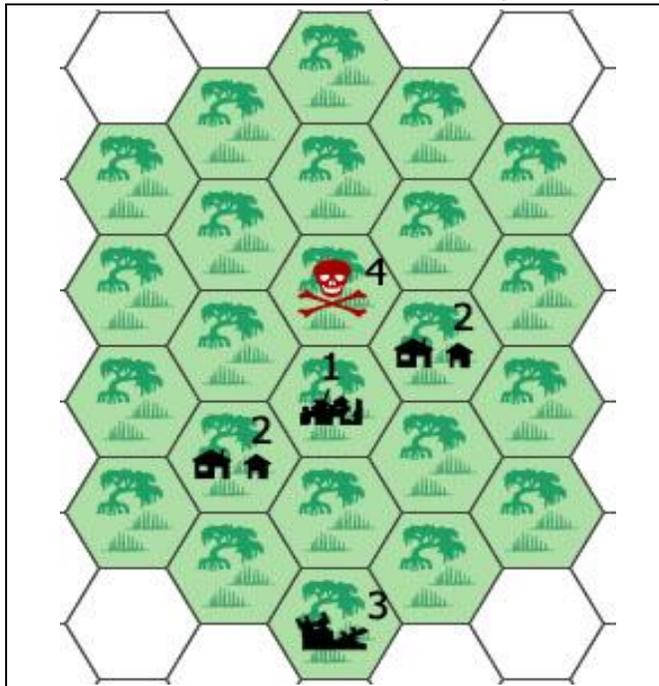


The Spider Swamp was formerly a goblin hold, but the spiders rose up and cast off their former masters. Now the world belongs to the spiders, and the goblins are their slaves.



Legend	
1	Spider Swamp City was a goblin city but now it is the city of spiders, covered by webs, filled with spiders, thralls, and food.
2	Goblin shantytowns and farms fill these hexes. Here goblins farm other goblins, to feed their spider masters.
3	Droguerie , a ramshackle swamp town filled with goblins (and some spiders) selling alchemical ingredients from the swamp. It is technically illegal for spiders to poison and eat “outside people” here (goblins are ok). It’s bad for business. So they don’t do that. Much.
4	The deep swamp is home to <i>Something Old and Dark</i> . Even the spiders are afraid of it.

Random Encounters (CR 1-3 baseline)	
1.	Goblin ruin from the previous age, before the rise of the spiders, totally waterlogged
2.	1 huge monstrous Wandering Spider
3.	1d6 medium monstrous Black Widows
4.	1 large monstrous Wandering Spider
5.	1d6 small monstrous Redbacks
6.	A bunch of desiccated corpses strung up in webs (most still have their belongings)
7.	1d6 goblin thralls gathering weird plants, fish, bugs, and fungi from the swamp
8.	1d6 small monstrous Funnel-Webs
9.	1 large monstrous Brown Recluse
10.	a mixed group of medium monstrous spiders, one of each type, chatting or bickering
11.	1d6 hundred tiny monstrous spiders of all sorts
12.	Something Old and Dark , wandering outside the deep swamp

- Spiders have no concept of the sanctity of life. They will poison you and enslave you and eat you.
- The spider swamp is filled with magically valuable and magically active herbs, mosses, grasses, reeds, tress, fungi, molds, and the insects, fish, and reptiles that feed on them – a treasure trove for alchemists who are brave enough to go.
- The goblins (and spiders) of the spider bazaar town Droguerie sell alchemical ingredients. Most of the merchants are goblins because the spiders themselves are too creepy, and they don’t do very good business.
- Some alchemists whisper that it’s really the spiders you want for your potion cabinet. See, if the herbs, mosses, fungi, and molds are active, and if the bugs eat the plants and fungi, and the fish eat the bugs, and the goblins eat the bugs and the fish, and the spiders eat the goblins... well, it’s obvious, isn’t it.