An Introductory Scarred Lands Adventure intended for Level 3 and up.



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An introductory adventure for the Scarred Lands

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G auntlet of Spiragos is an adventure designed for 3rdlevel characters, although it can easily be modified for characters of 1st to 5th level by increasing or decreasing enemy hit points and perhaps also the number of enemies; you might also increase or decrease the difficulty DC of the skill-based and terrain-based challenges, or perhaps make it difficult for the PCs to rest, thus imposing the effects of fatigue or exhaustion on them. Assuming a moderate rate of character advancement, a party of four 3rd-level characters should reach 4th level by the end of this adventure.

"Gauntlet of Spiragos" may serve as a stand-alone adventure, the starting place for a series of adventures, or as an anomalous quest tucked between the chapters of an established campaign.

For more powerful PCs (those starting at 6th level or higher), the GM will probably need to replace the spider-eye goblins and spiders with more powerful creatures, such as narleths and deadlier types of giant spider, as well as possibly adding more foes and raising difficulty DCs of terrain challenges. To assist in expanding the story, we have raised the possibility of including a rogue necromancer who continually harasses the party after a certain point in the adventure. At any point where such an enemy's involvement might not interrupt the flow of the overall narrative, and could lead to some interesting challenges, notes have been provided.

Synopsis

The characters obtain a treasure map with an eight-armed symbol, strange writing, and the drawing of a chasm with spiders and flies in it. As well, three unique items, actually titanic artifacts, are illustrated upon it: a gauntlet, a ring, and a dagger. Whether through their own research, or simply being informed by a knowledgeable NPC, the players decipher the meaning of the map and then travel through the wilderness to the Devil's March. The location indicated on the map is called the Chasm of Flies, so named because, for several generations after the Titanswar, huge clouds of enormous black, biting flies swarmed in and out of the rift in the ground. Eventually, they attracted giant spiders, which grew fat feeding on the flies, and the chasm became a place of webs and cocoons.

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

Background

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

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

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

Preparation

Text that appears in a shaded field should be read aloud or paraphrased to the players as it occurs. The Game Master needs a copy of the *Pathfinder Roleplaying Game Core Rulebook* and the *Pathfinder Roleplaying Game: GameMastery Guide* to use this adventure. Unshaded text boxes or sidebars contain pertinent information for the GM alone. Monster and NPC statistics are provided with each encounter or, where appropriate (to avoid repetition), the relevant stats from elsewhere in this adventure may be referenced.

Involving the PCs

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

Creagfort

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

Creagfort is commanded by Lady Elyn Barathos, a cleric of Corean knighted by Lord Killian Vrail. Her assignment is to protect Fangsfall's interests in the copper mines of the region and to patrol against titanspawn incursions. She is served by a garrison of the Fangsfall Army, about 60 soldiers (each a *warrior 2-4*), led by Captain Zedaias Black. The rest of the fort is populated by support personnel for the soldiers and by the miners and their families.

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

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

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

If they have not found it previously, while they are in Creagfort, the players should somehow acquire the map to the "Chasm of Flies," about 60 miles north-northeast of the

CREAGFORT

LN village Corruption -1; Crime +1; Economy +2; Law +4; Lore +0; Society -2 **Qualities** defensible*, fortified **Danger** +0

DEMOGRAPHICS

Government military* Population 145 (112 human, 33 other)

NOTABLE NPCS

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

Fangsfall Army Captain Zedaias Black (LN male human fighter 6)

Copper Mine Foreman Gramdul Stoneheim (N male dwarf expert 6)

MARKETPLACE

Base Value 1,000 gp; **Purchase Limit** 5,000 gp; **Spellcasting** 4th

Minor Items 2d4; Medium Items 1d4; Major Items

* See Cityscapes: New Settlement Options for the Pathfinder RPG.

New Settlement Quality

Fortified: Whether as a result of geographic location or man-made defenses, this place is secure against armed intrusion.

Economy +1; Law +1; Society +1; treat settlement as one size larger for base value, purchase limit, and spellcasting.

fort via rocky, inhospitable terrain, where the Bronze Hills fade into the sickly plains of the Devil's March.

Getting Started: Mysterious Map

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

Map? What Map?

How the PCs get hold of the map is entirely up to you. Barring events tied to a larger story, it could be that the PCs simply bought the map from a scholar or at an antiquities shop. It is also possible that they receive the map directly from Lady Barathos or Captain Black as part of an official request. As rugged and as broad the Bronze Hills are, the Fangsfall Army might welcome help in clearing out errant titanspawn threats.

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

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

LARGESCALE OUTPOOR

DEDIL'S MARCH





Northern Bronze Hills







FANGSFALL (260 MILES)



PCs who come on business could instead be given the map by Copper Mine foreman Gramdul Stoneheim as an afterthought once said business has been conducted. After all, the map speaks of a "Chasm of Flies," which implies a deep hole in the earth, and what dwarf wouldn't want to know what's down there? Of course, the characters may need to finagle more information out of Stoneheim than he means to share. Is he commissioning freelance adventurers as a cover for Lady Barathos? Does he know more about the nature of Spiragos' treasures than he's letting on? And if so, how did he come to possess such knowledge? Alternately, the map could be discovered on the body of a thief's victim after the PCs interrupt a mugging just outside the garrison walls (or on the body of said thief if the characters manage to dispatch the wretch). Perhaps the map is slid under their door as they sleep in the local inn, supplied by a mysterious cabal whose secret wish is to have the artifacts of Spiragos returned to the world. This set of circumstances could easily be bundled with either of the "official business" scenarios above, or wrapped into something else of the GM's devising.



Ultimately, the specific means by which the player characters come into possession of the map should take the general behavior of the party into consideration. In short, the method of the map's introduction is very flexible: It can be part of world-building by the GM, or simply a one-off adventure.

What Do the PCs Already Know?

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

General Knowledge

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

A character receives all information from lower DCs as well; i.e., if a character gets a result of 17 on a Knowledge (history) check, she learns all of the information for both DC 10 and DC 15.

Knowledge (History or Religion)

DC 10: During the Divine War that ended nearly two centuries ago, the gods Tanil, Denev, and Corean captured the titan Gaurak the Devourer and plucked his monstrous teeth from his maw before entombing him. The titanic fangs crashed down, some as large as mountains, across what is now called the Fangsfall Peninsula; one of the jagged incisors smashed into the ground near the tiny city of Lambport. The people there took to quarrying the fine, hard minerals of the titan's tooth in order to build their houses and their city wall. They dubbed their city Fangsfall in honor of the gods' defeat of Gaurak.

DC15: The Devil's March was the site of a great battle in the Divine War, in which the forces of the titanic Hag-Queen, Mormo, and her Asaathi Empire fought against a great human army. In desperation, the generals of the decimated and embattled human forces performed a necromantic True Ritual. All of the dead from both sides of the conflict rose up, shattering the asaatthi armies and wounding Mormo herself. The summoned undead were not all destroyed, and some continue to roam the March to this day.

DC 20: While humans and asaatthi made up the bulk of the opposing armies, many other races, including demons and other infernal creatures, were also summoned en masse– particularly by asaatthi sorcerers. The land is thus now poisoned by necromantic energies, titan blood, and demonic influence.

Knowledge (Geography or Nature)

DC 10: The Devil's March is not inhabited by any of the divine races. Twisted varieties of goblins and other titanspawn dwell there, primarily. But the region is also known for many undead creatures, and even, it is said, the devils and other infernal beings that give it its name.

DC 15: The March is a blighted area that cannot support life. Foraging for food and water there may prove very difficult as a result. Travelers there should stock up well on provisions.

From the Map

A character who examines the mysterious map may make any of the following checks if she is trained in the relevant skill(s).

Knowledge (Dungeoneering or History)

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

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

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

Knowledge (Arcana or Religion)

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

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

Linguistics

DC 15: The writings are an odd, debased form of Primordial runes that spell out, "The Gauntlet of Spiragos" and "Found in the Devil's March."

chapter one: Toward the Devil's March

Ithough the length of the PCs' journey can vary depending on their route (particularly if the party sets out from somewhere other than Creagfort), it is roughly 60 miles as the crow flies from Creagfort to the Chasm. Given the rough terrain of the hills and the lack of roads and scarcity of even simple game trails, the journey should take 5 to 7 days in total (assuming the PCs don't get off track or entirely lost in the wilderness).

During the journey, the following optional encounters can take place as indicated at the GM's discretion. Of course the GM should feel free to introduce other encounters as necessary. Don't forget that in the world of Scarn, and particularly on the continent of Ghelspad—where the chaotic energies of the defeated titans still warp the land—bizarre weather effects and terrain challenges can be as deadly as any creature encounter.

Encounter #1: The Charming Songstress

This encounter should take place 3-4 days before the PCs reach the Devil's March. As the PCs awake in the morning, read the following to the character with the highest Charisma:

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

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

OUTPOOR ENCOUNTER 1



F



LEGEND:

the Base



0 1 0

CR 2

DANANSHEE

XP 600

NE Medium fey

Init +2; Senses low-light vision; Perception +11

DEFENSE

AC 14, touch 13, flat-footed 11 (+2 Dex, +1 dodge, +1 natural) hp 10 (3d6)

Fort +1, Ref +5, Will +6

OFFENSE

Spd 30 ft.

Melee dagger +1 (1d4/19-20)

Special Attacks enthralling song, suggestion

Spell-like Abilities (CL 3rd; concentration +6)

Constant—speak with animals

3/day-charm animal (DC 14), magic fang

1/day-summon nature's ally I, tree stride

TACTICS

Before Combat If she expects combat and has time, the dananshee uses *magic fang* to buff her charmed or summoned animal allies.

During Combat When she has successfully used her suggestion ability on a creature, the dananshee usually sends that victim to her lair, where she slays and devours him with the aid of her animal companions. However, if she

If the character makes a DC 15 Knowledge (nature) check, he recognizes the running form as that of a dryad. On a result of 20 or higher, however, he also recalls that some dryads are known for luring travelers to their deaths.

If the character makes a DC 20 Sense Motive check, he realizes the running shape seemed to be trying to lure him away from the party.

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

The trees open up into a hollow in the hills; there the fleeing figure waits, half crouched with her back to a thick tree. She appears diminutive and vulnerable, but an evil intent is immediately apparent in the grin she casts in your direction. Her hand, already reaching down, ruffles what you mistook at first as a shadow. The shadow bares its fangs, a black, shaggy-coated wolf, growling as it pads forward. As the wolf launches itself toward you, you hear the is threatened by other creatures, she may instead direct the victim to defend her.

STATISTICS

Str 11, Dex 15, Con 10, Int 14, Wis 17, Cha 16 Base Atk +1; CMB +1; CMD 14

Feats Alertness, Dodge

Skills Acrobatics +8, Bluff +9, Escape Artist +8, Knowledge (geography, nature) +8, Perception +11, Sense Motive +5, Stealth +8, Survival +9

Languages Common, Sylvan

SPECIAL ABILITIES

Enthralling Song (Su) All creatures within 90 feet who hear a dananshee's song must succeed at a DC 14 Will save or be fascinated by her. Initiating this ability is a fullround action; the dananshee may maintain her song each subsequent round as a standard action. Creatures that fail the initial save may remain fascinated for as long as the dananshee remains within 90 feet and continues to sing. A creature that succeeds on the save against this effect cannot be affected by that dananshee's enthralling song for 24 hours. This is a sonic, mind-affecting ability.

Suggestion (Su) As a swift action, the dananshee can make a single suggestion (as the suggestion spell; Will DC 15 negates) to any one creature she has already fascinated with her enthralling song. A creature that succeeds on the save against this effect cannot be affected by that dananshee's suggestion for 24 hours. This is a mind-affecting ability.

shriek of a hunting bird from above and behind—then the woman steps backwards into the tree itself and disappears. A sound like the laughter of tinkling glass disperses into the leaves.

Combat

The dananshee uses *tree stride* to teleport from tree to tree and thus keep her distance from the PCs; as she does so, she uses her suggestion ability on any PCs that appear physically powerful. The wolf tries to flank other characters and pull them down, while the falcon uses its slashing dive attacks to harry lightly armored enemies.

If both pets are slain, the dananshee tries to teleport away with *tree stride*, if she still has any uses of that power left. Her interest was a quick strike against a single target, not a fight to the death.

Encounter Level 4 (1,200 XP)

Dananshee (1): hp 8 Albadian wolf (1): hp 17 Scythe falcon (1): hp 9

TOWARD THE DEVIL'S MARCH

er der sterterterte	e
ALBADIAN WOLF CR 1	SCYTHE F
XP 400	XP 200
N Medium animal	N Tiny ani
Init +3; Senses low-light vision, scent; Perception +5	Init +3; Se
DEFENSE	DEFENSE
AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)	AC 15, tou
hp 18 (2d8+9)	hp 9 (2d8
Fort +6, Ref +5, Will +1	Fort +3, R
DR 5/slashing	OFFENSE
OFFENSE	Spd 10 ft.
Spd 50 ft.	Melee wir
Melee bite +3 (1d6+2 plus trip)	Space 2-
STATISTICS	Special A
Str 15, Dex 15, Con 16, Int 2, Wis 12, Cha 6	slash +8, 2
Base Atk +1; CMB +3; CMD 15 (19 vs. trip)	STATISTIC
Feats Toughness	Str 8, Dex
Skills Perception +5, Stealth +6, Survival +1 (+5 when	Base Atk
tracking by scent); Racial Modifiers +4 Survival when	Feats We
tracking by scent	Skills Fly
6 1 lot + PAR to at hot	Perception
and the second of the second o	SPECIAL A

Treasure: Scattered among the roots of several trees are skeletal remains of those unfortunates the dananshee has succeeded in luring to their deaths. The PCs can discover 500 gp worth of equipment, trade goods, and/or loose coins, depending on their needs and the GM's discretion.

Encounter #2: Knives in the Dark

his attack should take place during a moonlit night, sometime before the PCs reach the Devil's March.

During the dead of night, the player characters can make a DC 25 Perception check; their assailant is supernaturally stealthy. Anyone who fails this check is surprised.

Read the following:

A faint sound disturbs an already dreamless, uncomfortable sleep. You awake with a start, trying to see what made the noise, but the moons are hidden by dull, gray clouds. Out of the corner of your eye, you think you see a dark form creeping among your fellow party members, but when you turn to see, nothing is there. Nonetheless, a faint sense of dread washes over you. Your drowsiness gives way to alarm as you start to rise, fumbling for your equipment. As you lurch to your feet, you hear the unmistakable sound of a blade being drawn.

See the star star star star
SCYTHE FALCON CR 1/2
XP 200
N Tiny animal
Init +3; Senses low-light vision; Perception +5
DEFENSE
AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)
hp 9 (2d8)
Fort +3, Ref +6, Will +2
OFFENSE
Spd 10 ft., fly 60 ft (average)
Melee wing slash +6 (1d6-1/18-20), 2 claws +1 (1d3-1)
Space 2-1/2 ft.; Reach 0 ft.
Special Attacks slashing dive, powerful charge (wing slash +8, 2d6-1/18-20)
STATISTICS
Str 8, Dex 17, Con 11, Int 2, Wis 14, Cha 7
Base Atk +1; CMB +2; CMD 11
Feats Weapon Finesse
Skills Fly +8, Perception +14; Racial Modifiers +8
Perception
SPECIAL ABILITIES
Slashing Dive (Ex) When flying, the scythe falcon can take a move action after making a powerful charge attack. It provokes attacks of opportunity from this

movement as normal

Combat

The belsamaug uses surprise and the shadows to strike and retreat through the scrubland. It will neither surrender nor retreat. If the PCs somehow manage to capture or incapacitate it, they may learn that it does not want them to reach the Devil's March-but it gives away no more information than that.

Encounter Level 3 (800 XP)

Belsamaug (1): hp 18

Encounter #3: Ravenous Hounds

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

While this area first looked like rocky plains with stretches of verdant, healthy grass, the rank smell of decayed flesh calls for immediate reconsideration. The grass is patchy, with large swaths

BELSAMAUG

CR 3

XP 800

NE Small outsider (goblinoid, native)

Init +2; Senses scent, see in darkness; Perception +7

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +2 Dex, +1 dodge, +1 size) hp 22 (4d10)

Fort +1, Ref +6, Will +4

OFFENSE

Spd 30 ft.

Melee dagger +7 (1d3/19-20)

Ranged dagger +7 (1d3)

Special Attacks sneak attack +2d6

STATISTICS

Str 11, Dex 15, Con 11, Int 10, Wis 10, Cha 10 Base Atk +4; CMB +3; CMD 16 Feats Dodge, Weapon Finesse

Skills Acrobatics +6, Escape Artist +6, Knowledge (planes) +7, Perception +7, Stealth +15, Survival +7 (+15



tracking by scent); **Racial Modifiers** +2 Stealth, +8 Survival when tracking by scent

Languages Common, Goblin

SQ invisibility, meld into earth, recall daggers

Gear mwk studded leather, 10 daggers

SPECIAL ABILITIES

Invisibility (Su) A belsamaug is invisible, as the spell improved invisibility, in all but one circumstance: Only in areas of dim light resulting from moonlight is it visible.

Meld into Earth (Su) With the sunrise, a belsamaug melds into whatever earth or stone it is standing on, leaving only a Tiny basalt stone to mark the place of its passing. When moonlight again touches the stone, it vanishes and the belsamaug rises once again to hunt. This power is automatic (it cannot be resisted by the belsamaug), and it takes 2 full rounds for the belsamaug to meld or to rise. During this time, the belsamaug is dazed. This ability otherwise functions as the spell *meld into stone*.

Should a belsamaug's basalt stone ever be destroyed, the belsamaug is killed instantly. The stone has AC 7, hardness 8, 20 hp, and break DC 26.

Recall Daggers (Su) As a move action, a belsamaug can recall any or all of its lost, thrown, or otherwise missing daggers to their sheathes on its person. This ability functions as the spell instant summons.

of blighted and unnatural growth, which does indeed belie your initial impression.

You hear the baying of hounds in the distance.

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

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

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

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

The Devil's March

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

-Scarred Lands Gazetteer: Ghelspad

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

-Scarred Lands Campaign Setting: Ghelspad

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

Plant life here tends to be sparse, coarse, and naturally defensive; thorns and toxins are common. Characters trying to forage or hunt for food or find potable water on this journey will be sorely disappointed. (In game terms, all Survival checks made to find food or water here suffer a –10 penalty; the character can find food or water for one other person for every 3 points by which this check exceeds 20.) For the purpose of tracking, generally treat all areas of the March as either firm or hard ground.

Following rain storms, flash floods are also a possibility, and travel near streams or between steep walls of stone increases the relative danger. For more information on environmental considerations, see "Weather" in the Pathfinder Roleplaying Game Core Rulebook. While not required, we also recommend referring to "Chapter One: Badlands" in Wilderness & Wasteland: Scarred Lands Encounters.

CR 1

GHOUL HOUND

XP 400

CE Medium undead

Init +2; **Senses** low-light vision, darkvision 60 ft., scent; Perception +7

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural) hp 14 (2d8+5)

Fort +1, Ref +3, Will +5

Defensive Abilities channel resistance +2; **Immune** undead traits

OFFENSE

Spd 40 ft.

Melee bite +4 (1d6+3 plus disease and paralysis) Special Attacks frightful presence (howl, 60 ft., DC 12), paralysis (1d4 rds, DC 12, elves are immune)

STATISTICS

Str 17, Dex 15, Con –, Int 6, Wis 14, Cha 12 Base Atk +1; CMB +4; CMD 16 (20 vs. trip)

Feats Toughness

Skills Acrobatics +3 (+11 jumping), Perception +7, Stealth +6, Survival +2 (+6 tracking by scent); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

SPECIAL ABILITIES

Disease (Su) A humanoid or a canine animal that dies of ghoul fever rises as a ghoul or a ghoul hound, respectively, at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Ghoul Fever: Bite—injury; save Fort DC 12; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based.

OUTPOOR ENCOUNTER Z

X

Y

LEGEND:



Ghoul Hound

Scale: 1 sq = 5 ft

A Potential Foe

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

As mentioned, the necromancer plays no explicit part in the rest of this adventure. To aid the GM in integrating such an enemy, however, additional notes have been provided when his or her sudden appearance or influence would not interrupt the overall flow of the story. The necromancer's favorite tactic is to animate any creatures the party has killed and send them against the PCs once more. (Simply apply the zombie or skeleton template to any such creatures, as needed.)

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

NECROMANCER

CR 5

XP 1,600

Female or male human necromancer 6 CE Medium humanoid (human) Init +1; Senses Perception +5

DEFENSE

AC 12, touch 12, flat-footed 12 (+1 deflection, +1 Dex) hp 35 (6d6+12)

Fort +4, Ref +3, Will +5

OFFENSE

Spd 30 ft. **Melee** mwk dagger +4 (1d4/19-20)

Ranged dart +4 (1d4)

Special Attacks power over undead 4/day (DC 14, command undead only)

Necromancer Spell-Like Abilities (CL 6th; concentration +10)

6/day-bolster (+2 bonus)

Necromancer Spells Prepared (CL 6th; concentration +10)

3rd—gaseous form, lesser animate dead (x2), ray of exhaustion^N (DC 18)

2nd—blindness/deafness^N (DC 17), blur, detect thoughts (DC 15), silent charm person (DC 14)

1st—cause fear^N (DC 16), color spray (DC 14), ray of enfeeblement (DC 16), sleep (DC 14)

0 (at will)—detect magic, light, resistance, touch of fatigue (DC 15)

N necromancy (undead) school, bonus spell; Opposition Schools: conjuration, evocation

STATISTICS

Str 10, Dex 13, Con 14, Int 17, Wis 10, Cha 10 Base Atk +3; CMB +3; CMD 15

Feats Command Undead^B, Greater Spell Focus (necromancy)^B, Scribe Scroll^B, Silent Spell, Spell Focus (necromancy)^B, Still Spell, Weapon Focus (ray)

Skills Knowledge (arcana, history, religion) +13, Intimidate +7, Linguistics +8, Perception +5, Spellcraft +12, Stealth +7

Languages Abyssal, Common, Goblin, Infernal, Zathisk

Combat Gear 5 darts, potion of cure light wounds, scroll of false life, 3 onyx gems (100 gp each); **Other Gear** mwk dagger, ring of protection +1, spell component pouch, scholar's outfit (black robes)

Spellbook All prepared, plus 0–all cantrips except those from evocation and transmutation schools; 1st–alarm, unseen servant, vanish; 2nd–darkvision, invisibility; 3rd–undead anatomy I

Read aloud:

The tiniest sound echoes off the walls of the ravine. Your imagination, unsettled by the ever-present hints of necrosis throughout the March, fills your head with all sorts of sinister possibilities regarding the source of those sounds. Suddenly, ahead of you, a battered and bleeding humanoid form lurches through a gap between some shattered boulders and scrambles toward your party. A noise somewhere between a call for help and the raving of a lunatic bleats from its throat. As it flails desperately up the sloped ravine wall in your direction, you realize it is a man, but a man in dire straits-torn, bloody, and staggering. Dry bones crunch and scatter across its path. You realize with a start that the gravel littering the floor of the ravine is actually pulverized bone and animal detritus.

As you watch, aghast, from perhaps a hundred feet away, roiling blisters fester, burst, and reform on the poor man's flesh. The noises he makes are little more than wet, choking gasps, and you realize that part of his face has melted away, as if eaten by acid, leaving a mask of blood and raw tissue.

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

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

Combat

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

Encounter Level 3 (800 XP)

Ghoul hounds (2): hp 14, 13

Treasure: At the GM's discretion, the body of the slain man, actually a half-elf warrior, can possess any sort of minor item the party may need; if one or more PCs have been infected by ghoul fever, consider having them find a *potion of cure disease* or two on the body.

Any attempt to identify the unfortunate man is simply unsuccessful: the damage is too severe. The ragged state of any equipment on him that wasn't mangled by the hounds suggests he lost his gear in a panicked flight and has been fleeing through the Devil's March for at least a day or two.

THE CHASM OF FLIES

BANN

chapter two The Chasm of Flies

DNTENAZU

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

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

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

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

Other than occasional wanderers or headstrong adventurers seeking artifacts of the Divine War, no sentient living creature laid eyes upon the bottom of the Chasm of Flies for nearly a full century after the fall of Spiragos. So it remained until a small group of spider-eye goblins descended from a tribe loyal to Spiragos found the chasm; they tamed, or, at least overpowered the giant arachnids that dwelt there. These goblins made their new home in the chasm and now use it as a base for their raids into the more civilized lands to the south.

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

Read to the players this description of the upper area:

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

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



DC 9: From what you can see in the first 30 or 40 feet, the rock walls look very rough and pitted, with crevices, holes, and chimneys that might aid in climbing. Of course, those holes could also hide enemies or dangerous creatures of various sizes.

DC 13: A rank odor arises from the chasm, but there is also a hint of cooking fires wafting up from below. One of the intact rope bridges is composed, at least in part, of thick strands of spider silk; it looks like you can traverse the thing without fear of getting stuck.

DC 17: Some of the swaths of webbing below seem to move against the more general air currents; something other than the wind appears to be moving them. Just poking through the webs, perhaps 15 or 20 feet below, you see what may be the tops of large stone columns or perhaps massive stalagmites jutting up from deeper in the chasm. You glimpse a brief whiff of smoke wafting upward around one of them, but it quickly dissipates.

DC 21: But for the wind, the place is dead silent. For a moment, though, you are certain you heard a skittering sound, as if some great clawed or spined legs were scrabbling against stone.

Vertical Adventuring

The Chasm is an unusual place to explore in that it's primarily a vertical space. This situation provides unique challenges to the PCs, as detailed below, but also for the GM

and players as all parties try to orient themselves on the map. We've provided both a standard, top-down map of several cross-sections of the Chasm and also side view maps to help place the characters and their challenges.

Both players and GM alike are advised to review the Acrobatics and Climb skills and all rules for climbing, balancing, hanging, swinging, and so on, and also the rules for fighting while undertaking these actions.

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

What Did That Thing Say?

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

Interacting with the spider-eye goblins (whether fighting with them, fleeing from them, watching them flee, or whatever else

may occur) might allow the GM to divulge tactical information to characters who understand the language. This also allows for the possibility of expanding on the lore of the place if any player characters wear markings of certain gods or call upon those deities for their blessings while within earshot of an opponent.

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

As noted in the appendix under the description of spidereye goblins, any PC who is trained in Knowledge (nature) can make a DC 15 skill check to learn that spider-eye goblins are generally known to worship the goddess of vengeance, Sethris. Or at least it has been that way since the end of the Divine War. Closely tied to spiders and arachnid symbology as she is, this makes sense.

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

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

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

Optional Encounter: Spider-Eye Goblin Scout

I f the GM desires, as the party first surveys the Chasm, they can be confronted by a spider-eye goblin warrior mounted on a giant spider. The warrior is heading out to scout the surrounding countryside.

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

SPIDER-EYE GOBLIN WARRIOR CR 1
XP 400
NE Small monstrous humanoid (goblinoid)
Male or female spider-eye goblin warrior 1
Init +2; Senses all-around vision, darkvision 60 ft.; Perception +8
DEFENSE
AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)
hp 13 (2d10+2)
Fort +3, Ref +4, Will +2
Defensive Abilities all-around vision
OFFENSE
Spd 30 ft., climb 20 ft.
Melee 4 claws +5 (1d3+1), bite +5 (1d3+1 plus poison)
Ranged javelin +5 (1d4+1)
STATISTICS
Str 13, Dex 14, Con 12, Int 6, Wis 11, Cha 7
Base Atk +2; CMB +2; CMD 14 (16 vs. trip)
Feats Weapon Finesse
Skills Climb +13, Perception +8, Ride +8, Stealth +12; Racial Modifiers +4 Perception, +2 Ride, +2 Stealth
Languages Goblin
Gear 4 javelins
SPECIAL ABILITIES
Poison (Ex) Bite—injury; save Fort DC 12; frequency 1/ round for 4 rounds; effect 1 d2 Dex; cure 1 save.

Combat

The spider-eye goblin and its steed use the terrain to great advantage, attacking from above and then climbing up beyond reach whenever possible.

If it is clearly outclassed or should its mount be killed, the warrior attempts to flee and hide until it can creep back down to its tribe below and warn them. Strangely, it does not call out to alert its comrades immediately upon engaging or being engaged by the players, nor will it make any more noise than absolutely necessary when fleeing. Creatures here seem to have elevated stealth and ambush attacks from mere tactics and strategy to almost reverent virtues.

Encounter Level 3 (XP 800)

Spider-eye goblin warrior (1): hp 12

Giant wolf spider (1): hp 17





XP 400

N Medium vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

CR 1

DEFENSE

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural) hp 16 (3d8+3)

Fort +4, Ref +4, Will +1

Immune vermin traits

OFFENSE

Spd 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus poison)

STATISTICS

Str 11, Dex 17, Con 12, Int –, Wis 10, Cha 2 Base Atk +2; CMB +2; CMD 15 (27 vs. trip) Skills Acrobatics +11 (+19 jumping), Climb +16, Perception +4, Stealth +7 (+11 when stationary); Racial Modifiers +8 Acrobatics (+16 jumping), +16 Climb, +4 Perception, +4 Stealth (+8 when stationary)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/ round for 4 rounds; effect 1d2 Str; cure 1 save.

The Upper Chasm

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

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

While the players will not realize it unless they have sufficient knowledge or insight to do so, these columns are actually the severed forearm bones of Spiragos. The bones, which continue down through the wrist, hand, and fingers below, were hollowed out after the Chasm flies had been purged or driven out and the giant spiders had been mastered. They

Spiragos's Remains

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

If the GM wishes, however, it could be that small pockets of ichor still exist somewhere deep inside the Chasm. This might add a bit of flavor when setting the scene for a particular encounter, or it could offer devious players a chance to acquire valuable and dangerous titan's blood (see Relics & Rituals, page 208). The hazards that doing so would bring down upon their heads is, of course, left to the GM to decide.

now form narrow passageways that the spider-eye goblins use to travel up and down.

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

Climbing Down

The difficulty for standard Climb checks in the Upper Chasm begins at DC 10 for the first 50 feet, then increases to DC 15 for the second 50 feet, as the holes and rough patches in the walls grow further apart.

Characters climbing down using a rope tied off above can do so with a DC 5 check.

The GM should adjudicate the relative difficulty of any other methods of descent.

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

The light from above, diffused by layers of thick webbing, dimly reveals two immense columns that angle down deeper into the shadows of the Chasm. You think perhaps they might be petrified tree trunks, although they are truly massive: about 25 feet in crosssection! Webs are strung everywhere, running from these massive columns across to the walls of the Chasm.

Here and there you spot swollen, bulbous masses of silk dotting the great tangled webs. The exposed, rusted corner of a battleaxe poking

out from one such bundle bears testament to the remains of ill-fated wanderers who came before you. Well outside your reach and long decayed, their names and deeds are forever lost to history. You consider a silent prayer that the webs choking this place hold less tightly to lost souls than to bodies. It then occurs to you that the departed could not have progressed much farther than you already have.

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

The Columns

s the PCs descend, if they are within 20 feet of one of the massive columns, they may each make a DC 15 Perception check to notice one or more openings in the columns that look large enough for a Small creature to fit through. These openings have been carved out of Spiragos's stony bones, allowing the goblins to enter and exit them, using the bone shafts as tunnels to climb unnoticed up and down the chasm.

Any time the GM decides goblins are moving up or down the bones when the PCs are within 20 feet of such an opening, allow each character a DC 20 Perception check to notice movement from within one of the holes.

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

Note too that if the players are unable to rest for a significant period of time, the rigors of the descent may eventually make them exhausted or fatigued (see *Pathfinder Roleplaying Game Core Rulebook*, Conditions).

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

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

Within each of the columns lurks a grim puppeteer spider that serves as a sort of "guard dog" for the spider-eye goblins; while not fully tamed or trained by the goblins, they do dwell

GRIM PUPPETEERCR 3XP 800N Medium magical beastInit +3; Senses darkvision 60 ft., low-light vision,
tremorsense 60 ft.; Perception +10DEFENSEAC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)
hp 26 (4d10+4)Fort +5, Ref +7, Will +3OFFENSE

Spd 30 ft., climb 30 ft.

Melee bite +6 (1d6+2 plus poison)

Special Attacks grim puppetry, web (+7 ranged, DC 15, hp 8)

STATISTICS

Str 15, Dex 17, Con 12, Int 6, Wis 15, Cha 11 Base Atk +4; CMB +6; CMD 19 (31 vs. trip) Feats Ability Focus (web), Skill Focus (Bluff)

Skills Bluff +9, Climb +18, Perception +10, Stealth +11 (+15 in webs); **Racial Modifiers** +4 Bluff, +16 Climb, +4 Perception, +4 Stealth (+8 in webs)

SPECIAL ABILITIES

Grim Puppetry (Ex) The grim puppeteer uses its web strands to manipulate the bodies of its slain victims as if they were marionettes; in addition, the puppeteer is capable of mimicking non-verbal human and animal sounds to complete the illusion. A character viewing this "puppetry" may make a Sense Motive check opposed to the grim puppeteer's Bluff check to determine that there is something unnatural about the puppet's movement or sounds.

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

Poison (Ex) Bite—injury; save Fort DC 15; frequency 1/ round for 5 rounds; effect 1d3 Str; cure 2 saves. The save DC is Constitution-based; the grim puppeteer receives a +2 racial bonus to this DC.

in harmony here. The grim puppeteers use the corpse or the skeleton of a fallen adventurer as a puppet to attempt to fool the PCs into believing there is a living member of the divine races cringing in fear just around the corner. Once the players

Restless Dead

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

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

For added suspense, perhaps a member of the party is suddenly clutched by a bound, hanging skeleton, who beseeches the character for help in a faint, reedy whisper that attracts the attention of nearby chasm spiders, or worse. (Assume that only one of the skeleton's hands is free and thus grant the PC a +5 bonus to escape the grapple.) The skeleton itself is unlikely to inflict any actual damage, as it remains encumbered by the webbing.

There is no particular benefit in attempting to free the remains of fallen adventurers from the webs. In all likelihood, at worst, they would only tumble down, get up, and attack the party as mentioned above. Everything that resides in the Chasm of Flies for an extended period of time cannot help but be influenced by the essence of the Ambusher. Any valuables would have been scavenged by the goblins long ago.

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

have been fooled, the grim puppeteer focuses all its efforts against whichever PC first attempts to assist the puppet.

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

Grim puppeteers (1 per column): hp 26 each

Encounter #1: Agitated Chasm Spiders

Once the PCs are about half-way through the upper chasm and into the webbing layers—roughly 50 to 60 feet down from the surface—they must each make a DC 10 Stealth check

CHASM SPIDER	CR 1/2
XP 200	
N Small vermin	
Init +2; Senses darkvision 60 ft., tremorsense & Perception +4	50 ft.;
DEFENSE	
AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size	e)
hp 11 (2d8+2)	
Fort +4, Ref +2, Will +0	
Immune vermin traits	
OFFENSE	
Spd 30 ft., climb 20 ft.	
Melee bite +2 (1d4 plus poison)	
Special Attacks web (+5 ranged, DC 12, hp 2	2)
STATISTICS	
Str 10, Dex 17, Con 12, Int -, Wis 10, Cha 2	2
Base Atk +1; CMB +0; CMD 12 (24 vs. trip)	
Skills Climb +16, Perception +4 (+8 in webs), S +10 (+14 in webs); Racial Modifiers +16 Clim Perception, +4 Stealth (+8 in webs)	

Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/ round for 4 rounds; effect 1d2 Str; cure 1 save.



in addition to any Climb checks (as appropriate) to move through the webs carefully. If a character fails this check, but not by 5 or more, then the spiders in the area are alerted to the PCs' presence, but they do not yet move to attack.

If any character fails by 5 or more, the spiders scuttle forth to attack.

Combat

Chasm spiders swarm toward the least stealthy PC(s), using their climb speed to outmaneuver climbing or balancing PCs and to attack from multiple directions.

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

Encounter Level 3 (XP 1,000)

Chasm spiders (5): hp 16, 13, 11, 7, 5

Encounter #2: Spider-Eye Goblin Defense

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

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

Encounter Level 5 (1,800 XP)

Raidmaster (1): hp 19

Spider-eye goblins (4): hp 10, 6, 6, 4

Giant wolf spider (1): hp 21

The Iron Walls

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

Climbing here, due to the sheer nature of the walls, is much more difficult. The base Climb DC is 20, although characters using ropes or climbing along the sticky webs will have an easier time, with a Climb DC 5 (although the latter may find themselves moving extremely slowly as they get stuck repeatedly and have to pull themselves free).

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

The Fastness

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

RAIDMASTER

CR 2

XP 600

NE Small monstrous humanoid (goblinoid) Male spider-eye goblin ranger 2

Init +2; **Senses** all-around vision, darkvision 60 ft.; Perception +9

DEFENSE

AC 17, touch 13, flat-footed 15 (+2 armor, +2 Dex, +2 natural, +1 size)

hp 19 (3d10+3)

Fort +4, Ref +7, Will +2

Defensive Abilities all-around vision

OFFENSE

Spd 30 ft., climb 20 ft.

Melee 4 claws +7 (1d3+1), bite +6 (1d3+1 plus poison) **Ranged** javelin +6 (1d4+1)

Special Attacks favored enemy +2 (human)

STATISTICS

Str 13, Dex 14, Con 12, Int 7, Wis 11, Cha 6

Base Atk +3; CMB +3; CMD 15 (17 vs. trip)

Feats Mounted Combat^B, Weapon Finesse, Weapon Focus (claw)

Skills Acrobatics +7, Climb +13, Perception +9, Ride +9, Stealth +12, Survival +5 (+6 tracking); **Racial Modifiers** +4 Perception, +2 Ride, +2 Stealth

Languages Goblin

SQ track +1, wild empathy +1 (vermin, not animals)

Gear leather armor, 2 javelins

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 12; frequency 1/ round for 4 rounds; effect 1d2 Dex; cure 1 save.

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

running in a perfect line around the chasm.

Extending across the area and thus connecting the small wooden buildings are makeshift platforms and ramparts that close off the lowest reaches. As elsewhere, spider silk strands and spider webbing has been used to "glue" the supports and planks to the metal walls and seal the gaps in the woodwork. Thus, only the interior of the columns allows access to the deeper areas.

This is the entrance to the spider-eye goblins' fastness. Because of the multiple wooden structures, support ropes,

and to be the property of the
SPIDER-EYE GOBLIN CR 1/2
XP 200
NE Small monstrous humanoid (goblinoid)
Init +2; Senses all-around vision, darkvision 60 ft.; Perception +8
DEFENSE
AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)
hp 5 (1d10)
Fort +0, Ref +4, Will +2
Defensive Abilities all-around vision
OFFENSE
Spd 30 ft., climb 20 ft.
Melee 4 claws +4 (1d3), bite +4 (1d3 plus poison)
Ranged dart +4 (1d3)
STATISTICS
Str 11, Dex 14, Con 10, Int 8, Wis 11, Cha 9
Base Atk +1; CMB +0; CMD 12 (14 vs. trip)
Feats Weapon Finesse
Skills Acrobatics +3, Climb +8, Perception +8, Ride +4, Stealth +8, Survival +4; Racial Modifiers +4 Perception, +2 Ride, +2 Stealth
Languages Goblin
Gear 4 darts

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 10; frequency 1/ round for 4 rounds; effect 1d2 Dex; cure 1 save.

webs, and web sheeting, the PCs are unable to see the extent of the metal "funnel" extending for another 130 feet or so below.

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

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

Just below, a network of roughly hewn logs and scavenged bits of wood radiates out from the stone columns, forming what can only be described as a tremendous platform filling the chasm below—although calling it a platform is perhaps generous. The wood is lashed together crudely with ropes spun from spider silk, and here and there pieces of wagons and other worked wood, small boulders, rope ladders, and sheets of spider webbing have been added in no particularly organized fashion, block the view and hindering access to the areas below.

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

Guard Posts

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

Each guard post contains 1d3-1 spider-eye goblins, with a total of 9 goblins in all. (If the PCs encounter and defeat all nine of them, then the rest of the guard posts are empty.)

The rest of the tribe dwells below, in the lower caverns.

Encounter Level (Varies) (1800 XP total)

Spider-eye goblins (9 total): hp 5 each



GIANT WO	OLF SPIDER	CR 1
XP 400		
N Medium	vermin	
Init +3; Se Perception	e nses darkvision 60 ft., tr +4	emorsense 60 ft.;
DEFENSE		
AC 14, tou	ich 13, flat-footed 11 (+3	Dex, +1 natural)
hp 16 (3d	8+3)	
Fort +4, R	ef +4, Will +1	
Immune v	vermin traits	
OFFENSE		
Spd 30 ft.,	, climb 30 ft.	
Melee bite	e +2 (1d6 plus poison)	
STATISTICS	5	
Str 11, Dez	x 17, Con 12, Int -, Wi	s 10, Cha 2
Base Atk	+2; CMB +2; CMD 15 (2	27 vs. trip)
Perception Mod	bbatics +11 (+19 jumping) +4, Stealth +7 (+11 wher ifiers +8 Acrobatics (+16 prception, +4 Stealth (+8)	n stationary); Racial 5 jumping), +16 Climb,
SPEC	CIAL ABILITIES	
	x) Bite—injury; save Fort 4 rounds; effect 1d2 Str; c	

Getting Down

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

Trapdoors: A character who searches the platform (DC 20 Perception) notices that some of the patches of webbing conceal hidden trapdoors. These doors are held shut by masses of webbing, and each requires a DC 23 Strength check to wrench open, or 15 points of damage (hardness 5) to smash through.

Columns: As noted previously, the chasm's two massive columns have been hollowed out to create a series of vertical tunnels for the spider-eye goblins. Characters of Medium size may find these tunnels uncomfortably tight, but they are able to squeeze through. Larger characters cannot fit into the column tunnels.

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



SPIDER-EYE GOBLIN

CR 1/2

XP 200

NE Small monstrous humanoid (goblinoid) **Init** +2; **Senses** all-around vision, darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size) hp 5 (1d10) Fort +0, Ref +4, Will +2 Defensive Abilities all-around vision OFFENSE

Spd 30 ft., climb 20 ft.

Melee 4 claws +4 (1d3), bite +4 (1d3 plus poison) Ranged dart +4 (1d3)

STATISTICS

Str 11, Dex 14, Con 10, Int 8, Wis 11, Cha 9 Base Atk +1; CMB +0; CMD 12 (14 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +3, Climb +8, Perception +8, Ride +4, Stealth +8, Survival +4; **Racial Modifiers** +4 Perception, +2 Ride, +2 Stealth

Languages Goblin

Gear 4 darts

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 10; frequency 1/ round for 4 rounds; effect 1d2 Dex; cure 1 save.

chapter three: The Iron Covern

ONTENAZU

I f the player characters make enough of a commotion as they approach or pass through the guard post level, it is entirely possible that the goblin guards will have sent a runner below to warn the tribe—that is the guards' role, after all.

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

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

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

Pausing briefly to look down, you see only darkness with occasional reflected glints far below. By that evidence and the cavernous sound, you'd guess that the space below is vast, perhaps 100 feet or more down. The only light is your own, although a dim radiance reflects from the metallic walls themselves. If there are torches lit below, you cannot see them.

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

OF

You can see some knotted spider silk ropes nearby that dangle down into the darkness below. As above, the entirety of the upper chamber is filled with thick layers of webs. These pulse and shift occasionally, suggesting the movement of the grotesque spiders within them.

From below, you hear a mix of primitive chittering and Goblintongue.

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

Goblin Defense

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

In order to climb down to the top of the boulder mound using the goblins' knotted ropes, the PCs must make DC 5 Climb checks. While climbing, characters lose their Dexterity bonus to AC (if any) and cannot use shields. If a character takes damage while climbing, she must make a new DC 5 Climb check to avoid falling. RAIDMASTER

CR 2

XP 600

NE Small monstrous humanoid (goblinoid) Male spider-eye goblin ranger 2 **Init** +2; **Senses** all-around vision, darkvision 60 ft.;

Perception +9

DEFENSE

AC 17, touch 13, flat-footed 15 (+2 armor, +2 Dex, +2 natural, +1 size)

hp 19 (3d10+3)

Fort +4, **Ref** +7, **Will** +2

Defensive Abilities all-around vision

OFFENSE

Spd 30 ft., climb 20 ft.

Melee 4 claws +7 (1d3+1), bite +6 (1d3+1 plus poison) **Ranged** javelin +6 (1d4+1)

Special Attacks favored enemy +2 (human)

STATISTICS

Str 13, Dex 14, Con 12, Int 7, Wis 11, Cha 6

Base Atk +3; CMB +3; CMD 15 (17 vs. trip)

Feats Mounted Combat^B, Weapon Finesse, Weapon Focus (claw)

Skills Acrobatics +7, Climb +13, Perception +9, Ride +9, Stealth +12, Survival +5 (+6 tracking); **Racial Modifiers** +4 Perception, +2 Ride, +2 Stealth

Languages Goblin

SQ track +1, wild empathy +1 (vermin, not animals)

Gear leather armor, 2 javelins

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 12; frequency 1/ round for 4 rounds; effect 1d2 Dex; cure 1 save.

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

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

The value of a *feather fall* spell here cannot be overstated, and a good GM might even suggest to the players that taking the time to prepare for the descent is a wise choice. But there is danger in landing safely, yet alone, among a dozen or so goblins as well.

SPIDER-EYE GOBLIN WARRIOR CR 1
XP 400
NE Small monstrous humanoid (goblinoid)
Male or female spider-eye goblin warrior 1
Init +2; Senses all-around vision, darkvision 60 ft.; Perception +8
DEFENSE
AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)
hp 13 (2d10+2)
Fort +3, Ref +4, Will +2
Defensive Abilities all-around vision
OFFENSE
Spd 30 ft., climb 20 ft.
Melee 4 claws +5 (1d3+1), bite +5 (1d3+1 plus poison)
Ranged javelin +5 (1d4+1)
STATISTICS
Str 13, Dex 14, Con 12, Int 6, Wis 11, Cha 7
Base Atk +2; CMB +2; CMD 14 (16 vs. trip)
Feats Weapon Finesse
Skills Climb +13, Perception +8, Ride +8, Stealth +12; Racial Modifiers +4 Perception, +2 Ride, +2 Stealth
Languages Goblin
Gear 4 javelins
SPECIAL ABILITIES
Poison (Ex) Bite—injury: save Fort DC 12: frequency 1/

round for 4 rounds; effect 1d2 Dex; cure 1 save.

Encounter Level 5 (XP 2,200)

Raidmaster (1): hp 15

Spider-eye goblin warrior (1): hp 14

Spider-eye goblins (6): hp 8, 8, 8, 6, 4, 4

Keep careful track of what goblins survive here, for they will assault the PCs again soon.

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

Great Goblin Mound

The great mound in which the majority of the tribe dwells takes up almost the entirety of the lower floor of the cavern, rising nearly 50 feet from the floor at its highest point. It is made up not only of massive boulders, but other smaller rocks from the chasm and pieces of debris and detritus the spider-



Gear 4 darts

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 10; frequency 1/ round for 4 rounds; effect 1d2 Dex; cure 1 save.

10 - + 20 8

eye goblins have gathered. All of the smaller elements have been more or less thrown loosely together and draped with tattered webbing with little apparent concern for structural stability. This makes the climbing surface treacherous and requires a more difficult climbing check than the rough and blocky surface would normally need.

Each PC who attempts to move up or down the slope of the mound must make a DC 5 Climb check to do so. Failure by 5 or more means the PC stumbles and rolls 1d4x5 feet, landing prone and taking 1d3 nonlethal damage from scrapes and bruises.

There are many narrow spaces between the boulders that lead into the interior of the mound, but only a Small character can travel through them without squeezing (and all the penalties that entails). The tribe has living chambers throughout the mound, but most of these chambers are within the lowest 30 feet of the pile. These generally consist of large hollowed out areas between and inside of larger boulders—many of which are the various wrist and hand bones of Spiragos itself, if the players have already caught on. Any PCs venturing into the mound may encounter light sources hitherto indiscernible from above, but the goblins will quickly extinguish their fires to plunge the intruders into darkness, particularly if the enemies are clearly divine races without low-light vision or darkvision.

There is nothing of value in these living spaces, which typically serve as little more than sleeping quarters of the tribe. Diminutive PCs who opt to brave the interior of the boulder mound may discover that the female guardians of the tribe's young can fight every bit as well as the males of the tribe, even if they are primarily focused on getting their children to safety without a fight.

There are 4 females guarding the young. Unless the PCs do enter the mound, however, these females will not attack.

Encounter Level 3 (XP 800)

Spider-eye goblins (4): hp 10, 8, 4, 3

Spider-eye goblin young (7): hp 1 each [noncombatant]

Second Wave

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

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

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

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

Combat

The spider-eye goblins are fighting for their home now, and any appearance of passiveness has given way to primal fear and outrage. The remaining goblins from the previous attack, when the PCs were descending the ropes from above, now return; they rely on their climb speed to keep them safe as they maneuver along the treacherous slope. While this combat is going on, the females and any young within the mound attempt to escape out through the roof opening if they are still alive and haven't fled already.



If, somehow, none of the normal goblins survived the previous battle, then 1d4+1 new goblins join the battle now. If any goblins survived previously, then no new goblins join the fight.

If the spider-eye goblin warrior from the previous attack survives, he mounts his spider steed, which joins him from one of the surrounding tunnels. He is joined by a second mounted warrior as well; if he perished already, then only one mounted warrior is encountered here. The warrior(s) remain on their spider steeds to benefit from their size and speed unless the party attacks them with area effect spells, at which point they dismount and send their spiders in to attack alone.

The remaining raidmaster (unless he was killed during the PCs' descent from the fastness) also mounts his steed and has his spider make trip attacks, trying to knock enemies down the boulder pile; on a successful trip attack, the character falls and rolls 1d4x5 feet, landing prone and taking 1d3 nonlethal damage from scrapes and bruises. If his own spider is slain, he commandeers the mount of any surviving spider-eye goblin warrior.

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

Encounter Level Varies (XP varies)

Raidmaster (0 or 1): hp 15 or fewer

Spider-eye goblin warrior (1 or 2): hp 14 (or fewer), 9

Spider-eye goblins (up to 6): hp 8, 8, 8, 6, 4, 4 (or fewer)

Giant wolf spiders (1 to 3): hp 19, 13, 10

Victory

When both of the spider-eye goblin warriors lie slain, or if the raidmaster is killed, the remaining forces flee toward the largest, walled-up tunnel.

chapter four: The Iron Tunnels

ONTENAZU

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

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

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

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

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

Tunnel Five (thumb): The final tunnel, larger than any of the others, is home to the tribe's matriarch and her champion. It is sealed by a barricaded door carved from a piece of Spiragos's bone.

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

Ballistae

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

Goblin Ballista: Atk BAB + Dex or Int modifier; 2d8/19-20 (increment 100 ft.); reload time 2 rounds.

Tunnel One: Goblin Barracks

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

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

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

Encounter Level 1 (XP 400)

Spider-eye goblins (2): hp 9, 3

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

Treasure: If the area is searched, have the PCs make a DC 15 Perception check to discover the equivalent of 3d10 gp for each successful check.



Tunnel Two: Warriors' Quarters

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

Guarding this tunnel are a common spider-eye goblin and a warrior. The latter takes up a defensive stance to keep the PCs away from his ally, who mans the ballista.

Encounter Level 2 (XP 600)

Spider-eye goblin warrior (1): hp 10

Spider-eye goblin (1): hp 7

Further back, the tunnel is filled with a huge column lying along the length of the tunnel, partially buried in the ground. This one is not nearly as massive as the two in the Chasm. Still, an opening and passageway have been bored through the huge thing, and inside are chambers carved out alongside the lengthwise passage. Each contains a webbing hammock and some personal items such as extra weapons, pieces of armor, and some miscellaneous booty taken from looted caravans. Within the rock column, the air is stilted and smells strongly of goblin sweat. If the area is searched, each PC can make a DC 15 Perception check to discover the equivalent of 5d10 gp for each successful check.

If the PCs pass through the horizontal column, they discover a second carved living area. This space has fewer, but more spacious living areas within it. If they search here, each PC can make a DC 18 Perception check to discover the equivalent of 6d10 gp for each successful check.

Tunnel Three: Goblin Shrine

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

Encounter Level 1 (XP 400)

Spider-eye goblins (2): hp 7, 6

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

Oil lamps have been hung around the altar, and your stomach turns once more when you recognize the smell as that of burning fat. You have little doubt of the source. It emanates from the lamps in thick, rolling puffs. Numerous hanging spider web curtains have been dyed various garish colors, although they are tainted with a sickly yellow.

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

CR 1

SPIDER-EYE GOBLIN WARRIOR

XP 400

NE Small monstrous humanoid (goblinoid) Male or female spider-eye goblin warrior 1 **Init** +2; **Senses** all-around vision, darkvision 60 ft.;

Perception +8

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)

hp 13 (2d10+2)

Fort +3, Ref +4, Will +2

Defensive Abilities all-around vision

OFFENSE

Spd 30 ft., climb 20 ft. **Melee** 4 claws +5 (1d3+1), bite +5 (1d3+1 plus poison) **Ranged** javelin +5 (1d4+1)

STATISTICS

Str 13, Dex 14, Con 12, Int 6, Wis 11, Cha 7 Base Atk +2; CMB +2; CMD 14 (16 vs. trip)

Feats Weapon Finesse

Skills Climb +13, Perception +8, Ride +8, Stealth +12; **Racial Modifiers** +4 Perception, +2 Ride, +2 Stealth **Languages** Goblin

Gear 4 javelins

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 12; frequency 1/ round for 4 rounds; effect 1d2 Dex; cure 1 save.

SPIDER-EYE GOBLIN SHAMAN CR 1
XP 400
NE Small monstrous humanoid (goblinoid)
Female spider-eye goblin adept* 2
Init +2; Senses all-around vision, darkvision 60 ft.; Perception +9
DEFENSE
AC 17, touch 13, flat-footed 15 (+2 armor, +2 Dex, +2
natural, +1 size)
hp 12 (1d10+2d6)
Fort +0, Ref +4, Will +6
Defensive Abilities all-around vision
OFFENSE
Spd 30 ft., climb 20 ft.
Melee 4 claws +5 (1d3-1), bite +5 (1d3-1 plus poison)
Domain Spell-Like Abilities (CL 3rd; concentration
+3)
4/day—acid dart (ranged touch +5, 1d6+1 acid)
Adept Spells Prepared (CL 2nd; concentration +3)
1 st—cause fear (DC 12), comprehend languages, magic stone ^D
0 (∞)—create water, guidance, purify food and drink
D domain spell; Titan Spiragos; Domain Earth
STATISTICS
Str 9, Dex 14, Con 10, Int 8, Wis 13, Cha 11
Base Atk +2; CMB +0; CMD 12 (14 vs. trip)
Feats Combat Casting, Weapon Finesse
Skills Climb +11, Knowledge (religion) +3, Perception
+9, Ride +4, Spellcraft +3, Stealth +8, Survival +5;
Racial Modifiers +4 Perception, +2 Ride, +2 Stealth
Languages Goblin
Gear leather armor
SPECIAL ABILITIES
Poison (Ex) Bite—injury; save Fort DC 11; frequency 1/ round for 4 rounds; effect 1d2 Dex; cure 1 save.

* See variant adept rules (appendix).

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

Encounter Level 4 (XP 1,200)

Spider-eye goblin shaman (1): hp 12

Spider-eye goblin warrior (1): hp 8

Giant wolf spider (1): hp 18

SPIDER-EYE GOBLIN

XP 200

NE Small monstrous humanoid (goblinoid) **Init** +2; **Senses** all-around vision, darkvision 60 ft.; Perception +8

CR 1/2

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)

hp 5 (1d10)

Fort +0, **Ref** +4, **Will** +2

Defensive Abilities all-around vision **OFFENSE**

OFFENJE

Spd 30 ft., climb 20 ft.

Melee 4 claws +4 (1d3), bite +4 (1d3 plus poison) Ranged dart +4 (1d3)

STATISTICS

Str 11, Dex 14, Con 10, Int 8, Wis 11, Cha 9

Base Atk +1; CMB +0; CMD 12 (14 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +3, Climb +8, Perception +8, Ride +4, Stealth +8, Survival +4; **Racial Modifiers** +4 Perception, +2 Ride, +2 Stealth

Languages Goblin

Gear 4 darts

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 10; frequency 1/ round for 4 rounds; effect 1d2 Dex; cure 1 save.

Tunnel Four: Spider Hatchery

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

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

Encounter Level 4 (XP 1200)

Spider-eye goblins (2): hp 9, 4

Giant wolf spiders (2): hp 16, 10

Tunnel Five: Matriarch's Maze

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

The goblins have carved a twisting path through one of the petrified, rock-like masses as an entrance to the matriarch's personal quarters, and secured it with a barricade. Note that any and all spider-eye goblins from other areas of the caverns, aside from the noncombatants and young who attempted to flee earlier, will gather here in a last-ditch defense of their home and their matriarch.

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

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

Barricade: Hardness 8; 70 hp; break DC 28; vulnerable to sonic.

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

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

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

The PCs can enter the quarters of the matriarch only by climbing downward at the end of the tunnel: Climb DC 10.

Champion's Chamber

The chamber beyond the descent (located roughly where Spiragos's knuckle would once have resided) displays a pathetic



attempt at finery, bloodstained tapestries draped on the floor and walls. As the PCs descend into the makeshift royal bed chamber, read the following:

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

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

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

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

S. LOF FROM SOFE P
SPIDER-EYE GOBLIN CHAMPION CR 3
XP 800
NE Small monstrous humanoid (goblinoid)
Male spider-eye goblin ranger 3
Init +3; Senses all-around vision, darkvision 60 ft.; Perception +11
DEFENSE
AC 18, touch 14, flat-footed 15 (+2 armor, +3 Dex, +2 natural, +1 size)
hp 32 (4d10+8)
Fort +5, Ref +8, Will +3
Defensive Abilities all-around vision
OFFENSE
Spd 30 ft., climb 20 ft.
Melee 6 claws +9 (1d3+3), bite +8 (1d3+3 plus poison)
Ranged 4 javelins +8 (1d4+3)
Special Attacks favored enemy +2 (human)
STATISTICS
Str 16, Dex 16, Con 14, Int 8, Wis 11, Cha 7
Base Atk +4; CMB +6; CMD 19 (21 vs. trip)
Feats Endurance ^B , Mounted Combat ^B , Weapon Finesse, Weapon Focus (claw)
Skills Acrobatics +8, Climb +20, Knowledge (dungeoneering) +4, Perception +11, Ride +11, Stealth +14, Survival +6 (+7 tracking); Racial Modifiers +4 Climb, +4 Perception, +2 Ride, +2 Stealth
Languages Goblin
SQ extra arms (2 extra claw attacks), favored terrain (underground) +2, goblinoid, track +1, wild empathy +1 (vermin, not animals)
Gear leather armor, 4 javelins
SPECIAL ABILITIES
Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/ round for 4 rounds; effect 1 d2 Dex; cure 1 save.
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Encounter Level 3 (XP 800)

Spider-eye goblin champion (1): hp 32

Matriarch's Ouarters

little further down the steeply descending tunnel (here, Climb DC 15) lies the matriarch's private chamber.

With her champion now defeated-presumably along with the rest of her tribe-the spider-eye goblin matriarch is left with no further defenses but those she wields. Even thoughts of remaining hidden to later rebuild her army have fled from her mind with the party still trespassing in her private

SPIDER-EYE GOBLIN MATRIARCH

XP 800

NE Small monstrous humanoid (goblinoid) Female spider-eye goblin adept* 5 **Init** +2; **Senses** all-around vision, darkvision 60 ft.;

Perception +14

DEFENSE

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size) [barkskin]

hp 26 (1d10+5d6+6)

Fort +2, Ref +5, Will +9

Defensive Abilities all-around vision

OFFENSE

Spd 30 ft., climb 20 ft.

Melee 4 claws +6 (1d3-1), bite +6 (1d3-1 plus poison)

Domain Spell-Like Abilities (CL 5th; concentration +8) 6/day—acid dart (ranged touch +6, 1d6+2 acid)

Adept Spells Prepared (CL 5th; concentration +8)

2nd-barkskin [already cast], soften earth and stone^D, web (DC 15)

1 st—cure light wounds, magic fang [already cast], magic stone^D, ray of sickening (DC 14)

0 (∞)—create water, purify food and drink, touch of fatigue (DC 13)

D domain spell; Titan Spiragos; Domain Earth

STATISTICS

Str 9, Dex 14, Con 12, Int 10, Wis 16, Cha 13 Base Atk +3; CMB +1; CMD 13 (15 vs. trip)

Feats Alertness, Combat Casting, Weapon Finesse **Skills** Climb +12, Knowledge (religion) +6, Perception +14, Ride +8, Sense Motive +8, Spellcraft +5, Stealth +13, Survival +7; **Racial Modifiers** +4 Perception, +2 Ride, +2 Stealth

Languages Common, Goblin

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/ round for 4 rounds; effect 1d2 Dex; cure 1 save.

* See variant adept rules (appendix).

quarters; the prey has penetrated into the spider's lair, and the instinctive part of her brain influenced by generations of cohabitation with giant spiders demands death—one final homage to the Ambusher.

Combat

Assuming she is aware of the PCs' approach—which is almost certain—the matriarch will already have cast *barkskin*

upon herself (duration 50 minutes). Just before they enter, she casts *magic fan*g on her spider pet (duration 5 minutes). Both spells are incorporated into the stats below.

Encounter Level 4 (XP 1,200)

Spider-eye goblin matriarch (1): hp 26

Giant wolf spider (1): hp 22

Victory

CR 3

The spider-eye goblin matriarch lies in a growing pool of greenish blood on the hollowed floor of the throne room. With their champion and their queen vanquished from the mortal realm, the tribe's spirit is broken. Any surviving goblins, including those who managed to flee the Chasm, realize this instinctively and instantaneously, and they cry out in mourning. Any survivors of the tribe in the lair flee immediately (though, at the GM's discretion, they may take up concealed positions in the fastness and the Chasm above to launch half-hearted ambushes as the party leaves the caverns).

Before the PCs leave this foul place, they have one final task to accomplish. As indicated on the map, one of the tapestries in the champion's room hides a secret door. To find the poorly made secret door, a DC 15 Perception check is required.

Once it is found, the secret door opens onto a short, 15-foot hallway lined in sticky spider webbing (Strength DC 13 per square to move through; 4 hp per 5-ft. square). The PCs can also burn the webbing or dissolve the glue using any liquid containing alcohol; even the amount in an average bottle of wine or aleskin is capable of dissolving the adhesive quality of an entire 5-foot square of these webs. (If the PCs have no wine and are in poor health at this point, perhaps some the goblin champion's loot from a caravan included a shipment of spirits.)

Once they have made their way through the webbed tunnel, the PCs enter the goblins' treasure chamber, which contains haphazard piles of treasure looted from travelers (GM's discretion, but not more than 1,200 gp worth)—as well as the *ring of Spiragos* and the *dagger of Spiragos*.

Dagger of Spiragos [Lesser Artifact]

Slot —; **Aura** strong evocation and necromancy; **CL** 21st; **Weight** 2 lbs.

DESCRIPTION

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

The dagger of Spiragos is one of four such weapons once wielded by the deceased titan. It functions as a +2 heartseeker unholy short sword; despite being the size of a typical short sword, it

can be wielded without penalty by anyone proficient with either a short sword or a dagger. It allows the wielder to use a *poison* effect (as the spell, save DC 17) upon a creature struck by the blade once per day. The wielder can decide to use the power after he has struck. Doing so is a free action, but the poison effect must be invoked in the same round that the blade strikes.

DESTRUCTION

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

Ring of Spiragos [Minor Artifact]

Slot finger; **Aura** strong abjuration and transmutation; **CL** 15th; **Weight** –

DESCRIPTION

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.

The wearer of this ring gains several benefits:

Web Movement: The wearer cannot be held or slowed by spider webs (or any similar webs, such as those from a web spell), as if she were under the effects of a freedom of movement spell. (The wearer does not gain freedom of movement from any other effects or attacks.) In addition, she can travel across or along such webs like a spider, as if she were affected by a spider climb spell.

Spider Friendship: Three times per day, the wielder can use an effect similar to charm monster (DC 15), save that it targets only spiders or magical beasts that are spider-like in nature.

Bestow Curse: Once per day, the wearer can bestow curse (as the spell, DC 15).

If the wearer is a druid, he also gains the ability to change into spider form when using his wild shape ability (as if using vermin shape instead of animal shape spells). In addition, the druid casts all poison- or vermin-related spells at +1 effective caster level.

DESTRUCTION

The ring of Spiragos can be sundered by a solar or a good-aligned demigod or deity.

Give Them a Hand

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

Given that the ring and dagger were not directly touching its body, and therefore its titanic essence, they "atrophied" over time and shrank in size to their present

state. The gauntlet, though, filled as it was by the Ambusher's amputated limb, remained in the huge form Spiragos had assumed to combat Vangal. Although the flies which gave the Chasm its name picked the bones clean many decades ago, and the spider-eye goblins have been tunneling through the skeletal remains in the decades since, it would be necessary to completely remove every last one of those bones from the gauntlet in order for it to constrict down to something a mortal might wield.

Of course, the engineering feat required to wholly remove just one of those massive, petrified columns would sorely test the best minds of Ghelspad, to say nothing of their purse strings. It would also be difficult to predict just how much time would be required thereafter for the gauntlet to shrink sufficiently. The ring and dagger suggest a period of at least decades, and perhaps a hundred years or more.

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

The Necromancer

If the GM has opted to include the necromancer from the encounter with the hounds in Chapter One, and if that character is still alive or has not yet made his or her presence known, now might be an ideal opportunity to do so. Think of all the slain goblins, spiders of various sizes, and possibly even expired party members littering the gauntlet; they present a veritable field day for any enterprising practitioner of black magic, and his appearance would be quite in keeping with the historical significance of the Devil's March.



XP 400

N Medium vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

CR 1

DEFENSE

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural) **hp** 16 (3d8+3)

Fort +4, Ref +4, Will +1

Immune vermin traits

OFFENSE

Spd 30 ft., climb 30 ft.

Melee bite +3 (1d6+1 plus poison) [magic fang]

STATISTICS

Str 11, Dex 17, Con 12, Int –, Wis 10, Cha 2 Base Atk +2; CMB +2; CMD 15 (27 vs. trip) Skills Acrobatics +11 (+19 jumping), Climb +16, Perception +4, Stealth +7 (+11 when stationary); Racial Modifiers +8 Acrobatics (+16 jumping), +16 Climb, +4 Perception, +4 Stealth (+8 when stationary)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/ round for 4 rounds; effect 1d2 Str; cure 1 save.

Bear in mind, though, that the players are likely exhausted

and depleted by their battles. Whether the necromancer continues harassing the players is entirely up to the GM.

Overstaying the Welcome

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

After a day or so in the Chasm, any members of the party devoted to Corean, Madriel, Tanil, or Hedrada begin to feel increasingly uneasy in the depths. At the GM's discretion, if the PCs show no obvious signs of getting ready to depart within a day of the victory over the matriarch, those characters may need to begin making Will saves (DC 10 + 1 per hour they remain without actively preparing to leave). A failure leaves them unnerved and shaken until they depart.

If the PCs stubbornly refuse to leave, the GM may stack the shaken effect so that it increases to frightened or even panicked. Once the afflicted character steps past the rim of the gauntlet, back up into the natural stone chasm, the effect dissipates by one degree of accumulated fear per turn above the metal walls.

Of course, at the GM's discretion, this fear could affect any character who does not worship the titans.

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

Leoving the Chosm

ONTENAZU

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

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

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

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

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

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

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

Appendix

ONTENAZU

Goblins are common in the Devil's March, but spider-eye goblins are rarely found there.

Spider-Eye Goblin

The small humanoid has four long, slender arms ending in wicked claws, along with a bizarre array of eight eyes above its fanged maw. It wears scraps of cloth and bits of polished stone, and it scampers about easily on one of its pairs of arms and its legs.

Spider-Eye Goblin Lore

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

The following specific information about spider-eye goblins can be obtained with a successful Knowledge (nature) check.

DC 10: Spider-eye goblins were infused with a monstrous arachnid essence, becoming one of the most hideous branches of an already ugly race. Like the common goblins from which they descend, they breed quickly; like the spiders they resemble, they do so in much larger broods than normal goblins. Fortunately, the female often eats the male after mating, as well as many of her own young, which helps to keep their disgusting population in check. As a result, despite their prolific reproductive rates, their numbers in any given tribe are usually less than those of most goblinoids.

> DC 15: These multi-limbed, multi-eyed goblinoid creatures make their lairs in deep jungle caves or in dark caverns close to the land's surface. After the titans fell, most tribes took to worshiping the goddess Sethris, Demon Witch of the Web.

DC 20: There is evidence to suggest the spider-eye goblins occupying the Chasm of Flies recently turned their devotions from Sethris, the Lady of Vengeance, toward the fallen lesser titan known as Spiragos the Ambusher. Or perhaps these goblins have always worshipped Spiragos and simply never turned to the worship of the DENTON goddess of Vengeance. Given their physical similarity to Spiragos, it is possible, though



XP 200

NE Small monstrous humanoid (goblinoid) **Init** +2; **Senses** all-around vision, darkvision 60 ft.; Perception +8

CR 1

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)

hp 5 (1d10)

Fort +0, **Ref** +4, **Will** +2

Defensive Abilities all-around vision

OFFENSE

Spd 30 ft., climb 20 ft.

Melee 4 claws +4 (1d3), bite +4 (1d3 plus poison) Ranged dart +4 (1d3)

Statistics

Str 11, Dex 14, Con 10, Int 8, Wis 11, Cha 9 Base Atk +1; CMB +0; CMD 12 (14 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +3, Climb +8, Perception +8, Ride +4, Stealth +8, Survival +4; **Racial Modifiers** +4 Perception, +2 Ride, +2 Stealth

Languages Goblin

Gear 4 darts

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 10; frequency 1/ round for 4 rounds; effect 1d2 Dex; cure 1 save.

ECOLOGY

Environment any jungle, temperate or warm ruins, or underground

Organization solitary, pair, gang (3-5), band (6-10), or tribe (11-20 plus 20% noncombatants, 3-6 warriors of 1 st-2nd level, 1-3 adepts of 1 st-3rd level, 1-2 ranger or rogue raidmasters of 1 st-3rd level, 1 barbarian or ranger champion of 2nd-5th level, 1 adept or witch matriarch of 3rd-6th level, 6-20 scarlet spiders, 3-6 giant spiders, possibly 1-2 giant black widows)

Treasure standard

by no means certain, that they were either formed by the titan or twisted into his image.

Behavior

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

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

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

Optional Rule: Variant Adepts

These variant rules can make the adept NPC class much more versatile, representing anything from a simple apprentice wizard to a strange prophet, or even a druidic cultist who worships some primordial titanic power.

Spellcasting: An adept can cast either arcane or divine spells (choose one; this cannot be changed once decided), which are drawn from the adept spell list in either case. Like a cleric or wizard, an adept must choose and prepare her spells in advance. An adept cannot spontaneously cast *cure* or *inflict* spells.

To prepare or cast a spell, an arcane adept must have an Intelligence or Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an adept's spell is 10 + the spell level + the adept's Intelligence or Charisma modifier.

A divine adept must have a Wisdom or Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an adept's spell is 10 + the spell level + the adept's Wisdom or Charisma modifier.

Arcane adepts acquire their spells from books or scrolls and prepare them through study. The arcane adept keeps a spellbook just like a wizard, and uses it in exactly the same way that a wizard does.

Divine adepts must meditate or pray for their spells, in the fashion of a cleric or druid.

Where the adept class table indicates that the adept gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Intelligence, Wisdom, or Charisma score for that spell level.

Adept Talent: At 2nd level, an adept can choose any one of the following options:

Arcane bond: As the wizard class feature of the same name (either a familiar or a bonded object).

Bloodline: As the sorcerer class feature of the same name. She gains the bloodline arcana and bloodline powers for that bloodline as a sorcerer of the same level, along with any bonus skills. The adept may add the bonus spells for that bloodline to her spell list, but does not gain the bloodline's bonus feats.

Cleric domain: As appropriate for the adept's god, philosophy, or religion; she gains a bonus domain spell of each level she can cast, as a cleric, along with any domain powers. She uses her adept level as her cleric level for this purpose.

Nature bond: As the druid class feature of the same name. If she chooses an animal companion, the adept treats her druid level as half her adept level for that purpose; if she chooses a cleric domain, she gains a bonus domain spell of each level she can cast, along with any domain powers. She uses her adept level as her druid level for this purpose.

This ability replaces summon familiar.

Favored Class Benefit: At 1st level, the adept may choose cleric, druid, or sorcerer/wizard; once chosen, this class cannot be changed. For each favored class level in adept, the adept can effectively add one spell of any level she can cast from the chosen class's spell list to the adept spell list.

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

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

"Gauntlet of Spiragos" is a Scarred Lands adventure designed for 3rd-level characters, although it can easily be modified for characters of 1st to 5th level.



