high above the

chasm. You watch, transfixed, as the solar brings her spear down with a powerful thrust. As it descends, the weapon is engulfed in pure white flame. The gauntlet and the reformed hand inside tremble mightily, causing the entire battlefield to shake, but is unable to avoid angel's wrath. In a shower of sparks, the gauntlet explodes and the hand inside is burnt and blown apart, flecks and goutts of charred flesh and sizzling effluvia spattering the area.

Then, the celestial brilliance fades, and the angel and her mistress are gone, and your world fades to the normal light of day.

Following the disappearance of the **solar**, any cultists and titanspawn who remain scatter and try to flee. The heroes suffer no damage from the holy fire nor the explosion of the *Gauntlet of Spiragos*. When the solar delivers its final blow, the gods shield their servants from the destruction.

Rewards

The heat of this battle should be too intense for the PCs to recover treasure beyond some coins and scattered weapons and armor. However, for preventing the titan Spiragos from rising, the gods grant the PCs one magic item or boon of their choice (appropriate to their level, of course), or one piece of knowledge.

Epilogue

Following the battle, the heroes sleep for days, only to be awakened by a light touch. When they open their eyes, they find themselves in the Mithril Chapterhouse in Fangsfall. Chaptermistress Raho is anxious for their full report, and she and agents of Grand Duke Killian Vrail are planning a celebration in their honor. Raho has invited many guests, perhaps including Sammael the Scribe, freshly arrived from the Library of Lokil.

With the arrival of the solar and the destruction of the *Gauntlet of Spiragos*, the saga of Spiragos is now complete – perhaps. At least the *Gauntlet* and the titan's hand have been destroyed, and Spiragos has been kept from returning. However, the other seven artifacts of the titan remain. If they are all found and kept safe, it is highly unlikely Spiragos can ever come back. Finding those other artifacts could form the basis of numerous other quests and adventures, but those quests need not be the undertakings of your player characters, who might prefer to move on to other plots and tales, leaving the matter of Spiragos to other heroes.

If your PCs finished both the **Gauntlet of Spiragos** and **Dagger of Spiragos** prior to this adventure, then their renown grows. Children from as far as Akrud and Dunael in the north to Shelzar in the east tell stories of the mighty heroes who took on a titan and *won*.

Appendix A: Swamps of Kan Thet

In a world torn apart by the Divine War, the Swamps of Kan Thet are unusual in that they bear very few scars from those supernal battles. As far as the records of asaatthi scholars show, Kan Thet has always been a swamp, and it is one of the few wetlands on the continent not tainted by Kadum's blood.

Regional Lore

The swamps were quite populous during the high days of the Asaatthi Empire, and the ruins of that fallen civilization are scattered across the swamplands. Though the Jeweled City still exists in the eastern swamps, and several smaller asaatthi communities dot the landscape, most of the old ruins have been abandoned to nature and time. The waters around those ancient ruins seem to move in unnatural ways, mounds rise at odd angles, and some deep waters are bisected by exposed walls just below the water's surface, forming treacherous but navigable pathways.

Recently, the Jeweled City formed a delegation with the city of Fangsfall to blaze and patrol a main route through the swamps. Currently, this "highway" is better than most roads through the swamp, yet worse than others, as it's almost impossible to maintain. There are many areas where parties may have to backtrack, circle around, or take lengthy detours to avoid water hazards or brush too thick to pass. To represent this, call for Wisdom (Survival) checks (DC varies) to avoid the heroes getting lost every 2 to 3 days, even along the main road. If the party fails the check, add 1d3 days of travel time through the swamps.

Encounters and Hazards

Kan Thet is not a tame land. Despite a significant asaatthi presence, the swamps are still quite wild. Even with a map, travel in this region can be dangerous.

Climate in the swamps of Kan Thet ranges from warm temperate to subtropical, so it tends to be warm and humid most of the year. During the spring, the swamps are doused with heavy rains daily.

INTELLIGENCE (NATURE) CHECK DC

RESULT

8	The swamps are relatively free of titanic corruption, but they are still dangerous due to natural hazards and feral predators.
12	Along the western edges of Kan Thet, some remnant of Gaurak's stain yet remains, though it's not as powerful as the marks he left upon the nearby Fangsfall Peninsula.
16	Numerous ruins and ancient roadways within the swamps provide relatively safe passage over the deeper swamp waters. Sticking to obvious ruins and sections of overgrown vine-covered tracks often makes it easier to traverse the treacherous bogs.

INTELLIGENCE (HISTORY) CHECK DC

RESULT

10	The Swamps of Kan Thet were once part of the Asaatthi Empire, whose mighty spellcasters shaped vast swaths of southern and western Ghelspad to suit their own needs.
16	Most asaatthi cities and settlements, especially those outside the swamps, were lost during an era they snakefolk call the Great Frozen Dark. Modern loremasters assume this name refers to a time when nearly all of Scarn was sunless, covered in storm clouds during the Epoch of Lethene.
22	It is said that many asaatthi of the swamp cities went into hibernation during the Great Frozen Dark. They never awoke and have been buried beneath the waters ever since. If this story is true, the rulers of the Jeweled City would be very grateful to anyone who locates and saves their sleeping brethren (who might have no idea who the gods are or that there's been a war against their Serpentmother).

**TABLE A-1:
SWAMPS OF KAN THET ENCOUNTERS**

D20 ROLL	RESULT
1-12	No encounter
13-15	Roll on Table A-2: Swamps of Kan Thet – Hazards
16-18	Roll on Table A-3: Swamps of Kan Thet – Creatures
19-20	Roll on Table A-2 and on Table A-3; both occur together or in proximity

TABLE A-2: SWAMPS OF KAN THET - HAZARDS

D8 ROLL	HAZARD
1	Quicksand (see Wilderness Survival in core rules)
2-4	Sewer plague (see Disease in core rules)
5-7	Mere slime
8	Gluttonary

Mere Slime (CR 3)

Mere slime is a thick, brown sludge that rests beneath a foot or more of stagnant water. Anyone who steps off the path into the swampy terrain when this hazard is nearby may be exposed to it. Alternatively, if it has recently rained heavily, the slime may be displaced onto the ground along the water's edge.

While mere slime sits under the water, a creature looking from above can notice it only with a successful DC 20 Wisdom (Survival) check. If the slime is lying on bare earth or mud, it can be spotted with a DC 15 Wisdom (Perception) check.

Creatures that move through an area with mere slime in it must make a DC 11 Dexterity saving throw or take 7 (2d6) acid damage. At the start of its turn each subsequent round, the creature takes 10 (3d6) acid damage. The slime must be burned or cut off the victim; anything that deals slashing or fire damage destroys the slime (but also deals similar damage to the victim). *Lesser restoration* or a similar effect that cures disease also kills all mere slime attached to a creature's bare skin.

TABLE A-3: SWAMPS OF KAN THET - CREATURES

D100 ROLL	RESULT	TOTAL AVG. XP	SOURCE
01-10	Asaatth patrol	1,400	See below
11-15	Leech colony	1,800	See below
16-18	Hag coven	2,100	See below
19-21	1d6 giant poisonous snakes	150	Core rules
22-25	1d4 crocodiles	200	Core rules
26-29	1d3 gray oozes	400	Core rules
30-34	1d6 + 1 lizardfolk	400	Core rules
35-40	1d2 giant constrictor snakes	450	Core rules
41-45	1d6 + 2 asaatth blades	500	SLPG
46-48	1d6 + 2 giant toads	500	Core rules
49-52	1d3 awakened trees	900	Core rules
53-55	1d3 plesiosauruses	900	Core rules
56-59	1d4 will-o'-wisps	900	Core rules
60-63	1d2 black puddings	1,100	Core rules
64-66	1d4 wights	1,400	Core rules
67-70	1 giant crocodile	1,800	Core rules
71-74	1 shambling mound	1,800	Core rules
75-77	1d3 chuuls	2,200	Core rules
78-83	1d4 trogodons	2,200	SLPG
84-86	2d4 merrow	2,250	Core rules
87-90	1 asaatth maleficent	2,300	SLPG
91-92	1 medusa	2,300	Core rules
93-96	1 leeching willow	2,900	See Chapter 2
97-99	1 hydra	3,900	Core rules
00	1 seawrack dragon	7,200	SLPG

Gluttonary (CR 4+)

Measuring up to a square mile, but usually half that size or less, a gluttonary is a section of land filled with lush fruits, abundant game animals, and clear waters. Only a very slight rotting smell, like overripe fruit that has just begun to rot, spoils the illusion. The underlying unpleasant scent can be detected with a DC 15 Wisdom (Perception) check.

Recognizing a gluttonary for the hazard it is requires a DC 15 Wisdom (Survival) check or a DC 17 Intelligence (Nature) check. Everything within a gluttonary, save the air itself, is toxic: the water, the plant life, even the creatures encountered there.

First, there is a 50 percent chance that a gluttonary contains 1d6 patches of quicksand.

Second, if a creature consumes any water or vegetable matter found within a gluttonary, it starts taking damage 1 minute later. Each round thereafter, at the start of its turn, the creature takes 16 (3d10) poison damage. This effect can be halted with a DC 15 Wisdom (Medicine) check or by *lesser restoration* or other effects that neutralize poison.

Third, even normally herbivorous beasts encountered within a gluttonary are aggressive and omnivorous, gaining a bite attack appropriate for a creature of their size if they don't normally have one. Worse, all living creatures found here are highly venomous, dealing an extra 5 (1d10) poison damage with each successful bite, claw, or sting attack. Their flesh is also poisonous, giving them the following trait:

Poisonous. Any creature that touches, bites, or otherwise consumes any part of the gluttonary creature must make a Constitution saving throw (DC 8 + the gluttonary creature's proficiency bonus + the gluttonary creature's Constitution modifier). On a successful save, the victim takes 16 (3d10) poison damage; a successful saving throw reduces this damage by half.

There is a good chance that the extra poison damage will increase a gluttonary creature's challenge rating. See "Modifying a Monster" in the core rules.

Asaatth Patrol

These patrols of Redeemed asaatthi are usually impartial toward travelers in the swamp who are not themselves obviously titanspawn, titan worshipers, bandits, or troublemakers.

An asaath patrol consists of 2d6 **asaatthi blades** and 1d3 **asaatthi witchblades**. There is a 1 in 6 chance they are also led by an **asaath maleficent**. Use the stats found in the **Scarred Lands Player's Guide**, but these asaatthi are neutral or lawful neutral, and they are Redeemed, so they are not titanspawn.

Hag Coven

The coven consists of 3 hags. See the "Hag" entry in the appendix of the **Scarred Lands Players Guide**. For ease's sake, though, you could use **green hags** as described in the core rules.

Leech Colony

A leech colony is an enormous swarm of common leeches that travel the swamp, drawn together by tiny traces of titanic blood or viscera in the water. They are grown large and ravenous as a result, attacking anything they encounter.

Treat the colony as a group of 1d6 + 1 **swarms of quippers**, but they have a swim speed of 20 feet, not 40 feet. However, they are immune to all bludgeoning, piercing, and slashing damage rather than merely resistant. This increases the challenge of each swarm to 2 (450 XP).

Appendix B: Southern Ukrudan

Ring of Spiragos takes place primarily in and around the Ukrudan Desert, particularly in its southern reaches. The desert is so vast that even its southern half is too large for the PCs to explore in one adventure. If you would like to expand scenes or offer new places to explore, you can find useful information in this appendix.

Ukrudan History

Long before the Divine War, the Ukrudan was a peaceful grassland of rolling hills and warm lands favored by lesser titans, djinn, and the great Iron Lord Thulkas himself. These arid lands, which now sit in the heart of a vast desert, are the ruins of mighty empires which include the Asaatthi Empire, the Empire of Flame, and the sprawling Ledean Empire.

For almost 3,000 years, the Asaatthi Empire grew well beyond the borders of the First City, founded in the Swamps of Kan Thet, but spread far across the Ukrudan region. Eventually, the empire fell into disarray and the First City tumbled into ruin, the bones of its temples buried beneath treacherous swamps and scalding sands. Recorded history,

such as it is, offers few details of the realm's demise. What is known is that the Empire of Flame spread across the southern Ukrudan in the asaatthi's absence, prospering in the void left behind by the fallen empire. Yet despite its potent pyromancers and fetishistic followers of Thulkas, the Empire of Flame is not responsible for burning the lands to ash.

Like its predecessor, the Empire of Flame also fell, its imperial house destroyed by slarecians. Still, a little over 800 years after the Empire of Flame first occupied them, the lands of the Ukrudan remained lush and green. It wasn't until the bitter end of the Ledean Empire that the lands began to wither and die.

The Ledean Empire, whose demise coincides with the final days of the Divine War, fought many battles with surrounding prefectures such as its western province Dara, now known as Darakeene, and the great Zathiskite province (now comprising the lands of Shelzar to Zathiske). The warring Ledean Empire referred to the Ukrudan, along with the Festering Fields, Devil's March, and Fangsfall Peninsula, as the Great Wilds.

Throughout the rise and fall of three empires, and countless wars, the Ukrudan remained green and vibrant. The

REGIONAL LORE

INTELLIGENCE (HISTORY) DC RESULT

8	The Ukrudan Desert and the Swamps of Kan Thet were both once part of the ancient Asaatthi Empire, which flourished long before the earliest human writings were recorded on Ghelspad.
11	The Ukrudan is also where the titan Thulkas supposedly created the sutak, from whom the ironbred are derived.
15	Many sutak, who refused to lay down arms with their ironbred cousins, retreated into the Ukrudan Desert to continue their depraved titan worship

INTELLIGENCE (NATURE OR RELIGION) DC RESULT

10	While most asaatthi found in the Swamps of Kan Thet today count themselves among the Redeemed, those in the Ukrudan Desert are titan worshipers as often as not. Even those that aren't titan worshipers are more likely to practice ancestor worship than proper worship of the Divine Victors.
14	Identifying yourself to the desert asaatthi as a worshiper of the wrong sort of being (be it god or titan) can get you killed; however, if the desert asaatthi do not know whom or what you worship, they still practice the ancient art of hospitality.
20	That said, hospitality does not necessarily mean manners, and the asaatthi of the Desert Paradise are still likely to shun non-asaatthi and treat them poorly as outsiders — and potentially worse if they follow the old ways of Mormo and think those outsiders might also be god-worshippers.

Birthplace of the Satak

A group of nomads, fleeing agents of the Ledeian Empire, once took refuge in the ruins of a shrine dating back to the Empire of Flame. There, the nomads began to pray to Thulkas, the Iron Father, begging him for help. More annoyed than merciful, he took them in his molten hands, crushing the nomads and their cattle, fusing the two together, thus creating the first satak from their combined bodies. Shortly afterward, the Ledeian soldiers arrived at the shrine, but they were so astonished by the titan's creation that they died of fright.

To this day, the satak remain loyal to the titans, particularly the Iron Father.

cataclysmic Divine War put an end to that. When Thulkas realized the war was not some trivial squabble between the titans and their divine progeny, he sought refuge in lands he considered his own (modern day Chardunahae). In his wrath, the Iron Father's fiery footfalls rendered the entire land into the modern Ukrudan, desolate and barren. The sands marking his passage encompassed the Desert Paradise of the Asaatthi and the desolation of Lokil, ending near the borders of Darakeene.

Geography & Climate

The Ukrudan is a bleak wasteland. Despite its endless tracts of hot sand, the desert teems with unique, hardy creatures. Stretching from the western Wall of Bones to the Gascar Peaks in the east, the Ukrudan separates southwestern and south-central Ghelspad from the fertile lands of Darakeene to the northwest. Much of this desolate land is largely unexplored; its unforgiving landscape deters curious travelers, scholars, and merchants who might seek to exploit the area for undiscovered riches. Thankfully, its position does have an unintended beneficial side effect for the rest of the continent: It keeps the armies of Chardunahae from marching through it to renew its colonization of Ghelspad, which was halted only by the Titanswar.

The Ukrudan is hot and dry in its central regions, and semi-arid wherever it abuts the coast, the Devil's March, the Festering Fields, and the Border River. Its sands are coarse and drain water well; on those rare occasions when rain falls, it quickly seeps deep underground. Thus, most plants are either ground-hugging shrubs with nutrient-rich limbs and thin roots or cacti that can survive with little to no rainfall.

Natural predators in the region are mostly nocturnal.

Common beasts of the region include long-legged rabbits, bats, vultures, scorpions, and snakes. Larger beasts like sand cats are present as well, but rare.

Weather, Encounters, and Hazards

The Ukrudan is rife with titanspawn and other threats. The following tables reflect the most common random encounters that occur in a desert environment.

During the day, the Ukrudan Desert is typically very hot and dry; at night, it is dry, dark, and cold. Most of the time, the weather is calm and sunny. However, the presence of titan artifacts, such as the *Ring of Spiragos*, taints the land the longer they remain in the area. Thus, the probabilities of unnatural weather and hazard incidents is artificially high in these charts to reflect the titan's accursed relic.

To generate encounters and weather, roll three times every 24 hours on Table B-1: Ukrudan Desert Encounters, once during daytime hours and twice at night: once at nightfall and once just before dawn. (To increase the challenge, you can check as often as six times a day – four times during the night and twice each day.)

TABLE B-1: UKRUDAN DESERT ENCOUNTERS

D20 ROLL	RESULT
1-12	No encounter
13-15	Roll on Table B-2: Ukrudan Desert – Weather Hazards
16-18	Roll on Table B-3: Ukrudan Desert – Creatures
19-20	Roll on Table B-2 and on Table B-3; both occur together or in proximity

TABLE B-2: UKRUDAN DESERT - WEATHER HAZARDS

D8 ROLL	RESULT	SOURCE
1-2	Strong winds	See core rules
3-6	Extreme heat	See core rules
7	Tornado	As an air elemental's Whirlwind, but Gargantuan and DC 17
8	Ironblight	See below

Unless Table B-2: Ukrudan Desert Weather Hazards shows a different result, the weather normally is sunny and clear, or less often sunny with occasional clouds and mild winds.

Ironblight (CR3)

Ironblights are surface patches of rusted iron deposits that appear in rocky areas of the desert; they are said to be the dangerous remains of the Iron Father's footsteps. Small patches of molten metal spontaneously generate

TABLE B-3: UKRUDAN DESERT - CREATURES

D100 ROLL	RESULT	TOTAL AVG. XP	SOURCE
01-05	Asaatthi scouts	450	Special — see below
06-08	Goblin raiders	1,200	Special — see below
09-11	Asaatthi patrol	1,400	Special — see below
12-14	Death dogs	1,450	Special — see below
15-18	Speaker of Fire	2,300	Special — see below
19-25	Tribal caravan	2,500+	Special — see below
26-35	Monstrous spiders*	2,900	Special — see below
36-39	Sutak raiders	3,500	Special — see below
40-42	1d8 + 2 giant hyenas	600	Core rules
43-45	2d6 dust mephits	700	Core rules
46-50	2d4 + 2 slitherin, Dunewalkers	700	SLPG
51-53	2d4 acid shamblers	1,000	Appendix C
54-56	2d4 charfiends	1,000	SLPG
57-60	2d4 giant vultures	1,000	Core rules
61-63	1d3 basilisks	1,400	Core rules
64-67	1d3 giant scorpions	1,400	Core rules
68-70	1d4 hell hounds	1,400	Core rules
71-72	1d4 mummies	1,400	Core rules
73-75	1d2 desert stalkers	1,800	SLPG
76-77	1d2 earth elementals	1,800	Core rules
78-79	1d2 xorns	1,800	Core rules
80-82	1d3 lamias	2,200	Core rules
83-86	1d2 sand wyverns	2,300	Special — see Appendix C
87-88	1d2 blight wolves	2,900	SLPG
89-92	1d3 + 1 skivers	5,400	Appendix C
93-95	1d4 + 1 sand wyverns	6,900	Special — see Appendix C
96-97	1 behir	7,200	Core rules
98	1 gynosphinx	7,200	Core rules
99-00	1 roc	7,200	Core rules

* Spiders and giant spiders are normally common in the Ukrudan, but not any more so than in any other desert region; due to the influence of the Spiragosian artifacts, though, the likelihood of an encounter with them is artificially inflated here for the duration of this adventure.

under these patches and occasionally erupt into molten geysers when disturbed. A creature making a successful DC 20 Intelligence (Nature) or Wisdom (Survival) check can recognize an ironblight from up to 50 feet away.

An ironblight is typically 75 to 100 feet wide, slightly longer than it is wide, and extremely hot. The rusty patch has a chance of detonating as creatures move across it. Any character crossing the patch must make a DC 12 Dexterity (Acrobatics) check at the end of each round to avoid causing

a detonation; decrease or increase the CR by up to 2 should the character tread carefully (moving half speed or less) or dash across, respectively.

If the ironblight detonates, it erupts in a 50-foot-high column of lava having a radius of $5 \times (1d4 + 1)$ feet, centered on the creature that caused the eruption. The resulting geyser deals 5d10 fire and 5d10 thunder damage to the triggering character. Each other creature in the area takes 3d10 fire damage. In each case, a DC 13 Dexterity saving

throw reduces this damage by half. Thereafter, as long as the geyser lasts, any creature entering or ending its turn in the area must make a DC 13 Dexterity save or take 3d10 fire damage; a successful save reduces this damage by half.

An ironblight can erupt up to 1d6 times per day, for a duration of 1d20 rounds per eruption. The ironblight cannot be removed or disabled by any known natural or magical means short of a *wish* or similar magic.

Asaatth Patrol

Asaatthi encountered in the Ukrudan are 80 percent likely to be titanspawn. Even if they are not titanspawn, there is still only a 50 percent chance they are Redeemed.

An asaath patrol consists of 2d6 **asaatthi blades** and 1d3 **asaatthi witchblades**. There is a 1 in 6 chance they are also led by an **asaath maleficent**. Use the stats found in the **Scarred Lands Player's Guide**.

Asaatth Scouts

Asaatthi encountered in the Ukrudan are 80 percent likely to be titanspawn. Even if they are not titanspawn, there is still only a 50 percent chance they are Redeemed.

These 1d4 + 1 asaath **scouts** are on a mission for their masters in the Desert Paradise. All of them are riding **giant lizards**.

Death Dogs

These 2d4 **death dogs** attack any creatures they encounter. They are usually led by 0-2 (1d3-1) **hunter's hounds** (see SLPG).

Goblin Raiders

These 2d4 + 4 **goblins** are led by 1d3 **hobgoblins**. They are all riding **giant lizard** mounts.

Monstrous Spiders

This encounter is with one or more monstrous spiders of various sizes. The spider(s) could be a mix of **chasm spiders** (see **Gauntlet of Spiragos**), **giant wolf spiders**, and **giant spiders**, for instance, or just a group of **giant spiders** or a few **phase spiders**. Spider swarms (use **swarms of insects**) are also appropriate. Further, you could also mix in other spider-themed monsters, such as **ettercaps** or **narleths**.

The total approximate XP of the spider encounter should be determined by rolling a d8 and consulting the table below.

D8 ROLL	TOTAL ENCOUNTER XP
1	1,800
2-3	2,300
4-5	2,900
6-7	3,900
8	5,000

Speaker of Fire

A Speaker of Fire is a devotee of Thulkas from a degenerate tribe of the deep desert, a wandering hermit who prophesies and carries out the will of the Iron Father. Deranged and dangerous, such a person may have ties to the sutak and even more dangerous titanspawn.

The Speaker of Fire is a **mage**, most likely human but possibly of some other player character race. Wherever possible, swap out existing mage spells for either divination spells or fire-based spells (even if those spells would normally come from some other class spell list).

Sutak Raiders

This raiding party consists of 2d6 + 6 **sutak**, plus 1d3 **sutak smashers**. There is a 25 percent chance that a **sutak sybil** is with them.

All sutak stats can be found in Appendix C.

Tribal Caravan

This group of human Ukrudan nomads consists of 2d10 **tribal warriors** and 2d4 **berserkers**. With them are 2d10 noncombatants (treat as **commoners**), most of them old, infirm, or children. They may have several wagons and/or pack animals such as **camels** or **giant lizards**.

There is a 35 percent chance these tribal folk are accompanied by a spellcaster – either a **priest** (if these are godly folk), or else a **druid** or **cult fanatic** if they are titan worshippers.

Locations of Interest

There are countless ancient ruins and sites scattered throughout the vast Ukrudan Desert. A few of those are outlined here for your benefit.

Desert Paradise

Once called *Phar Ihtiisi* (“City of Sages” in Asaatth), the Desert Paradise is more often referred to by asaath today as *Aati Eliblesh Asaat* (“Paradisiacal Dwelling-Place of the Asaatthi”). It is a place of high, sand-blasted towers and deep, sprawling tunnel complexes, located 260 miles west and slightly north of the Library of Lokil. What remains of this once-proud city rests on the butte of a southward-facing rocky rise in the Ukrudan.

Now, the Desert Paradise is surrounded by relic-filled ruins dating back to the legendary Undying Queen of the asaath. The locals take immense pride in remembering that their city was vast and powerful when other humanoid races were still banging rocks together.

Some asaath believe the City of Sages can rise again, provided they uncover and once again master the secrets of the past. Nostalgic citizens pray for lost glory, pledging to

adopt the “Serpentreckoning” calendar, celebrate the old holidays, and rebuild what they have lost. Not all asaatthi share this view, but while some harbor a deep resentment toward the titans, especially Thulkas and the devastation he caused to the Ukrudan and their beloved city, others still revere the Serpent Queen.

DESERT PARADISE (CITY OF SAGES)

Medium city, neutral evil

Population. 15,500 (8,000 asaatthi, 4,500 troglodytes, 2,500 lizardfolk, 500 other)

Government. Autocratic magocracy

Defense. Isolated desert location; powerful mages and guardians

Commerce. Powerful trade city (beasts, fruit, moltleather, serpent-skin, serpentsteel, water)

Organizations. Clans, titan cults, caste system

Notable NPCs

Cynosure of the Orb Msehel (NE male asaatth lich, caster level 20th)

Counselor of the Orb Sepuis (CE female asaatth lich)

Counselor of the Orb Eleusz (NE male asaatth lich)

Desert Paradise Lore

INTELLIGENCE (HISTORY) DC*

RESULT

10	The Desert Paradise was once a beautiful major city of the ancient Asaatthi Empire, founded long before the rise of the gods to power.
15	After the Divine War, the Desert Paradise became a haven for Mormo worshipers and other titanspawn seeking a place to worship their fallen primordials.
25	The Desert Paradise has nearly complete records regarding the titan Mormo and her deeds, as well as genealogies of her divine and titanic children and descendants (which could reveal weaknesses or other esoteric lore about them).

* Asaatth characters have advantage on this check.

After the end of the Titanswar, when the usurper gods slew the Serpentmother and her siblings, the asaatthi fractured. Those who still revered Mormo and trusted in the superiority of the asaatthi race fled to the Desert Paradise and its outlying settlements, believing that the harsh lands would keep them strong. Despite its location, the city has prospered under the care of the oldest and most powerful of the asaatthi, many of whom were liches, awakened out of deep slumber after the end of the Divine War. These

ancients remember the Empire of Asaatthi at its height, and they consider Redeemed asaatthi to be traitors and heretics.

For the asaatthi, and even for the troglodyte and lizardfolk lower classes that live in and beneath the city, their way of life is the *correct* way. As evidence of that fact, here in the middle of the harsh Ukrudan Desert, the high mages of the asaatthi have performed a miracle: Great magics hold aloft lush floating gardens that gather heavenly waters. Flowering vines bring their fruit low for the asaatthi and their slaves.

In many respects, as if the floating gardens were a symbol of the city’s spirit, the Desert Paradise is blossoming. While the asaatthi rigidly believe in their superiority over all other races, they also understand that they need allies. In this, while they would not care to admit it, the asaatthi have compromised their Serpentmother’s ideals in opening their homeland to other titanspawn, such as the desert-dwelling sutak, and even to certain humans, an enclave of charduni, and a few displaced Termanan elves.

Among the asaatthi ruling class, the snakefolk are split into multiple clans, each ruling a district according to Cynosure Msehel’s will. In addition to the clans, there are many factions united in their hatred of the divine races. Yet that unity extends only so far, and the factionalism present within the Desert Paradise is one hurdle that prevents the snakefolk from forming a strong coalition that could threaten the stability of her neighbors. Faction names are highly difficult to pronounce for outsiders; the names are usually translated into Ledean or Ukrudan as, for example, “Sixth Petal,” “Orb of Guardians,” “Mage Council,” and “Heart of Mormo.”

For a great deal more lore and detailed information about the Desert Paradise, see **Vigil Watch: Secrets of the Asaatthi**.

Desert Paradise: Legendary Gateway

The Desert Paradise is one of the best defended titanholds in all Scarn, with defenses appropriate to such a storied place. Enemies and guardians should be powerful, many of them legendary in nature, and virtually impossible to overcome for characters not at least 11th level or higher. Breaking into the Desert Paradise and recovering an artifact could certainly be the beginning of an epic storyline.

Asaatthi mages and archmages employ all manner of gem magic, traps, and powerful spells. They have gathered titanic artifacts from across the land, both since the Titanswar and from long ages before that time.

Lokil

The once-great city of Lokil lies on a plateau upon Mount Hederest, and its fabled library lies within the mountain. Before the Divine War, Lokil was a prosperous city surrounding the loremasters’ repository; in centuries past, it was a major trade hub for the Ledean Empire.

During the Divine War, the archivists of Lokil made propitiation to the god of knowledge, Hedrada. As a result, when Thulkas and Kadum leveled the southernmost section of the Gaspar Peaks, Hedrada saved the library, leaving one lone mountain standing miles from the remaining peaks. Much of the Old City on the mountainside was still destroyed in the conflict. Today, the city of Lokil is not built on the foundations of the Old City, which remains a dangerous ruin on the lower slopes of the mountain.

LOKIL (LIBRARY OF LOKIL)

Medium city, lawful neutral

Population. 11,600 (7,800 humans; 1,300 ironbred; 750 elves; 550 hollow legionnaires; 450 asaathi; 400 halflings; 350 other)

Government. Authoritarian geniocracy (magical)

Defense. Isolated, underground desert location; powerful mages and guardians

Commerce. Moderate trade city (azurium, iron, obsidian, silver, but primarily knowledge)

Organizations. Sages and loremasters; church of Hedrada; Order of the Closed Book; mining and craft guilds

Notable NPCs

High Council Grandmaster Alliki Nebega (LN male human **archmage**)

Grand Celebrant of the Order Daralie (LN female human monk, 17th level)

High Reliquarian Renee Abragaos (LN female human **mage**, 12 HD)

Guildmaster of Sages (Bureaucrat) Brackus Snelling (LN male human **noble**)

Security Specialist Commander Cassius Lane (LG male human **knight**)

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

Chief Lift Engineer Bardus Munn (LN male dwarf **commoner**)

Guest of the Library Sammael [Sz'seel] (LE male asaath **witchblade**, unique)

Despite appearances, Lokil still thrives; occupants who survived the titanic destruction did so underground, inside Mount Hederest's innumerable passages, shafts, and mines. Today, the library's archivists, wizards, and clerics of Hedrada have access to the outside world, where they grow gardens and meet with visitors from the Gleaming Valley and the Iron Courts. Since the long days of the Divine War, the under-city has been rebuilt to service the ever-growing library and the mines that, together, form the city's major exports: knowledge and raw materials (mostly obsidian, plus iron and silver ore, although the loremasters of Lokil do know the secret to crafting azurium).

Lokil is a naturally defensible city that is highly dependent on trade, given its very limited amount of arable space.

As such, three distinct classes of citizens have emerged: merchants and laborers who are crucial to the city's survival; scholars, wizards, and priests who form the academic elite; and ascetic warrior-monks and magi fighting secret battles miles below the surface.

Obsidian Mines

The obsidian mines are split into two sub-regions: upper and lower. The Upper Mines are well guarded, accessible from the Living Halls, and are the primary source of the city's material exports. City guards regularly patrol these mines to clear them of threats and ensure its blocked passages remain closed. While engineers have mapped the entirety of the Upper Mines, the area is a maze filled with dead ends that once connected the upper level to the Lower Mines. Miners typically use a system of colored ropes to mark their routes and to indicate which areas might be structurally unsafe, or those that have been fully depleted, etc.

The Lower Obsidian Mines are inaccessible by lift, and entry is tightly controlled by the Order of the Closed Book (see sidebar in Chapter 4). Even those monks usually avoid travel deep into the mines. Once one has accessed the Lower Mines, distant shouts and sounds of battle can occasionally be heard at the topmost level. Further down, listeners can hear the cries of monks and loremasters battling horrible ghouls, relentless aberrations, shadowy undead, and sometimes worse—for instance, their own half-starved colleagues who've succumbed to an incurable madness.

Awakening Evil

Ten years ago, the miners accidentally broke the seal of an ancient door protecting an even older tunnel; see the "Lokil's Secret War" sidebar in the *Scarred Lands Players Guide* (p. 193). As soon as they did so, an infectious madness swept through miners. It is also said that when the seal broke, the heavens cracked, and blood-rain fell for six days and nights as the wind howled with grief. Since the grim discovery, the city's rulers have attempted to reseal the lower tunnels, but they have been remarkably unsuccessful.

On the sixth day after the seal had been broken, abominations began emerging into the mines. There have been some victories over the years, but every time a portion of the mines has been reclaimed, the enemy returns in far greater numbers than before.

By all accounts among those few who know, the mines run deep—in fact, deeper than any monk of the Closed Book has ever gone. The ruins at the base of Mount Hederest are very old, the writings found there are indecipherable, and thus scholars have naught but legends. At best, loremasters believe the settlement predates the earliest known human villages on Mount Hederest. At worst, scholars suspect the seal dates to before the Asaathi Empire, and the unknowable evil that was once contained therein desperately wishes to emerge.

TABLE B-4: OBSIDIAN MINES - CREATURES

D100 ROLL	RESULT	TOTAL AVG. XP	SOURCE
01-05	1d6 rust monsters	300	Core rules
06-16	1d6 shadows	300	Core rules
17-23	3d4 + 3 stirges	325	Core rules
24-30	2d4 darkmantles	500	Core rules
31-39	4d4 grimlocks	500	Core rules
40-48	2d4 ghouls	1,000	Core rules
49-54	1d6 gricks	1,350	Core rules
55-60	1d4 carrion hounds	1,400	SLPG
61-70	2d6 giant spiders	1,400	Core rules
71-74	1d2 arcane devourers	1,800	SLPG
75-83	1d3 slarecian ghouls	1,900	Special — see below
84-90	1d6 phase spiders	2,100	Core rules
91-94	1d4 wraiths	3,600	Core rules
95-97	1 dark womb	5,900+	SLPG
98-00	1 howling abomination	7,200	SLPG

Fighting the Darkness

The Lower Mines represent an opportunity for mercenaries and sellswords to prove themselves. The Order of the Closed Book won't refuse help from proven adventurers of good repute, and those who help drive back the abominations soon find their bureaucratic requests within Lokil are quickly approved.

Slarecian Ghoul

The slarecian ghoul is an example of the sort of ancient, strange undead abominations that rise from the depths of Lokil. For a quick approximation of its game statistics, you can use a normal **ghast**, but rather than Stench, give it the Undead Fortitude trait of a zombie.

These 1d3 slarecian ghouls are 75 percent likely to be accompanied by 2d4 **ghouls**.

Other Ukrudan Locations

A few other places of note are described below.

Emerald Tower

The Emerald Tower lies a hard ride from the Desert Paradise, perhaps 40 miles northeast. A small clump of stones on the desert floor marks its location. The once-great tower was shattered during the Divine War. Half was thrust deep into the earth, surrounded by a molten core left by Thulkas' passing, and the other half was flung into the skies. Asaatthi gem magic and ancient rituals are now believed to keep the airborne half afloat, a sundered tower held beyond time in the heavens above.

Emerald Tower Lore

INTELLIGENCE (ARCANA*) DC	RESULT
15	Not far from the titanspawn stronghold known as Desert Paradise, there is a mystic site called the Emerald Tower, lying buried beneath the sands.
20	Only half of the Emerald Tower is buried, and no one is quite sure where the other half lies. The buried half is a hellish deathscape of rotted and burnt plants and magical experiments.
30	Yet the treasures (and danger) are said to be far greater in the unknown half of the tower, which can be reached only by going through the tower's lower half.

* Characters hailing from the Ukrudan region can also use Intelligence (History) here.

Originally, the Emerald Tower was supposed to be a greenhouse where the asaatthi could experiment with plants for food, toxins, and adornment. Thus, it was sacred to both Mormo and Denev. Unfortunately, all such plants in the lower tower were either burnt away or have become dreadful mutations, horrible animate amalgams of carbon and metal. Today, Mormite druids point to the tower's twisted and nonsensical architecture as a sign the gods broke the world on a more fundamental level than even they are aware. The

tower is a blasphemy to them, but one dangerous enough that they forbid any others from approaching.

Some legends are true: the lower and upper halves of the tower remain buried and aloft, respectively. The upper portion of the tower now floats so high above the Emerald Tower's site that even on the clearest of days, it requires a DC 25 Wisdom (Perception) check to note something high above in the sky. Even for creatures that can fly (via wings or magic), except perhaps an air elemental, the thin air, high winds, and stormy conditions in the upper atmosphere make any approach by air dangerous if not impossible. Anyone attempting to approach this way must succeed on a DC 20 Dexterity (Acrobatics) check or be sent tumbling down from the skies, taking 5d8 bludgeoning damage and 5d8 thunder damage from the pummeling.

The upper Emerald Tower is accessible through the lower half. The lower tower is marked by a long flight of spiral stairs that descend into the sands. At the bottom of seven floors of deadly mutant plants and plant creatures, ingenious mechanical traps, flammable and toxic gases, and untold other hazards, the stairs suddenly give way to brilliant skies. There, in the high tower, are another fifteen floors of wondrous asaatthi magic run amok: self-aware constructs and living spells that maintain a beautiful garden filled with gems and lost treasures dating back to the Asaatthi Empire.

Shadow Well

The Shadow Well is a tomb that lies 320 miles due west of Mount Hederest, or about 120 miles south and west of the Desert Paradise. This place was once used as a ceremonial hibernation grounds for the ancient asaatthi of the Dragon Clan. Here, in honeycomb-like pockets lining this deep shaft, the asaatthi took refuge from their enemies and rested through the long winters brought by the titan Lethene, Dame of Storms.

Shadow Well Lore

INTELLIGENCE (NATURE OR HISTORY) DC	RESULT
20	The Shadow Well was a hibernation chamber for ancient asaatthi of a particular clan; now, it is simply a tomb, since the warriors who slept there never awoke.
25*	Rumor has it the Shadow Well is seven miles deep, with each level spaced far enough apart to allow for great vaults of treasure and family heirlooms to be built. To date, no relics have been recovered.
30*	Whispers from the north indicate that an elusive figure known as the Autumn King is seeking to understand the Well's secrets so that he might harness its power.

* Only asaatth characters or those hailing from the Ukrudan can achieve this result.

Unfortunately, for reasons unknown, the ancient snakefolk who slumbered here all died. Not a single asaatthi who slept in the Shadow Well ever awoke to see what became of the First Asaatthi Empire.

Today, some fifty living warriors of the modern Dragon Clan, all of them veterans, guard this tomb against all intruders. All fifty warriors confine themselves to the surface and upper levels, whispering about evils creeping into the lower levels. Cannibals from the neighboring realm of Khet have been caught snooping around the Shadow Well, and thus far the asaatthi guards have been summarily executing any intruders they find for daring to trespass on sacred sands.

Stalker Outpost

When the sutak experienced their great schism after the Divine War and the ironbred were born, the sutak retreated into the deep Ukrudan to lick their wounds. They believed that the next "great war" would soon come, and the titans would have their revenge. Yet now, a century and a half later, the fires of vengeance have died. The sutak are still too weak to mount an effective war against the Divine Races.

However, there are those fanatics among the sutak who have grown tired of waiting and who have, instead, decided to train for a different kind of war against the divine races — a war that will turn the humans, elves, and dwarves against the ironbred.

Stalker Outpost Lore

INTELLIGENCE (NATURE OR HISTORY) DC	RESULT
15	Rumors persist of a camp in the desert that trains sutak to wage a war of vengeance upon the divine races.
20*	The sutak of Stalker Outpost are especially violent (which is remarkable), and they attack any who come near, without hesitation or mercy. Their leader is believed to be able to control desert stalkers of the Ukrudan (called by many locals "Ukrudan stalkers").
30*	The rumors are true. The leader's name is Iron Scar, and he's training other sutak to train the stalkers as well so that they can use these monstrosities as living weapons against the ironbred and other divine races.

* Only ironbred characters or those hailing from the Ukrudan can achieve this result.

The sutak of Stalker Outpost believe in a slow war of attrition against their damnable cousins, the ironbred. Everything about the outpost is designed to facilitate that goal. The outpost has few permanent members, for these extremist sutaks train their brethren before they themselves leave to wage their internecine war against the ironbred. Here,

sutak learn to think and act like the ironbred, to blend in with their traitorous cousins, and to serve the Iron Father by hardening their bodies to be like the steel of his form.

Stalker Outpost is roughly a square mile tucked away among the windswept dunes, toward the region where the desert gives way to badlands and the mountains beyond. The camp itself is named after the monstrosities called **desert stalkers** (see **Scarred Lands Players Guide**) and is located within a few days' journey from many of their nests. For the sutak trained here, they believe a warrior to be "ready" when they can harvest a stalker's skull by themselves, which is no small feat.

Of the central figures in Stalker Outpost, none is more respected than the sutak known as Iron Scar. Once, Scar was a druid of Thulkas, but just before he founded Stalker Outpost, the legends say he discovered a way to harness the stalkers and bend them to his will, just as a summoner bends an eidolon to her will. Iron Scar calls this magic "Stalker-Mastering," and he has been teaching younger sutak his technique.

Usshaultet's Excavation

Usshaultet is a well-known Redeemed asaath archeologist of the Ukrudan, said to know more about the ancient cities and structures found there than any other desert dweller. Her life's goal is to find the ruins of a legendary asaathi city called *Ithiis Risesti*, which translates to either "City of Constellations" or "Bowl of Constellations" depending on the ancient Asaath dialect one uses. Whether or not this place really existed is not known, but Usshaultet searches for it nonetheless, excavating ruin after crumbling ruin.

Usshaultet's Excavation Lore

INTELLIGENCE (ARCANA OR HISTORY*) DC	RESULT
15	Usshaultet is an asaathi archeologist who is well respected in academic circles; however, she is not without her critics, who claim she long ago misread a text in the Library of Lokil and has based her life's work on a children's story.
20	The City of Constellations was said to be connected to the zodiacal demiplanes. To Usshaultet's mind, at least, its existence is confirmed in several astronomy texts found in the Lost Archives of Lokil.
25*	Rumors persist that the Sages of the Phylacteric Vault, in northern Ghelspad, have funded excavations like Usshaultet's in the past, hoping to find the fabled weather control devices of the City of Constellations.

* Only asaath characters or those hailing from the Ukrudan can achieve this result.

Usshaultet's current excavation site lies about 200 miles north-west of Lokil and is staffed by the archaeologist's asaathi and ironbred hirelings. They occasionally have problems with desert stalkers and raiders, mostly sutak or slitherin Dunewalkers, but strangely, never with the weather. Even when a sandstorm blows in, the 200-foot radius around the excavation's center never suffers from foul weather. For this reason, Usshaultet believes that a remnant of the floating city of *Ithiis Risesti* must be buried here.

The current excavation is dug 50 feet into the desert sand and spreads into numerous tunnels, side excavations, and shafts. Workers have recently uncovered several stone slabs that seem to be remnants of walls or bridges turned on their sides. Other cornerstones bear strange warnings, hastily marked with once-powerful but now mostly depleted glyphs and spells, commanding the reader to cease interfering with the signs of the "interlocutor rebellion." Usshaultet is pretty sure she has mistranslated the word "interlocutor," but the cuneiform writing here not quite like anything else she has encountered. The stones are old, though, and the carved letters worn away in many places.

Whether or not this excavation holds the long-lost City of Constellations is unknown. In fact, the writings and odd weather effects match those of a few other sites found in Albadia, Vesh, and even the far northern continent of Fenrilik. Usshaultet has also recently realized that the ruins seem to come alive with interplanar portals on nights when the Nameless Orb is high in the sky. (She lost one decent assistant to this strange effect already, and she really hopes he eventually reappears and is not gone forever.)

Secret: Lunar Portals

During certain phases of the Nameless Orb, small portals to the various zodiac demiplanes can open around the site of Usshaultet's excavation (and possibly elsewhere). These portals are invisible and usually too small to pass through. When the moon is new, outsiders can sometimes emerge from the demiplanes. When it is full, the portals open in the opposite direction and a character could pass through into the demiplane. About 1 in 6 portals is large enough for a human to pass through, and 1 in 10 is large enough for an ogre.

On nights when both the Nameless Orb and Belsameth's Moon are full, they often form a great eye (with Belsameth's Moon in the center of the Nameless Orb). At such times, the dread eye shines down on the excavations, awakening terrible evils. An outsider that wanders through on such a night is liable to be legendary (or otherwise exceptional, perhaps unique).

Appendix C: Creature Collection

This appendix contains new or revised creatures that appear in **Ring of Spiragos**, whether as part of a static encounter or as random monsters for new locations.

Acid Shambler

The half-burnt, half-melted humanoid shambles towards you, its red and black body exuding an acrid odor.

ACID SHAMBLER

Medium undead, neutral evil

Armor Class 13 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	15 (+2)	6 (-2)	8 (-1)	10 (+0)

Saving Throws Con +4

Damage Resistances acid, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages the languages it knew in life (can't speak)

Challenge 1 (200 XP)

Acidic Blood. A creature that touches the acid shambler or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage.

ACTIONS

Slam. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage plus 4 (1d8) acid damage.

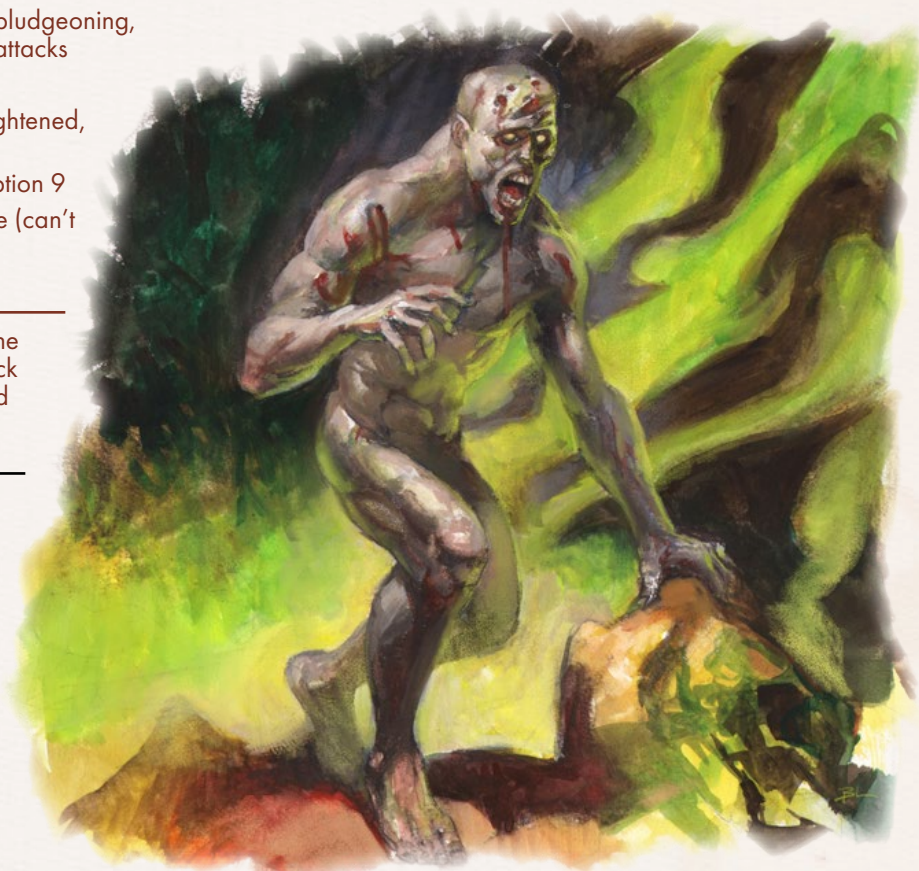
Acid Vomit (Recharge 6). The acid shambler belches forth a spray of acid in a 10-foot cone. Any creature in the area must make a DC 10 Dexterity saving throw or take 7 (2d6) points of acid damage; a successful save reduces the damage by half.

REACTIONS

Final Gout. When the acid shambler is reduced to 0 hit points, it can make an Acid Vomit attack if that attack is recharged.

Acid shamblers were formed as a result of the Divine War, by the destructive energies released during the titans' sundering, as were countless other loathsome monsters. Even the wisest scholars do not know if the acid shamblers are a result of intentional creation, or if they're the byproduct of some other monstrosity.

What can be agreed upon is the fact that something must be creating acid shamblers, for these undead do not normally last longer than a few days before their own acidic blood corrodes their insides and renders them a sad pile of mush.



Sand Wyvern

Heavy wings beat, punctuating the oppressive desert heat with sudden gusts of hot sand. Screeches pierce the air as beasts with wickedly curved talons and a wyvern's body fly over the sands.

During the Titanswar, asaatthi war mages rode these beasts into battle. West of the Ukrudan Desert, the Chardunahae army has also had some degree of success domesticating these beasts for their own purposes.

Sand wyverns are similar with their standard wyvern cousins elsewhere, although while the larger tail ends in a menacing barb, it does not have any poison glands. The male's tail, on the other hand, gleams in the sun, its gem-scale reflecting light for miles, and drips poison every bit as deadly as that of common wyverns. Where the slightly larger female lacks poison, however, she instead has a breath weapon, expelling a powerful blast of air and sand that blinds her prey and has

been known to strip flesh from bones.

Males

Male sand wyverns use standard **wyvern** stats.

Females

A female sand wyvern uses the same stats as a normal **wyvern**, but its stinger attack does not carry any poison. Instead, it gains the following attack:

Breath Weapon (Recharge 5–6). The sand wyvern exhales an excoriating blast in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) slashing damage on a failed save, or half as much damage on a successful one. On a failed save, the creature is also blinded until the end of its next turn.

Skiver

The fiend before you skitters back and forth on a dozen scorpion legs, a vicious stinger curled up over its back. Its insectoid body is covered in a transparent exoskeleton, and a black heart pulses beneath the carapace, pushing oily blue-black blood visible under the chitin. In place of pincers, the creature has two long, barbed, whip-like appendages that snap the air.

SKIVER

Large outsider, neutral evil

Armor Class 16 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	3 (-4)	12 (+1)	8 (-1)

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison

Condition Immunities charmed, frightened, prone

Senses blindsight 60 ft., passive Perception 11

Languages Infernal (can't speak)

Challenge 5 (1,800 XP)

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

ACTIONS

Multiattack. The skiver makes three attacks: two with its tentacles and one with its sting.

Tentacle. *Melee Weapon Attack.* +5 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Sting. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 27 (5d10) poison damage on a failed save, or half as much damage on a successful one.

Mesmerize. The skiver undulates its shell hypnotically. Any creature within 60 feet of the skiver that can see it must make a DC 12 Charisma saving throw or be incapacitated until the end of the target's next turn. On a successful saving throw, the creature is immune to the skiver's Mesmerize for 24 hours.

Skivers are the attack dogs of the occult planes and are employed equally by daemons, demons, and devils. While not often encountered on their own outside of the outer realms, skivers have been spotted from time to time wandering the Kelder Mountains, the Hornsaw Forest, the Bleak Savannah, and the Ukruadan Desert. They are cruel creatures that attack without reason or provocation, often seeking to inflict pain to make their targets suffer needlessly.

Fortunately for many otherwise unsuspecting travelers, skivers are also woefully stupid and somewhat easy to fool.



Sutak

This creature has the upper body of a well-muscled human covered in a very short coat of rust-colored fur. Its legs are like a horse's, though, ending in hooves, and its horrible, emaciated head is also similar to that of a horse or a donkey. It wears a coat of metal plates and wields a vicious-looking flail.

SUTAK

Medium humanoid (sutak, titanspawn), lawful evil

Armor Class 17 (half plate)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	12 (+1)	10 (+0)	8 (-1)

Skills Athletics +4, Intimidation +3, Survival +2

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Sutak, Titan Speech

Challenge 1 (200 XP)

Sure-Footed. The sutak has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Multiattack. The sutak makes two flail attacks.

Flail. Melee Weapon Attack. +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Javelin. Melee or Ranged Weapon Attack. +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

SUTAK SMASHER

Medium humanoid (sutak, titanspawn), lawful evil

Armor Class 17 (banded armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	12 (+1)	10 (+0)	11 (+0)

Skills Athletics +5, Intimidation +4, Survival +2

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Sutak, Titan Speech

Challenge 2 (450 XP)

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

Sure-Footed. The sutak has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Maul. Melee Weapon Attack. +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage plus 3 (1d6) fire damage.

Javelin. Melee or Ranged Weapon Attack. +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, or 6 (1d6 + 3) piercing damage when thrown.



SUTAK SYBIL

Medium humanoid (sutak, titanspawn), lawful evil

Armor Class 16 (breastplate)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	12 (+1)	15 (+2)	10 (+0)

Skills Intimidation +4, Religion +3

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 12

Languages Sutak, Titan Speech

Challenge 3 (700 XP)

Spellcasting. The sutak sybil is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, or +4 to hit with spell attacks). The sybil knows the following spells:

Cantrips (at will): *guidance*, *produce flame*, *thaumaturgy*

1st level (4/day): *bane*, *burning hands*, *create or destroy water*, *shield of faith*

2nd level (3/day): *augury*, *flaming sphere*, *heat metal*

3rd level (2/day): *clairvoyance*, *dispel magic*, *meld into stone*

Sure-Footed. The sutak has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Multiattack. The sutak makes two mace attacks.

Mace. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

SUTAK TYRANT

Medium humanoid (sutak, titanspawn), lawful evil

Armor Class 18 (plate armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	16 (+3)	12 (+1)	13 (+1)

Skills Arcana +6, Intimidation +7

Damage Resistances cold

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 11

Languages Primordial, Sutak, Titan Speech

Challenge 6 (2,300 XP)

Spellcasting. The sutak tyrant is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, or +6 to hit with spell attacks). The tyrant knows the following spells:

Cantrips (at will): *dancing lights*, *fire bolt*, *mending*, *prestidigitation*, *produce flame*, *resistance*, *true strike*

1st level (4/day): *burning hands*, *hellish rebuke*, *shield*, *thunderwave*

2nd level (3/day): *enlarge/reduce*, *scorching ray*

3rd level (3/day): *fireball*

Sure-Footed. The sutak has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Multiattack. The sutak tyrant makes two flail attacks.

Flail. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) fire damage.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. Copyright Notice

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document 5.1 © 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Scarred Lands Gazetteer: Ghelspad. © 2001, White Wolf Publishing, Inc.

Scarred Lands Campaign Setting: Ghelspad. © 2002, White Wolf Publishing, Inc.

Wilderness & Wasteland: Scarred Land Encounters. © 2002, White Wolf Publishing, Inc.

Vigil Watch: Secrets of the Asaatthi. © 2003, White Wolf Publishing, Inc.

Player's Guide to Monks and Paladins. © 2004, White Wolf Publishing, Inc.

Gauntlet of Spiragos. © 2014, Onyx Path.

Scarred Lands Player's Guide. © 2016, Onyx Path

Dagger of Spiragos. © 2017, Onyx Path

RING OF SPIRAGOS

DESTROY THE RELICS — OR PRESERVE THEM?!

The player characters have recovered artifacts from the fallen titan Spiragos the Ambusher, but forces are at work that would see them stolen and used for evil ends. The titanshards must be destroyed, but first the means to do so must be found — and the heroes might learn that destroying the relics is not the only, nor the best option!

WHAT CAME BEFORE

Ring of Spiragos is a sequel to the 2014 Gen Con Special Preview adventure Gauntlet of Spiragos (available as a free download on DriveThruRPG.com and RPGnow.com) and the second installment in the series, Dagger of Spiragos. It is the action-packed third and final adventure in the Spiragos Saga.

