

TYRANTS! SAGGAKAR

Spiderfen

Terror in the trees

By JP Chapleau

Cover: JE Shields

Art: Anonamos701, Brokendoll777, Otherworldly Art, PX Tatoo, ThirteenthAutumn

Graphic Design, Layout, and Logo JP Chapleau





TYRANTS! SAGGAKAR



Spiderfen



LEGAL NOTICES

First Ones Entertainment, FOE, Legacies campaign, Tyrants of Saggakar & logos are a trademark owned by First Ones Entertainment. All rights reserved. All other content is copyright 2015 First Ones Entertainment Inc. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. This book is compatible with 3rd Edition and Revised 3rd Edition rules. This Tyrants of Saggakar is produced under version 1.0a and/or draft versions of the Open Game License and the System Reference Document by permission of Wizards of the Coast. Subsequent versions of this product will incorporate later versions of the license and document.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0a: Any and all Tyrant of Saggakar, First Ones Entertainment, and FOE logos and identifying marks and trade dress, such as all First Ones Entertainment product and product line names including but not limited to Tyrants of Saggakar Campaign Setting, the Legacies organized play campaign; any specific characters and places; capitalized names and original names of places, artifacts, characters, races, countries, geographic locations, gods, historic events, and organizations; any and all stories, storylines, histories, plots, thematic elements, and dialogue; and all artwork, symbols, designs, depictions, illustrations, maps, and cartography, likenesses, poses, logos, or graphic designs, except such elements that already appear in final or draft versions of the d20 System Reference Document or as Open Game Content below and are already open by virtue of appearing there. The above Product Identity is not Open Game Content.

OPEN GAMING LICENSE VERSION 1.0A

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

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

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted

from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

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

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

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

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

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

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

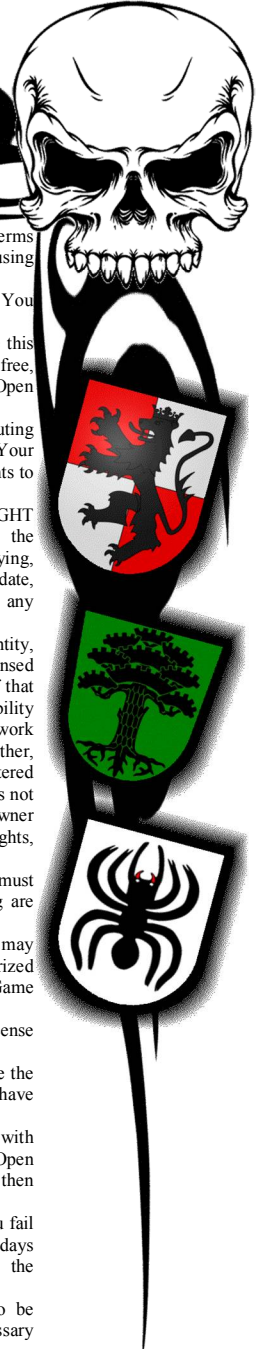
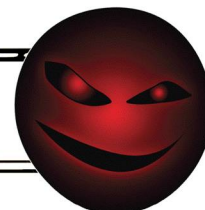
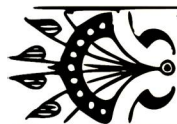
System Reference Document © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document © 2013, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Tyrants of Saggakar: Player's Guide © 2015, First Ones Entertainment; Author: JP Chappleau

Tyrants of Saggakar: Player's Guide 5e © 2016, First Ones Entertainment; Author: JP Chappleau

Tyrants of Saggakar: Spiderfen Terror in the Trees © 2017, First Ones Entertainment; Author: JP Chappleau





TYRANTS! SAGGAKAR

CONTENTS

Legal Notices	3
Open Gaming License Version 1.0A	3
Contents	4
Markelis	5
History	5
The Red Empress (353 IC).....	5
Battle of Spiderfen (468IC).....	5
Baron Garzog (635IC).....	5
The fall of House Faremhi (766IC)	6
Battle of Tearfield (767IC)	6
Despot Pirith (767IC).....	7
Geography	7
Eastern Spiderfen	7
Kiflan River.....	7
Outer Spiderfen.....	8
Rosewood grove.....	8
Western Spiderfen.....	8
Social Overview	8
Driders	8
Ettercaps.....	9
Fey	9
Foreign Nobles	9
Hajit and hareen.....	9
Slaves.....	9
Soldiers.....	10
Undead.....	10
Armies of Spiderfen	10
On the offensive	10
On the defensive.....	10
Undead forces.....	10
SpiderFen	11
Aosbaile	11
Arena.....	12
Despot's Palace.....	12
Hajit Suburb.....	12
Kiln District.....	12
Paper Mills.....	13
River Port.....	13
Sewers	13
Ptahn-Town	13

Temple of Man.....	13
Towns and Cities	13
Artank's Rest	13
Baron's Pool.....	14
First Ones Houses	14
House Bourket.....	14
House Faremhi	14
House Garzog.....	15
House Surgraz	15
Major NPCs	15
Adventuring In Spiderfen	16
Unique Dangers.....	16
Plot Hooks	17
Beast Hunters	17
Corruption	17
Despot's Heir	17
Night Lords.....	17
The Untouchables.....	17
Bestiary	18
5th Edition	18
Despot's Guard.....	18
Faremhi Slave-Soldier	18
Gladiator-Slave.....	19
Hareen Skirmisher.....	19
Spiderfen Hunting Spiders	19
Pathfinder RPG	22
Faremhi Despot's Guard.....	22
Faremhi Gladiators.....	22
Faremhi Slave-Warriors	23
Spiderfen Hunting Spiders	23



MARKELIS

HISTORY

Exactly when Spiderfen was founded is lost to the Mists. The small village serves as a meeting point for hunters and trappers. The river here is very wide and the current slow.

THE RED EMPRESS (353 IC)

Okareza, the Red Empress, came through the Mists at the head of an army of ptahn warriors. She established her headquarters in the small city of Spiderfen. The city doubled in size overnight, and the lumber industry boomed. For over three years, the Red Empress used the city as a base. Although tributes and plunder came to the city, she had no desire to build, she came through the Mists to conquer.

The destruction of Akafaremh ended her years of campaigning in the area. Taking her army eastward, she had a flotilla built and she sailed east. The only lasting sign of the empress's stay was a thriving lumber industry and a river port.

As House Faremhi reasserted its dominance over Faremhi, Spiderfen diversified its economy to include charcoal and bags of sawdust. Today's ArchDespotate was largely built with products that came through Spiderfen.

BATTLE OF SPIDERFEN (468IC)

In 464IC, a woman named Rakiza came through the Mists and was quickly sold to House Surgraz as a slave.

Within three years, she refused her masters' commands, rebelling against her lords and revealing her true power: she was a wizard of great skill. Under a rain of fireballs, she destroyed most of House Surgraz's holdings in Northern Faremhi shattering their forces within three days. When the Despots of Spiderfen sent troops to stop her, she petrified their generals and routed the forces of slaves sent against her.

Rakiza came to Spiderfen in 468IC. The Despots of House Faremhi came and fought her in a massive battle that destroyed the castle, the stone fortifications and the slave pens.

In the end, she vanished, commonly believed to have been disintegrated during the battle.

BARON GARZOG (635IC)

In 635IC, a stocky human named Marcus Septimus came through the Mists at the head of an army consisting of heavy infantry soldiers and light armored troop. Ordering his troops to mount an offensive in what he thought was an endless forest, he launched a major offensive.

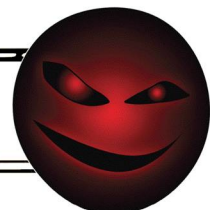
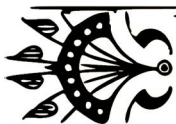
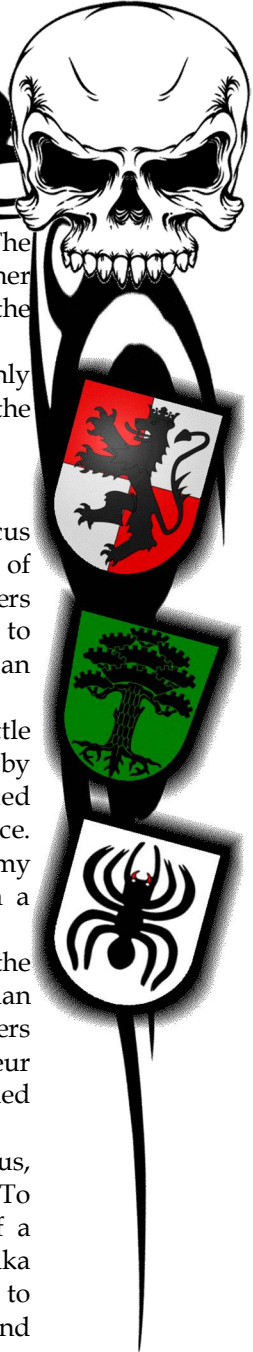
The Spiderfen Forest was considered little more than collection of unprocessed lumber by the ArchDespot. The many lightly defended settlements quickly fell to the disciplined force. Many slaves joined him in revolt and his army grew from a few hundred to thousands in a matter of months.

Finding himself the de facto ruler of the forest, he chose a small settlement on the Kiflan River called Garzog as his capital. His officers changed the small port to a city of grandeur with large palaces and temples. He commanded stone-paved roads to be cut out of the forest.

His officers declared him Marcus Septimus, First Baron Garzog, master of the Spiderfen. To legitimize his rule, he took the daughter of a local despot, Innika of House Faremhi. Innika was a priestess of the Law who did not object to her husband's commands. She encouraged and counselled him to expand his domain.

His commanders left to campaign in the south, threatening the city of Spiderfen. His methods and command of military logistics were unmatched. On the eve of leaving Garzog to take command of the army and lay siege to Spiderfen, Garzog was found drowned in a fountain under a statue of himself.

Innika took control of the army and led the siege of Spiderfen. The siege was a disaster as she and her husband's commander clashed and argued with each other. The army's cohesion





TYRANTS! SAGGAKAR

failed as large parts of the army defected their new mistress.

Retreating to Garzog, Innika tried to salvage her empire, but she was found in the same fountain where her husband died. Unlike the baron, the baroness was chained to a huge stone and found alive. After drowning, she returned as a lacedon, an aquatic ghoul. Freed from the restraints, she spread the disease to the population, creating more ghouls.

As undeath spread through the settlement, many who flocked to Baron Garzog's banner abandoned it. The troops who came with him sold their services to other masters. The army and the dream of a reformer king in the Spiderfen vanished with its founder.

Within five years, the forest retook most sites Garzog created out of it. The road fell into disrepair and vanished under a carpet of pine needles and fallen leaves.

THE FALL OF HOUSE FAREMHI (766IC)

When Markelis was swallowed by the Mists in 766IC, member from House Faremhi flocked to the capital to both save what they could and try to force away the Mists.

The Despot of Spiderfen, declared his city the new capital as refugees flocked to the city. Though Spiderfen had grown, it did not have the room to grow quickly enough, so many refugees fled to the further Farelis. Public works began at a frantic pace.

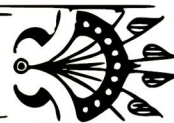
BATTLE OF TEARFIELD (767IC)

While House Faremhi focused its efforts and time on the old capital drowning in the Mists, the despot of Farelis, Despot Gaztokel of House Ougozar gathered his troops and walked them into the Spiderfen Forest. His forces captured refugees encamped in the outskirts of the city, along with the treasure they kept for their masters. He had them forcefully relocated to Farelis.

To reclaim their power, House Faremhi



Spiderfen



launched a counterattack against Gaztokel and his forces. The two armies met on the plain near Tearfield castle. House Ougozar forces stormed and burned the castle, capturing the despot of Spiderfen and one of his children.

The despot was executed and turned into a zombie he dressed as a jester to amuse his court. The prince was sold to House Tioten as a servant.

House Faremhi's prestige was tarnished and its supremacy in doubt. Power shifted east to Farelis. Spiderfen became the de facto capital of House Faremhi.

DESPOT PIRITH (767IC)

The new despot, then a young man, declared Markelis lost. Meeting fellow members of the house, it was decided the House would focus on its major resources: slaves and lumber. They established a solid and secure system of slave-claiming. This included many villages near the Wall of Mists, fortress, caravanserais, and the relocation of kaliban tribes paid to bring back live slaves. The lumber from the city provided raw material to pay for the eventual return to power.

In the last two decades, Spiderfen grew into a major hub of the slave trade, with shipments being sent down the Kiflan towards Farelis or the imperial capital of Saggakar. With the money, Despot Pirith built many fortifications in and around his city. The roads have also been upgraded and maintained by an army of new slaves.

In 769IC, Despot Pirith took on Vronka of House Ougozar as his wife. In 780IC, Jarak, the Despot's brother who had been adopted into House Tioten returned to the city of his birth.

The three of them started something others refer to as "the Great Game" with the three of them fighting covertly through games and use of minions, but not overtly. This game of small stakes and public ridicule has been going on ever since without a clear winner.

GEOGRAPHY

EASTERN SPIDERFEN

The eastern portion of the Spiderfen Forest is dominated by deciduous trees. Oak, elm, and maple are common. The forest floor is filled with ferns, bushes and small trees making travel outside of the roads slow and hazardous. The fauna is equally diverse and the area teems with life. Spiders are the most common of the creatures found here

Forts and settlements dot the landscape, protecting roads, fords, and bridges. These settlements typically have between twenty and fifteen slaves who toil under a local overseer - rarely a First One.

The roads are dangerous and rarely patrolled by soldiers. Beasts of burden use the roads to transport logs to the saw mills. The heavy logs passing through the area leave deep grooves that make it difficult for many mounts to use.

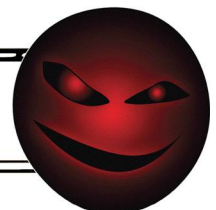
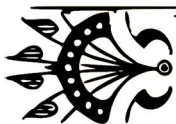
Because of the dense vegetation, bandits and rebels make and use hidden trails to travel through the area. Camp sites and ruins serve as base for war bands.

Every few years, the despot of Spiderfen launches a large-scale military operation to clear the area of its many undesirables. The result of these expeditions is a mix of the removal of unwanted slaves, gathering of new ones, and the capture of creatures for the arena.

KIFLAN RIVER

The Kiflan River flows through the Spiderfen Forest. It takes its source in the Markhem Hills far to the south, near the old capital of Markelis. As it enters the forest, it flows eastward in the outer areas, where its flow is hijacked to water the many irrigation projects. It turns north until it reaches the area of Baron's Pool when it turns east again.

Water traffic goes up and down river throughout from spring through late fall. In the winter, parts of the river ice over preventing





TYRANTS! SAGGAKAR

traffic. Locks and dams control the level and flow of the water year-round.

The banks of the river are dotted with small settlements dedicated to logging. Large logs are sent downstream to be collected later.

OUTER SPIDERFEN

The outer reaches of the Spiderfen Forest are filled with orchards and well-cultivated trees. The area has the highest population density in the forest. The terrain is flat with many streams and springs. Spiders are few in this section and the webs found everywhere in the Forest are almost nonexistent here.

The many estates here have walls surrounding not only the chateaux and manors, but also gardens. The paths and roads are well-maintained and wide. Patrols, sometimes mounted, are constantly on the move to find and hang bandits.

House Faremhi houses many of the slaves it trains for its armies are sent here to build their barracks and train away from the temptation of the city. These recruits add to the military presence and display of power to visitors.

Apple, peach, and pear trees grow in well-defined and well-groomed rows, maintained by an army of slaves. Preserved fruit are enjoyed year-round here and the money generated maintains their homes. Both legal and illegal ciders, brews, and brandies are sold at markets and exported across the ArchDespotate. The illegal alcohol is frowned upon by House Faremhi, but they are willing to turn a blind eye to the trade if they get their share.

ROSEWOOD GROVE

A stone throw from Spiderfen is the Rosewood Grove. This grove is for the exclusive use of the despot. Being caught in the grove without official sanction is punishable by death. The lack of people here resulted in a high animal population.

A small cabal of druids loyal to House Faremhi defends and patrols the grove keeping unwanted visitors away. Visitors seeking to speak with the druids may petition to meet

them by walking to the edge of the grove and calling out one's intention.

WESTERN SPIDERFEN

The western reaches of the forest are more sparsely populated, with more conifer trees than deciduous. Spider webs form gossamer films and barriers that limit travel and those who cut or burn them find themselves swarmed by spiders of various sizes. Hunting spiders patrol both the ground and upper reaches of the forest.

What population lives here does so in large camps surrounded by palisades and defended by well-armed soldiers. The camps have sawmills to trim down the logs and make them easier to transport.

House Faremhi built several fortresses and structures along the Wall of Mists. With the breaking up of Greater Faremhi, these were abandoned as resources were moved elsewhere.

SOCIAL OVERVIEW

DRIDERS

Small colonies of driders exist in the forest.



Spiderfen



Driders are highly sought for the arena as their cunning and abilities make for grand spectacles. House Faremhi pays handsomely for live driders. Free driders value their freedom highly and do anything not to be captured.

House Faremhi maintains a small group of them as elite warriors, defending the Spiderfen Forest from the safety of the trees. Driders in Faremhi service are treated well: given quality equipment, mates and vast amounts of food.

ETTERCAPS

The ettercaps form a large group in the forest. Although many attempts were made to subjugate or enslave them, they escape and die rather than submit.

Some settlements made deals with them, offering the sick or injured to them in return for their protection. Ettercaps inevitably turn on the slaves, but offering a live tribute sometimes placates them until reinforcements appear.

Adventurers and soldiers are often sent to eradicate or diminish the Ettercap population and the despots and overseers often pay a bounty for Ettercap heads.

FEY

The fey creatures of the Spiderfen Forest are viewed as pest to be removed whenever possible. Local officials make temporary alliance with them to oppose other creatures. The fey, with their many abilities, are notoriously difficult to control by mundane means and thus are often killed whenever possible.

Many fey lords openly attack anyone coming near their domains. Since House Faremhi slaves are not equipped very well, they ignore areas where the fey dwell.

FOREIGN NOBLES

Spiderfen has a small population of foreign nobles. These nobles are people who came through the Mists and paid for their freedom. Most of them now live in small homes in Aosbaile. These nobles typically have a small household with a few slaves.

Few keep up a rich lifestyle as they are weighed down by taxes and fees to maintain their freedom. Many are willing to employ adventurers and anyone willing to work for a stipend to get things done.

These nobles form a powerful power group within Spiderfen. They support the despot to ensure their taxes are eased. They live in fear of their freedom being taken away and as such they support the existing system.

Many receive subsidies from the hajit matrons, using them to bypass the edict against owning property in town. Few realize they are pawns of the hajit, instead believing they serve the criminal underworld, which is not wrong.

HAJIT AND HAREEN

Though the edict preventing hajit from owning property within the walls was for the hajit, all halflings are forbidden from doing so.

The hajit form one of the largest communities in Spiderfen proper. The matrons support the lifestyles of many in foreign nobles, using them as front to own and operate houses in town. The hajit run most criminal activity in town and are involved in any gladiatorial bouts.

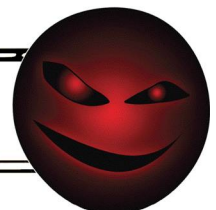
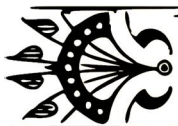
Communities of hareen lives along the Kiflan River where they operate small fishing vessels and sell fish at the market daily. They are content to live isolated from others.

SLAVES

Spiderfen is always flushed with slaves. Caravans of slaves arrive every day, bringing their lot of slaves to the arena for triage.

The combat-trained and the comely slaves are the most sought out. Slaves with unique or rare skills, such as blacksmiths, glass blowers, leatherworkers, carpenters, or spell casters are sold immediately.

Anyone else is sent to the arena where they are pitted against each other in death matches designed to weed out the weakest. Those who are killed are raised as zombies to grow the armies of House Faremhi. Surviving the arena generally leads to off-the-book purchases, with the new master paying Despot Pirith directly.





TYRANTS! SAGGAKAR

Other slaves are sent into logging camp in the forest. These camps are little more than death traps as there is limited security and insufficient safety measures. Still some slaves prefer the relative freedom of these camps to service in the army.

SOLDIERS

House Faremhi's greatest strength is its access to slave, giving them the largest standing army. Despite their high numbers, this force is split across the Spiderfen Forest and forced to patrol its dangerous paths on a constant basis. House Faremhi soldiers are equipped simply and fight in phalanx formation.

Most soldiers have experience only in fighting against spiders and other forest predators. They have seen little-to-no active duty against other military formations.

UNDEAD

Skeletons and zombies serve House Faremhi, typically in support roles, such as beasts of burden. They only see the battlefield during prolonged campaigns as replacements and reinforcements. House Faremhi values slaves that can command these creatures and treat those better than others, because its own members have limited access to such powers.

Intelligent undead on the other hand are highly valued for their resiliency and power. If they obey the commands of the House, they are given much freedom. Ghouls and vampire are prized above all and offered living (or dead) slaves to secure their loyalty.

Any official alliance with these creatures is kept quiet to avoid alarming the slaves.

ARMIES OF SPIDERFEN

The best way to define the armies of Spiderfen is "numerous". Because of House Faremhi's control of the incoming slave trade, they have a great supply of slaves. This abundance translates to its armies of poorly-trained, poorly-equipped slaves.

Every unit of between ten and twenty (8+2d6) is led by an officer. This officer is often a

veteran of the battlefield or of the arena and enjoys better equipment and extra training. House Faremhi prefers to avoid mercenaries and allies because they have proved unreliable in past. The one exception is with spell casters such as healers and necromancers.

Gathered in mass formation and equipped with spears and clubs, Spiderfen armies operate different whether they are operating on the offensive or the defensive.

ON THE OFFENSIVE

When they attack other groups, Spiderfen armies do so by using their overwhelming numbers to swarm the defenders' positions. Faremhi doctrine favors encircling tactics.

The center is occupied by large number of slaves, backed by magic support to make the troops able to hold long enough for the wings to overrun the enemy line.

The elite troops attack the end of the enemy formation, looking to roll up their line. Then as battle line collapses, the enemy turns defeat into a rout and any reserves are throw in to complete the destruction of the enemy army.

ON THE DEFENSIVE

When forced to go on the defensive, Spiderfen armies engage in partisan action: attacking supply points and convoys. Faremhi generals who do not seize initiative and attack find themselves shamed out of their command.

If forced to give battle, generals attempt to destroy the enemy in one swoop, eliminating the enemy army and going back on the offensive.

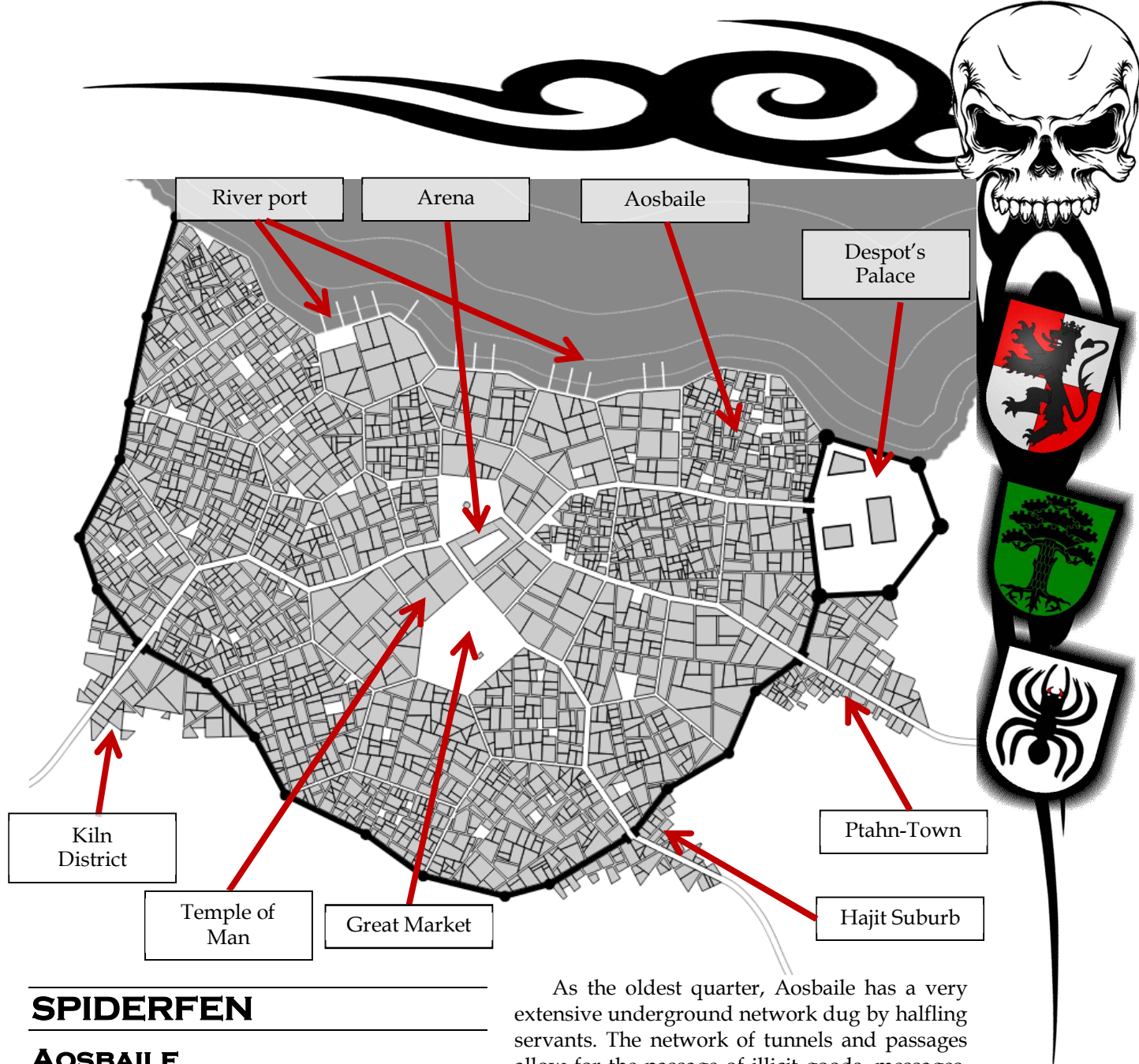
UNDEAD FORCES

With their many low-quality troops, military campaigns begin with many living troops but end with masses of undead. These creatures form vanguard and are sent on frontal assaults designed to tie up the enemy. They are not valued because their presence in large numbers affects the morale of living troops.



Spiderfen





SPIDERFEN

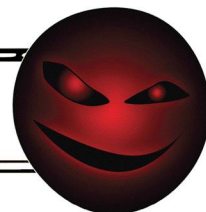
AOSBAILE

Aosbaile is the oldest section of town. It is a maze of narrow, winding streets broken by plazas with bronze and stone statues of former despots or overseers looking glowering at the passers below them. The homes are a mix of wood and brick, with whitewashed plastered walls giving the area an air of quiet isolation.

The quarter is home to nobles of minor houses, but also retired adventurers who bought their freedom. Their homes are surrounded by tall walls topped with broken glass to keep away unwanted visitors.

As the oldest quarter, Aosbaile has a very extensive underground network dug by halfling servants. The network of tunnels and passages allow for the passage of illicit goods, messages, and people.

Many members of House Faremhi own property here, but leave them vacant for extended periods. Hajit matrons use homes of traveling masters as their own palaces, using the opportunity to create secret rooms in the walls, crawlspaces, floors or attics allow spies and eavesdroppers free run of the place. Very little happens here without the hajit matrons hearing about it.





TYRANTS! SAGGAKAR

ARENA

The arena is the heart of the city, a place where everyone in Spiderfen can enjoy the brutal, bloody spectacles given on a weekly basis.

Weekly shows feature gladiators from prestigious schools, pitting techniques from beyond and within the Mists against each other. Master-at-arms seeking to create or expand their schools' teachings participate in these games.

Beneath the arena is an extensive network of passages that serves both as a sewer system and as a home for new arrivals, before they are sent into the arena to fight for the amusement of the crowd. Hajit and rebels use these tunnels to move illicit supplies. Guarded iron gates control the flow and prevent slaves from escaping.

With so many slaves arriving daily from the Wall of Mists, the arena weeds out the weakest of them in daily slave-on-slave bouts. Drawing little attention from the crowds, these bouts are deadly, brutal and deadly fought with simple weapons: from stones to clubs to spears.

Two hajit sisters, Shofla and Turna, operate the arena and arrange bouts. A large portion of their time is spent spreading the word and handling bets. They are part of the Gladiator's Union and use their positions to fund and support the union.

Anyone wishing to take part in a bout can approach the sisters and participate in a variety of battles, from group battles to single battles.

DESPOT'S PALACE

The Despot's Palace is a fortified manor made of specially treated oak wood making it resistant to the elements. The decoration is simple with an eye to appearing "natural". Dark rosewood paneling covers every surface inside the palace. Its dark grain and hardness make it highly valued by the despots of Spiderfen.

The palace has three main sections. The first is reserved for the despot's guards. This elite corps is fanatically devoted to the despot and to House Faremhi. Their numbers range from twenty to fifty, but have a similar number of

bound devils (bearded devils and erinyes) backing them up.

The second section is the Despot's public halls. These halls are designed to impress visitors and where the despots hold court and have public diners. An army of slaves busy itself here day and night.

The third section is the Despot's private rooms. These have the sleeping quarters for the despot, his wife and his concubines. These rooms are smaller and kept dark. Imps and quasits discreetly patrol the halls. Hand-picked servants are the only one allowed to access.

HAJIT SUBURB

Easily the second most powerful group (after the First Ones) in Spiderfen are the hajit matrons. In the seventh century, the matrons' power grew so powerful that they controlled the city. The despots had to obtain the approval or at least their support to pass any new law or tax.

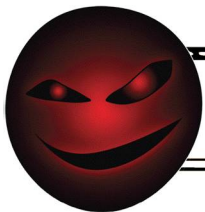
During Baron Garzog's campaign in 635IC, the matrons sided with the newcomer and used their powers to block and disrupt the traffic across the city. With the danger passed, the despot expelled all hajit from the city, preventing them from owning property.

Every major hajit family owns a house in this suburb and uses it to conduct business. The suburb has a secret network that allows hajit to enter and leave the town without paying or reporting to the guards.

If one seeks something illegal or frowned upon, the matrons can provide it. However, they typically demand service from those who seek their assistance. Such service aim to prove the petitioner can pay and that they would not betray the matron to their enemies.

KILN DISTRICT

Around Spiderfen are many kilns used to slow-burn wood pieces into charcoal. This large-scale operation is what brings in much wealth into the city, after logging. The kilns operate year-round, which often bathe the city in a haze of smoke. The charcoal is highly prized by the slaves who huddle together during the cold



Spiderfen



months. Charcoal uses wood chips made from leftover pieces from the lumber mills.

Operating one of these mills is a privilege House Faremhi reserves for itself. This does not stop small-time operators from creating illegal charcoal and smuggling outside the forest.

PAPER MILLS

With the abundance of wood, a healthy paper industry provides quality paper. Kalibans and anukas are highly-prized to work making paper. Despite the harsh condition, this is considered one of the safest positions one can have in Spiderfen.

Slaves with skills in printing and binding receive rich sums to ply their trades.

Although most paper created here is common, customers sometimes demand exceptional quality paper that must be made using rare reeds or plants. If the order is sufficiently lucrative, mill owners work through their masters or the Church of Man to secure the plants they need.

RIVER PORT

The River Port is a district of warehouses and drinking halls. Passage and service on barges and riverboats can be arranged here. Captains are always on the lookout for added muscle and charge low prices to those who agree to help during trips.

The Pike Fangs, a tribe of aquatic ogres swim the waters of the bay, forced to gather timber out of the water and to the lumber and paper mills. The Pike Fangs hate the First Ones and their minions and are known to attack lonely travelers. Rumors that they work for rebel factions circulate with surprising regularity.

SEWERS

Spiderfen does not have a sewer system. Waste waters flow in the tight streets towards the river. The Riverport is the only place with canals.

Throughout the city's history, attempts at creating a comprehensive sewer system never

completed. Hajit are typically suspected of and involved in embezzlement of efforts because of which, the city has a number of tunneled sections that flood after a rainfall.

Rebel groups use these as safe houses, storehouses and meeting places.

PTAHN-TOWN

Just outside the walls, this district is where tanners as furriers ply their trade. It takes its name from the large population of ptahn. The district reeks of urine and rot as work on pelts goes on day and night.

Despot Pirith has been investing in the area, leading to stories of him wanting to wall the district next. Other rumors are that he wants to bring more ptahn to sacrifice in some unholy ritual.

TEMPLE OF MAN

Standing next to the market, the Temple of Man sees the most public traffic in town. Priests of Soffro maintain it and the market.

The temple houses groups of rebels seeking to overthrow the First Ones. This group clashes with the hajit over how and when to strike against the hated First Ones.

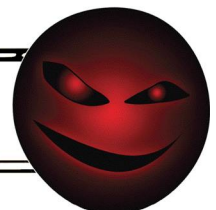
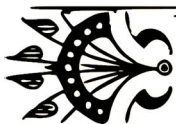
TOWNS AND CITIES

ARTANK'S REST

This riverside village of a dozen wooden huts built along a single central road. The village is a hub for bandits on both sides of the river. The village has a mausoleum to Artank, one of Saggakar's first generals.

Its ruler, Tomë of House Faremhi, is a lazy slob who is a family shame. Many House members would not-so-secretly pay to have him removed and killed.

More details about this village appear in [ToS1-08 Sailing down the Kiflan](#).





TYRANTS! SAGGAKAR

BARON'S POOL

The village of Baron's Pool was named after Baron Garzog. It stands on the north bank of Kiflan River at a point where it widens and its current slows down.

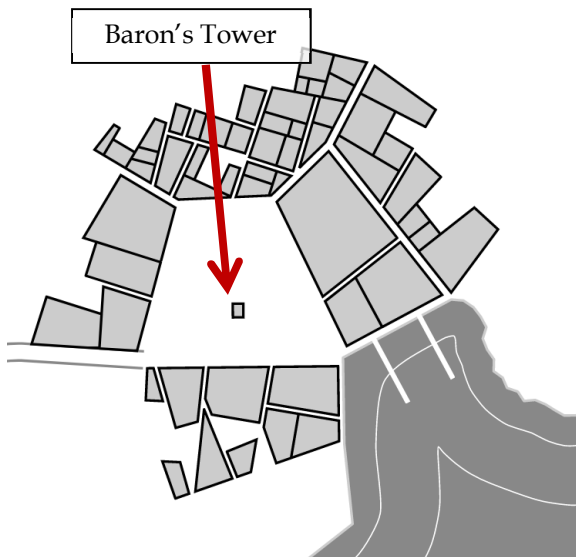
Taking a First One bride to legitimize his rule, he drowned in a fountain under a statue of himself. His wife claimed the land as her own, but she was soon drowned in the same pool and the burgeoning empire died.

The settlement today has a single tower where the Baron's keep rose, and a few stone and wood buildings containing a barrack, a store, and the blacksmith's shop. The rest of the settlement is composed of tents and other temporary huts built in the ruins of once grandiose home.

Today, the city is ruled by a cult dedicated to the Law run by lacedons (aquatic ghouls). The baron was animated as a zombie while wife is now a lacedon (aquatic ghoul). As a priestess of the Law, she commands other undead around her.

Although Baron's Pool is officially in the nation of Brumis, Innika and its inhabitants consider themselves part of Faremhi.

Few have any design or desire to call Baron's Pool home. It is a place to meet people in a neutral setting. Spies and secrets are traded under the tents of the village.



FIRST ONES HOUSES

Although House Faremhi likes to pretend it is the only house in the Spiderfen forest, it is far from the truth. And several minor houses control tiny elements and locations across the Forest.

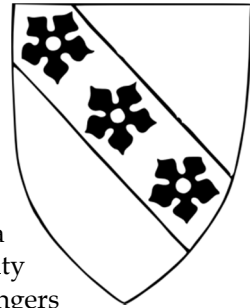
HOUSE BOURKET

This small house owns several fruit orchards by the Kiflan River in the eastern Spiderfen Forest. They draw significant revenues from the sale of the plants and fruits. The family has a small dojo that trains quality botanists, druids and rangers from across the world. Being trained here is a great honor and those who receive the blessings of House Bourket are considered better trained.

The House has a small military force of anukas and hareen. Yet, the bulk of their forces reside in its many trained beasts that help defend the orchards. Bears and wolves, but also ferrets, squirrels, cats and dogs defend the lands of House Bourket.

The head of the house is an aging First One woman called Shozana whose mind is beginning to slip, causing a succession struggle.

Colors: White and Black, but they use black flowers.



HOUSE FAREMHI

House Faremhi is the biggest and most powerful house in the north. They hold many fortresses and the flow of goods. Even if they control both sides of the river, the House's main interests lie to the south even if more and more of its scions are looking to the north and the more chaotic Grand Despotate of Brumis for their fortune.



Spiderfen



House Faremhi controls Spiderfen and the most lucrative trades of lumber, charcoal, and slaves. These three form the pillars of House Faremhi's power and anyone attempting to endanger or weaken that grip is targeted for a quick death.

Colors: Black and White, but they typically use black flowers

HOUSE GARZOG

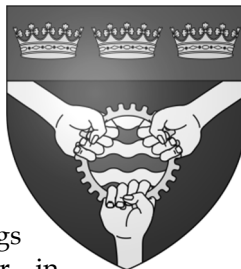
House Garzog is a small house with only one known member, the ghoulish Innika. From the town of Baron's Pool, she schemes and plots for the assistance of her "children", the many undead that serve her.



Her friendship and allegiance are for sale to the highest bidder and her whims change frequently, making her a weak ally at best. Many would like to see her and her ghouls killed, but getting the deed done is proving more difficult than expected.

HOUSE SURGRAZ

House Surgraz is often believed to be a house of halfling havers, but that is only partially true. Crushed by the taxes of ArchDespot Gaztokel's reign, they chose to concentrate their holdings north of the Kiflan River, in

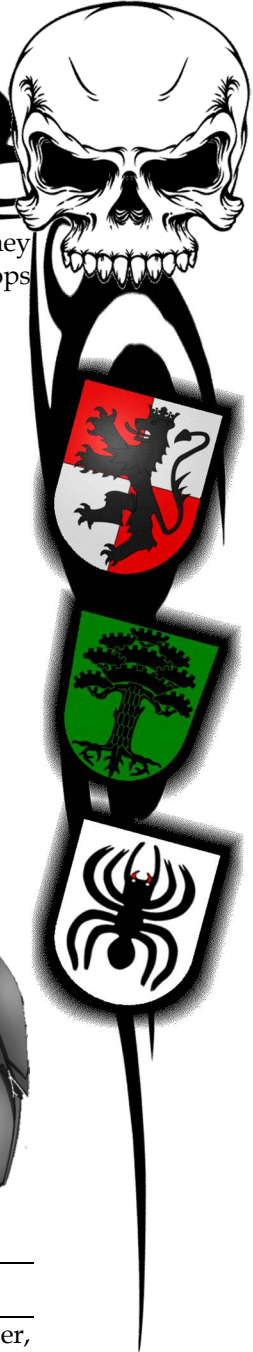


Brumis. Still, they hold a fair amount of sway among the hajit communities in Faremhi. They facilitate commerce, both legal and illegal, up and down river and on both banks of river. T

The First Ones of House Surgraz are reclusive spiderlings, who prefer to work through intermediaries than to appear in person. Their secrecy makes them even difficult to locate.

House Surgraz is on friendly terms with House Faremhi but keeps its options open.

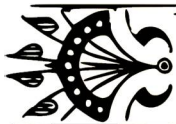
Should conflict erupt in the ArchDespotate, they would most likely support one side with troops and the other with weapons.



MAJOR NPCs

Darkeyes of House Faremhi (kaliban-haver, dilettante) The despot's "brother" is a dilettante who spends his time researching prophecies and soothsayers. His brother uses him as a diplomat, when he wants talks to fail. Darkeyes often calls upon adventurers to perform tasks for him. He has a reputation for being soft with his slaves.

Mikito of House Faremhi (male First Ones, general of the Faremhi armies) Mikito is the despot's first cousin and the general of the armies of Spiderfen. He is planning a full-scale invasion of the capital of Farelis, discretely forming a corps of elite troops while displaying the low-quality troops to visitors and travelers.





TYRANTS! SAGGAKAR

Pirith of House Faremhi (male First One, Despot of Spiderfen) Pirith took over two decades ago after the loss of Markelis. His reign has been steady and calm, allowing the city of Spiderfen to thrive and prosper. He lives to humiliate his wife through the Great Game they play. Pirith remains childless, even though he, like his father, sired many havers.

Shofla and Turna (female hajit) The two sisters operate the games and the biggest gambling dens in Spiderfen. They fix matches that are most likely to pay big both at the gates.

Ur'Ta'Sha'Le'Mnazzar (male hajit, head diplomat) Mnazzar is the Despot head diplomat, and a good one. He works to maintain the status quo in Spiderfen and keep his lord busy with games.

Vronka of House Faremhi (female First One, despot's wife) Lady Vronka was a debutante in Farelis when she caught the eye of ArchDespot Gaztokel. She gave him an illegitimate daughter, Prince Mehryeh before she was married off to Despot Pirith to ensure peace with House Faremhi. She hates her husband and has not given him any legitimate heirs, something she really savors. She maintains many close ties to House Ougozar and serves as a proxy agent.

ADVENTURING IN SPIDERFEN

The flow of the Kiflan River is controlled by a series of locks. House Faremhi spends lavish sums maintaining them and garrisoning them. This makes these bridges of the river extremely valuable to bandits and traders alike and many locks serve as hubs to many settlements or trading posts. Bounty hunters can make a name for themselves by bringing to justice anyone who damages or defaces the locks or the dams.

The fauna, though dominated by arachnids, is diverse and quite plentiful, including hares, martens, raccoons, squirrels, and toads.

Gemstones, particularly agates and tourmalines are found throughout the Spiderfen Forest. When a rich deposit is discovered,

prospectors, miners, and speculators flock to the area, creating tiny settlement that often vanishing with the first snow. Thousands of gems are found yearly in the forest and enterprising treasure hunters could make it big in a very short time.

UNIQUE DANGERS

BONE WOOD

In the eastern section of the Spiderfen is an area known as Bone Wood. Here, a bone-chilling fog covers the forest floor and anyone who dies within this area rises as a skeleton at midnight. The area is infested with undead creatures. The reason for this effect is unknown though many speculate on the presence of an artifact that has such a power.

FEY PORTALS

Hidden in hollows, glens and in clearings, the Spiderfen Forest is home to many Fey Portals. These portals are home to a variety of fey creatures.

Fey courts grew around these areas with local kings and queens common. Many of these creatures have First Ones blood, and share the First Ones' dark desires to control and expand their power.

Many enclaves are extremely isolationist, fighting against any and all outsiders. These fey enclaves use armies of animals and

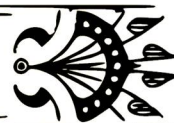
GREAT WEB

This area, roughly a half-mile across (1 km), is close to the Wall of Mists. One of the greatest mysteries under the green canopy is an area called the Great Web. An effect like a *guards and wards* spell replacing the fog with spider webs. Spiders, skeletons and zombies do not seem affected by the effect and move about freely. Most other life forms avoid the area.

Rumors of great treasures and powerful artefacts hidden at the center of it keep ambitious First Ones and treasure hunters coming.



Spiderfen



SPIDERS' DEN

A recurrent tale among woodsmen is that of the Spiders' Den, a deep cavern that is home to the mother of spiders, some say, of all the spiders in the forest. This creature is said to be so large that its bulk would occupy half the city of Spiderfen.

Whispers of a spider goddess secretly worshipped or appeased by House Faremhi are harshly repressed.

PLOT HOOKS

BEAST HUNTERS

Beasts and monsters are always in high demand in the arena. Exotic beasts bring in big business. Shofla (see Major NPCs) hires the PCs to obtain a rare or unique creature and bring it back for display.

CORRUPTION

The lands of House Faremhi are ripe with corruption. However, this is not the overt type found elsewhere, it is personal and made up of many transgressions that individually are insignificant but that paralyze the whole. The hajit encourage this state of affair as it allows them to prosper.

A hajit matron reaches out for adventurers to plant evidence of corruption on someone they cannot bring down using other means.

DESPOT'S HEIR

Despot Pirith wants to discover why his wife is not giving him the children he wants to ensure the stability of his line. He sends the PCs to investigate the story of a particular witch whose brews have both made wives highly fertile or completely barren. Some say that she takes the children from the womb of one woman and into another's. If that is the case, does the Despot have children somewhere?

NIGHT LORDS

Vampire spawns threaten logging camps in the forest. Investigators discovered that their master disappeared and the creatures blame the

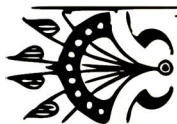
slaves. The PCs may either take on the whole clan of vampires or make a deal with them and find their missing master.

However, who has the means to kidnap a vampire lord is one with much power.

THE UNTOUCHABLES

The PCs are commanded to eliminate corruption in Spiderfen, and are given vast powers to accomplish what they want or need to do it. This brings the PCs to face off against the hajit matrons, rebel factions, and foreign meddlers. The matrons in particular will stop at nothing to turn the tables and continue their current rackets, even resorting to intimidation, torture, and murder turn the spotlight away from their own activity.

Such an adventure is sure to create a variety of enemies for the PCs to have to deal with. These include bounty hunters, assassins, and petty thieves trying to blame them.





TYRANTS! SAGGAKAR

BESTIARY

5TH EDITION

DESPOT'S GUARD

Dressed in shining armor covered in spider motifs, the Despot's Guard are the elite defender of the Despot of Spiderfen.

DESPOT'S GUARD

Medium human, any alignment

Armor Class 19 (half plate, shield)

Hit Points 30 (4d8+12)

Speed 30ft.

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

Saving Throws Str +6, Con +6

Skill Athletics +6, Perception +5

Senses passive Perception 15

Languages Common

Challenge 3 (700 XP)

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

Steadfast. The despot's guard is immune to the frightened condition while it has an ally it can see within 30 feet.



ACTIONS

Multiattack. The despot's guard makes two melee attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, or 8 (1d10 + 3) piercing damage if used with two hands to make a melee attack.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target Large or smaller, it must succeed on a DC 14 Strength save throw or be knocked prone.

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

Leadership (Recharges after a Short or Long Rest). As a bonus action, a despot's guard can provide encouragement to an ally it can see with 30 feet. The target ally can add +1d4 to one attack or saving throw on its next turn. The despot's guard cannot benefit from its own leadership ability.

FAREMHI SLAVE-SOLDIER

Dressed in rags and carrying a simple shield to defend himself.

FAREMHI SLAVE-SOLDIER

Medium humanoid (any race), any alignment

Armor Class 12 (shield)

Hit Points 11 (2d8+2)

Speed 30 ft.

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

Senses blind, passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

REACTION

Phalanx Tactics. When a slave-soldier is adjacent to an ally with a shield, he may use his reaction to gain a +2 bonus to AC against an attack he is aware of.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.



Spiderfen



GLADIATOR-SLAVE

This scarred slave wears an armor designed for show rather than function.

GLADIATOR-SLAVE

Medium human, neutral

Armor Class 15 (leather, shield)

Hit Points 11 (5d8+10)

Speed 30ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Battle Display. When a gladiator-slave scores a critical hit, he may make an additional attack against the same target as a bonus action.

ACTIONS

Multiattack. The gladiator-slave makes two melee attacks.

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

HAREEN SKIRMISHER

Hareen form up the vanguard of House Faremhi as they do not perform well in formation.

HAREEN SKIRMISHER

Small halfling (hareen), neutral

Armor Class 14 (chain shirt)

Hit Points 18 (4d6+4)

Speed 25ft.

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

Skill Stealth +3, Survival +3

Senses passive Perception 10

Languages Common, Hajit

Challenge 1/4 (50 XP)

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

ACTIONS

Greataxe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d12 +1) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 4 (1d6 +1) piercing damage.

SPIDERFEN HUNTING SPIDERS

Spiderfen hunting spiders are a dull flat grey color that allows them to blend into their surroundings. They grow whiter the bigger they become. They are ambush predators.

The following entries present a series of the most common types of spiders found within the forest. However, any spider can be found within the forest.

SWARM OF SPIDERFEN HUNTING SPIDERS

Medium swarm of Tiny beasts, unaligned

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	2 (-4)	11 (+0)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

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

Languages ---

Challenge 1 (200 XP)

Dull grey. While among webs, Spiderfen spiders have advantage on Perception and Stealth checks.

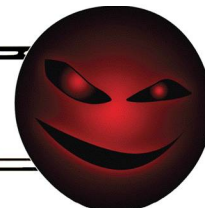
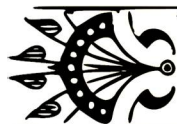
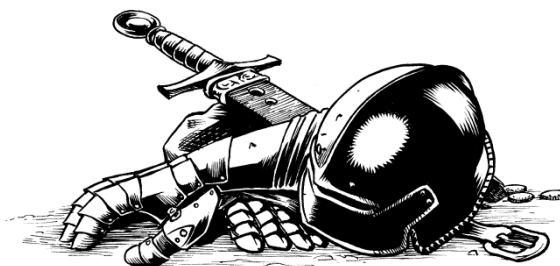
Spider Climb. A spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

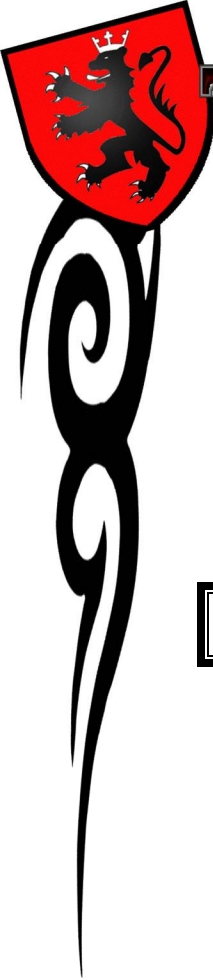
Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny spider. The swarm can't regain hit points or gain temporary hit points.

Web Walking. Spiderfen spiders are not impeded by the present of webs and can move normally through them.

ACTIONS

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing





TYRANTS! SAGGAKAR

damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, or be restrained. A restrained target that fails a second saving throw gains the poisoned condition and takes 7 (2d6) poison damage each turn until they are no longer restrained.

GREY SPIDER

Large beast, unaligned

Armor Class 14

Hit Points 26 (4d10+4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	3 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

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

Languages ---

Challenge 1 (200 XP)

Dull grey. While among webs, Spiderfen spiders have advantage on Perception and Stealth checks.

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

Web Walking. Spiderfen spiders are not impeded by the present of webs and can move normally through them.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature in the swarm's space. *Hit:* 7 (1d8+3) piercing damage. The target must make a DC 12 Strength saving throw, or be restrained. A restrained target takes 7 (2d6) poison damage each turn until they are no longer restrained.

HUNTING SPIDER

Medium beast, unaligned

Armor Class 13

Hit Points 11 (2d8+2)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

Skills Perception +3, Stealth +7

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

Languages ---

Challenge 1/4 (50 XP)

Dull grey. While among webs, Spiderfen spiders have advantage on Perception and Stealth checks.

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

Web Walking. Spiderfen spiders are not impeded by the present of webs and can move normally through them.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature in the swarm's space. *Hit:* 6 (1d6+3) piercing damage. The target must make a DC 11 Strength saving throw, or be restrained. A restrained target that fails a second saving throw gains the poisoned condition and takes 7 (2d6) poison damage each turn until they are no longer restrained.

WHITE SPIDER

Large beast, unaligned

Armor Class 16

Hit Points 30 (4d10+8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	3 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

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

Languages ---

Challenge 3 (700 XP)

Dull grey. While among webs, Spiderfen spiders have advantage on Perception and Stealth checks.

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

Web Walking. Spiderfen spiders are not impeded by the present of webs and can move normally through them.

ACTIONS

Multiattack. A white spider makes three attacks, one with its bite and two with its legs.

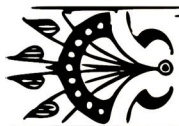
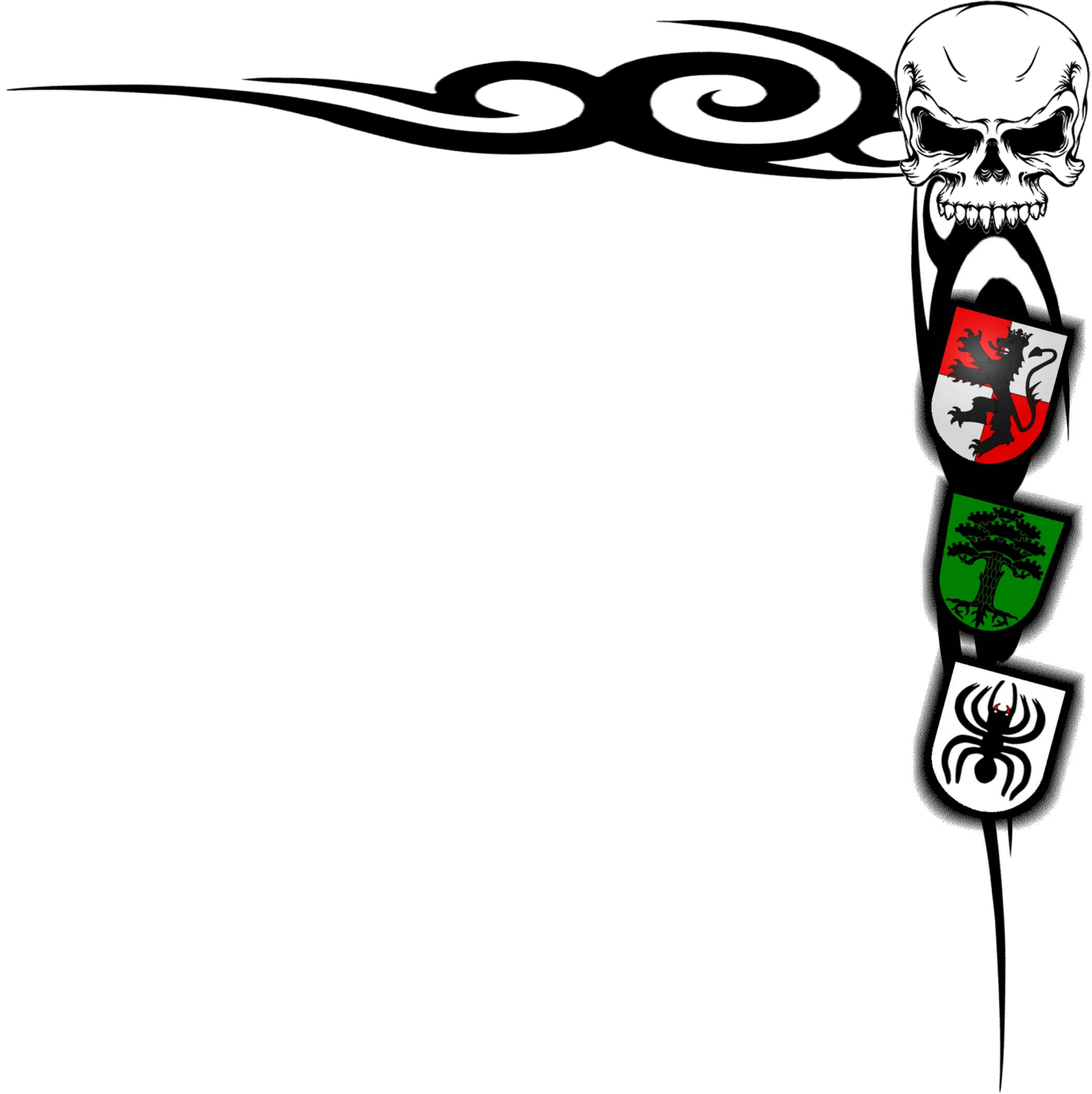
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature in the swarm's space. *Hit:* 12 (2d8+3) piercing damage. The target must make a DC 12 Strength saving throw, or be poisoned for 1 minute and restrained. A restrained target takes 9 (2d8) poison damage each turn until they are no longer restrained.

Leg. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature in the swarm's space. *Hit:* 8 (1d10+3) bludgeoning damage.



Spiderfen







TYRANTS! SAGGAKAR

PATHFINDER RPG

FAREMHI DESPOT'S GUARD

DESPOT'S GUARD CR 6

Kaliban fighter 7

LE Medium humanoid

Init +2; **Senses** darkvision 60ft.; Perception +1

DEFENSE

AC 27, touch 13, flat-footed 24 (+10 armor, +2 Dex, +1 dodge, +4 shield)

hp 74 (7d10+28)

Fort +7, **Ref** +4, **Will** +3 (+2 vs. fear)

Defensive Abilities ferocity

OFFENSE

Speed 30 ft.

Melee +1 *longsword* +14/+9 (1d8+8/19-20) or
mwk *longsword* +14/+9 (1d8+7/19-20)

Ranged javelin +9/+4 (1d6+4)

Special Attacks weapon training (heavy blades +1)

STATISTICS

Str 18, **Dex** 15, **Con** 14, **Int** 8, **Wis** 12, **Cha** 8

Base Atk +7; **CMB** +11; **CMD** 24

Feats Dodge, Endurance, Nimble Moves, Shield Focus, Step Up, Toughness, Vital Strike, Weapon Focus (*longsword*), Weapon Specialization (*longsword*)

Skills Survival +11

Languages Common, Kaliban



SQ armor training 2, kaliban blooded, kaliban's endurance

Combat Gear *potion of cure serious wounds*, *potion of enlarge person*, *potion of shield of faith*; **Other Gear** +1 full plate, +1 heavy wooden shield, +1 longsword

FAREMHI GLADIATORS

FAREMHI GLADIATOR CR 5

Human warrior 5

N Medium humanoid (human)

Init +3; **Senses** Perception +8

DEFENSE

AC 18, touch 9, flat-footed 18 (+7 armor, -1 Dex, +2 shield)

hp 59 (7d10+21)

Fort +7, **Ref** +1, **Will** +3

OFFENSE

Speed 20 ft.

Melee +1 *longsword* +10/+5 (1d8+2/ 19-20) or
club +8/+3 (1d6+2)

Ranged mwk light crossbow +7 (1d8/ 19-20)

STATISTICS

Str 13, **Dex** 9, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +7; **CMB** +8; **CMD** 17

Feats Combat Reflexes, Improved Initiative, Power Attack, Step Up, Weapon Focus (*longsword*)

Skills Intimidate +9, Perception +8, Sense Motive +8

Languages Common

Combat Gear *potion of barkskin*, *potion of bear's endurance*, *potion of cure moderate wounds*, screaming bolt; **Other Gear** masterwork banded mail, masterwork light steel shield, +1 *longsword*, club, masterwork light crossbow with 20 bolts

FAREMHI GLADIATOR CHAMPION CR 8

Human warrior 10

N Medium humanoid (human)

Init +3; **Senses** Perception +4

DEFENSE

AC 19, touch 15, flat-footed 15 (+3 armor, +1 deflection, +3 Dex, +1 dodge, +3 shield)

hp 75 (10d10+20)

Fort +7, **Ref** +6, **Will** +2

OFFENSE

Speed 30 ft.

Melee +1 *macahuitl* +12/+7 (1d8+3/ 19-20) or
mwk light mace +11/+6 (1d6+1)

Ranged dart +13 (1d4+2) or
net +9 ranged touch (entangle)

STATISTICS



Spiderfen



Str 14, Dex 16, Con 10, Int 10, Wis 8, Cha 11

Base Atk +10; CMB +12; CMD 27

Feats Dazzling Display, Dodge, Power Attack, Shield Focus, Step Up, Toughness, Weapon Focus (macahuitl)

Skills Acrobatics +12, Intimidate +8, Perception +4, Sense Motive +9

Languages Common

Combat Gear *potion of cure moderate wounds, potion of heroism*; **Other Gear** +1 chain shirt, +1 macahuitl, darts (10), net, masterwork light mace, trident, belt of giant strength +2, ring of protection +1

FAREMHI SLAVE-WARRIORS

FAREMHI TRAINED SLAVE

Kaliban Warrior 1

CN Medium humanoid (kaliban)

Init +1; **Senses** Perception -1

DEFENSE

AC 15, touch 11, flat-footed 14 (+2 armor, +1 Dex, +2 shield)

hp 7 (1d10+1)

Fort +3, **Ref** +1, **Will** -1

Defensive Abilities ferocity

OFFENSE

Speed 30 ft.

Melee battleaxe +4 (1d10+3 /x3) or club +3 (1d6+3)

Ranged sling +2 (1d4+2)

STATISTICS

Str 15, **Dex** 13, **Con** 12, **Int** 8, **Wis** 8, **Cha** 9

Base Atk +1; **CMB** +3; **CMD** 14

Feats Endurance, Weapon Focus (battleaxe)

Skills Handle Animal +3, Ride +5

Languages Common, Kaliban

SQ kaliban blooded, Kaliban's endurance

Other Gear leather armor, club, battleaxe, sling with 20 bullets, heavy wooden shield

SPECIAL ABILITIES

Ferocity: Kalibans remains conscious and can continue

fighting even if their hit point total is below 0. Kalibans are still staggered and loses 1 hit point each round. A kaliban dies when its hit point total reaches a negative amount equal to its Constitution score. A kaliban may use this ability up to once per day. A kaliban may opt not to use their ferocity.

FAREMHI UNTRAINED SLAVE

CR 1/4

Human commoner 1

N Medium humanoid (human)

Init +0; **Senses** Perception +4

DEFENSE

AC 11, touch 10, flat-footed 11

hp 7 (1d6+4)

Fort +1, **Ref** +0, **Will** +0

OFFENSE

Speed 35 ft.

Melee longspear +2 (1d8+3) or club +2 (1d6+3)

TACTICS

Morale: Knowing they have nowhere to go, villains fight to the death. However, the last man standing tries to make a break for it.

STATISTICS

Str 14, **Dex** 10, **Con** 13, **Int** 8, **Wis** 11, **Cha** 9

Base Atk +0; **CMB** +2; **CMD** 12

Feats Fleet, Simple Weapon Proficiency (longspear),

Toughness

Skills Handle Animal +3, Perception +4, Ride +4

Languages Common

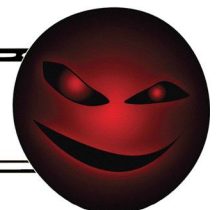
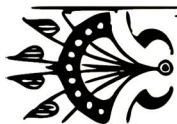
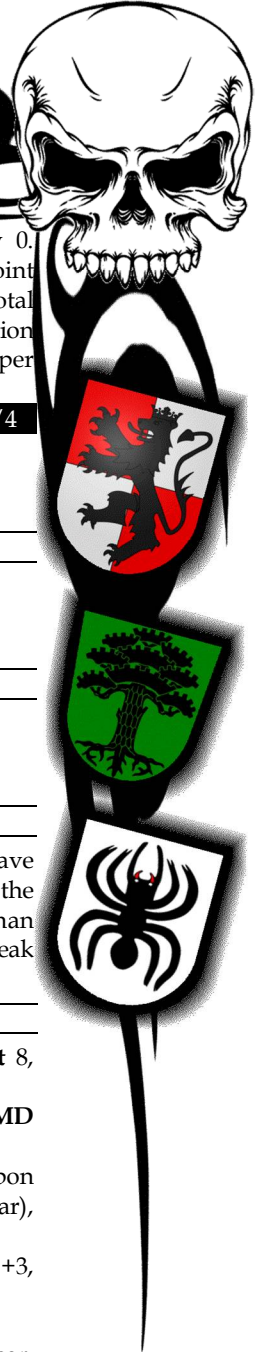
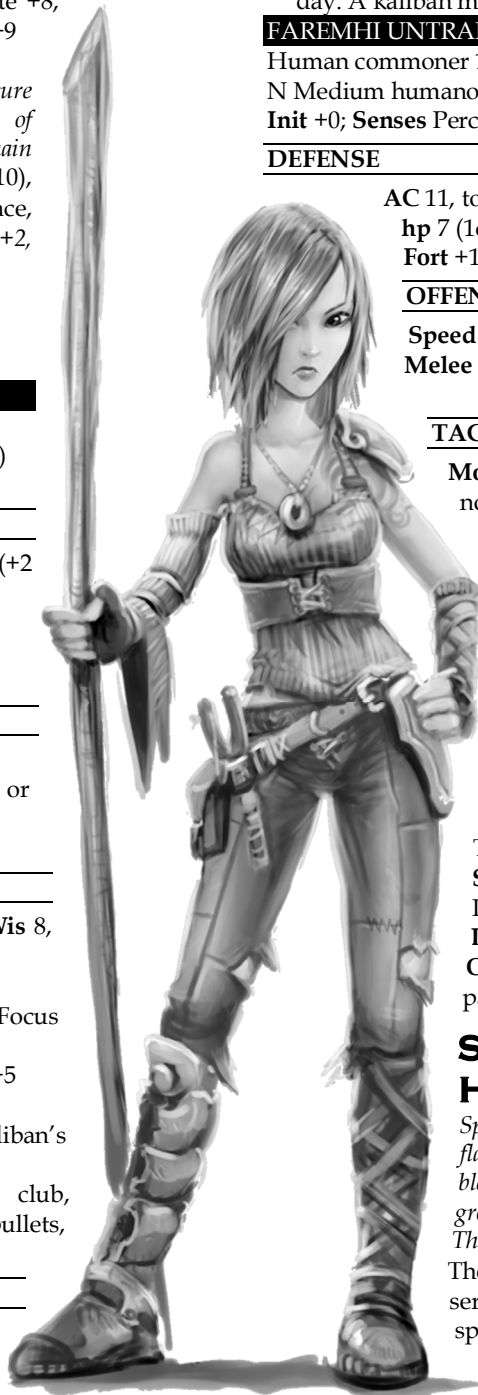
Other Gear club, longspear, padded armor

SPIDERFEN HUNTING SPIDERS

Spiderfen hunting spiders are a dull flat grey color that allows them to blend into their surroundings. They grow whiter the bigger they become. They are ambush predators.

The following entries present a series of the most common types of spiders found within the forest.

However, any spider can be





TYRANTS! SAGGAKAR

found within the forest.

HUNTING SPIDER CR 1/2

N Small vermin

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 11 (2d8+2)

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

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +2 (1d4 plus poison)

Special Attack web (+4 ranged, DC 12, hp 2)

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +1; **CMB** +0; **CMD** 12 (24 vs. trip)

Skills Acrobatics +10, Climb +24, Perception +4, Stealth +10 (+25 when stationary); **Racial Modifiers** +8 Acrobatics, +16 Climb, +4 Perception, +4 Stealth (+15 when stationary)

SPECIAL ABILITIES

Poison (Ex) *Bite*—injury; *save* Fort DC 14 (includes +2 racial bonus); *frequency* 1/round for 4 rounds; *effect* 1d2 Dex; *cure* 1 save.

ECOLOGY

Environment Spiderfen forest

Organization solitary, pair, or colony (3-20)

Treasure incidental

GREY SPIDER CR 3

N Large vermin

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 37 (5d8+15)

Fort +7, **Ref** +3, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +6 (1d8+6 plus poison)

Space 10 ft.; **Reach** 5 ft.

Special Attacks web (+4 ranged, DC 19, 5 hp)

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

Base Atk +3; **CMB** +8; **CMD** 20 (32 vs. trip)

Skills Climb* +20, Perception +4, Stealth* +2 (+6 webs); **Racial Modifiers** +8 Climb, +4 Perception, +4 Stealth (+8 webs)

SQ strong webs

SPECIAL ABILITIES

Poison (Ex) *Bite*—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex and dazed for 1 round; *cure* 1 save. Save DC is Con-based with a +2 racial bonus.

ECOLOGY

Environment Spiderfen forest

Organization solitary, pair, or colony (3-10)

Treasure incidental

WHITE SPIDER CR 8

N Gargantuan vermin

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, -4 size)

hp 115 (10d8+70)

Fort +14, **Ref** +4, **Will** +3

Defensive Abilities barbed hairs; Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +15 (3d6+18 plus poison) and two legs +10 (1d6+6)

Space 20 ft.; **Reach** 20 ft.

STATISTICS

Str 35, **Dex** 13, **Con** 24, **Int** —, **Wis** 10, **Cha** 2

Base Atk +7; **CMB** +23; **CMD** 34 (46 vs. trip)

Skills Climb +28*, Perception +4, Stealth -7 (-3 in webs); **Racial Modifiers** +8 Climb, +4 Perception, +4 Stealth (+8 in webs)

SPECIAL ABILITIES

Poison (Ex) *Bite*—injury; *save* Fort DC 24; *frequency* 1/round for 6 rounds; *effect* 1d6 Str and paralyzed for 1d6 rounds; *cure* 2 consecutive saves. Save DC is Constitution-based with a +2 racial bonus.

ECOLOGY

Environment Spiderfen forest

Organization solitary, pair, or colony (3-8)

Treasure incidental



Spiderfen



TYRANTS OF SAGGAKAR

JOIN [LEGACIES](#), OUR ORGANIZED PLAY SUPPORTING THE
TYRANTS OF SAGGAKAR AND RHYM CAMPAIGN
SETTINGS!

CHECK OUT THESE OTHER GREAT TITLES BY [FIRST ONES
ENTERTAINMENT](#)



First Ones Entertainment now offers adventure material
for the 5th Edition of the world oldest Role-Playing
Game!

Play using the Pathfinder RPG or 5th Edition!

Look for the logo on our se-compatible products!



RHYM

CAMPAIGN SETTING

Discover the world of Rhym, a fantasy setting for the 5th Edition of the world oldest Role-Playing Game!

Rhym is a land of conflicts, both internal and external where heroes can have significant impact

