



SKELETONS OF SCARWALL

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CHAPTER BACKGROUND

ADVANCEMENT TRACK

The PCs should begin Chapter 5 at 13th level.

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The PCs should reach 14th level during the exploration of Scarwall, preferably before attempting to deal with the Donjon or Star Tower.

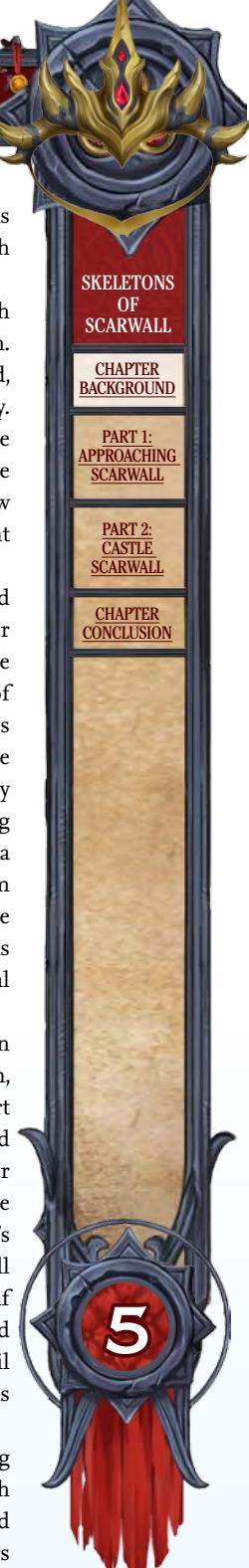
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The PCs should be 15th level before entering the caverns below Scarwall.

The PCs should be well into 15th level by the end of the chapter.

More than 800 years ago, as the nation of Ustalav was recovering from the rule of the Whispering Tyrant, orc invasions from the neighboring Hold of Belkzen became a constant threat. For generations, the county of Tamrivena (known as Canterwall in modern Ustalav) held strong against Belkzen. When command of Tamrivena fell to Count Andachi, it quickly became apparent that he had not inherited his predecessors' gifts of strategy or eloquence. Mile by mile, the orcs pressed into Ustalav through Tamrivena, and Count Andachi grew desperate. His pleas to the government of Ustalav for reinforcements were mired in bureaucracy. Even his prayers to Desna seemed to fall upon deaf ears. With a desperation born of fear, he fell back upon his ancestors' onetime patron—Zon-Kuthon, god of pain and darkness. In short order, the count's prayers were answered in the form of a powerful and gifted mercenary named Kazavon.

This charismatic general took control of Tamrivena's army and whipped it into shape with his brutal discipline and knowledge of battle tactics. When the army marched



into Belkzen, the orcs fell in waves, and by the spring of 4043 AR, the orcs had been driven into the Kodar Mountains, leaving much of central Belkzen abandoned.

His task complete, Kazavon did not return to Ustalav. Instead, he set his forces to the construction of Castle Scarwall, from which he could remain vigilant over the surrounding lowlands. In a short time, Kazavon's true goals became horrifically clear. Diplomats from southern Lastwall traveled to Scarwall, but their overtures of peace were met with violence as General Kazavon flayed the diplomats alive, then had their skins stretched over frames; he painted these skins with his new coat of arms: a fanged skull. The skinless dead were then animated and sent back south into Lastwall beneath these grisly banners with a demand to fall under Kazavon's heel or be butchered.

Aghast at this turn of events, Count Andachi at last found his courage. He raised a new army from the remnants of his people and marched west to face his former general. In a bold offensive, he laid siege to Castle Scarwall. Yet, with the next dawn, he met defeat before Kazavon's forces. Andachi was captured, publicly tortured and degraded, and ultimately executed.

For well over a decade, Kazavon ruled a nation of slaves, victims, and horror. Tales spread throughout the neighboring regions of fields of people impaled for the general's amusement, of mass executions, of Shoanti hunted like wild animals and then forced to slay their own lovers and children in carnivals of terror. Whispers of cannibal feasts and vampiric orgies trickled out of Castle Scarwall. More than once, the forces of virtuous nations marched on Scarwall, yet no army could face Kazavon's strength.

However, where armies failed, a secret cabal of heroes from the Esoteric Order of the Palatine Eye would not. Led by a paladin named Mandraivus, this group discovered that one among Kazavon's minions was willing to betray the warlord: his chamberlain, Kleestad. The chamberlain gave Mandraivus the information he needed to strike at Scarwall when its defenses were lowest. As the cabal tore through Scarwall, Kleestad returned swiftly to his room to gather his most valuable possessions and ready his escape—but Mandraivus's band moved faster than he anticipated. By the time Kleestad had his gear, the castle alarm had sounded and he was called to Kazavon's side. Kleestad realized Kazavon knew of his betrayal and had summoned him to be executed. Before Kazavon could do much more than break Kleestad's ankles, though, Mandraivus arrived. The battle raged, and in the end Kazavon fled to the Star Tower, giving Kleestad a chance to crawl into hiding.

It was during this fight that Mandraivus's group discovered the warlord's great secret—Kazavon was no mere man, but rather an insane great blue wyrm who preferred living as a human rather than a dragon.

During the battle, Kazavon was forced back into his draconic identity as Mandraivus struck a lethal blow with his magical sword, *Serithtial*.

Yet Kazavon's corpse did not lie quiet. It seethed with dark energy, beginning to knit back together once again. The cabal used fire and acid and holy light, but in the end, seven skeletal fragments proved impossible to destroy. Mandraivus ordered his remaining followers to each take one of these relics and scatter them to the corners of the world. Mandraivus remained behind at Scarwall with a few loyal retainers to watch over the castle itself and prevent it from being reclaimed by the minions of Zon-Kuthon.

The victory proved short-lived. The orcs regained their strength and attacked Castle Scarwall soon after Mandraivus's cabal scattered. The defenders were overwhelmed, and as Mandraivus was slain, the curse of Scarwall took hold. The slaughter of first Kazavon's armies and then Mandraivus and his soldiers had suffused the fortress with negative energy, and an instant after they seized the castle, the orc invaders found themselves facing a host of vengeful spirits and slavering undead. Only a single orc survived to make it across the causeway from the castle, the flesh of his face blanched completely white from the horror he'd witnessed. He brought word to his people of the haunting of Castle Scarwall, and the tribal warlords declared the site forever taboo.

Yet one of Kazavon's thralls had survived the twin massacres as well—Kleestad, both ankles broken, managed to stay in hiding during Mandraivus's short reign. He emerged to find Scarwall empty and silent, and as he crawled from chamber to chamber, found further evidence of slaughter. He eventually made his way into the first floor of the keep, where he discovered Mandraivus's body slumped against a wall. In death, Mandraivus still held the blade he'd used to slay Kazavon. Kleestad, half mad and deluded, took up the blade in his hand, and heedless of the pain as the holy weapon burned his evil flesh, called out to Zon-Kuthon to witness his triumph as he claimed the blade for his own.

Zon-Kuthon was not pleased. Instead of rewarding Kleestad, he extended Scarwall's curse to envelop both Kleestad and the sword. The chamberlain had betrayed Kazavon, and as he had spent the last several hours crawling through the slaughter like a worm, Zon-Kuthon transformed the chamberlain into a monstrous wormlike beast known as a pharmakos (see page 475) and hurled him into a lightless vault deep below Scarwall. Also to this prison went the sacred blade *Serithtial*, still clutched in Kleestad's hands, its once-potent magic suppressed and locked away by the curse on the castle above. Today, the last thrall of Kazavon lives on in this underground prison, and in a final ironic twist of fate, has become the guardian of the very blade that laid his master low.

PART 1

APPROACHING SCARWALL

Castle Scarwall is among the most notorious locations in an already infamous land. The Hold of Belkzen is a realm of constant war, a blasted landscape ruled by orcs and built on the ashes of countless battles—yet even the orcs fear to intrude upon Castle Scarwall. For centuries, the looming castle has been left to its own hauntings, with but a small tribe of half-mad orcs, the Deadwatchers, camped nearby. What remains inside of Scarwall shall test the heroes of Korvosa to their absolute limit.

The bulk of this chapter covers the exploration of one of Curse of the Crimson Throne's twin castle set pieces (the other, Castle Korvosa, appears in the last chapter). Other than being 13th level (or at the very least, well into 12th level), the only prerequisite the PCs need to fill before beginning this chapter is to learn about the blade *Serithial*. The most likely way the PCs will discover this is via the spirit's song during Chapter 4's Blessing of the Ancestors, but other methods could work to reveal this element, such as powerful divination magic utilized by PCs in search of a method to defeat the queen.

Once it becomes clear that the greatest tool against the mad queen lies somewhere within Scarwall, the PCs need to travel to the distant location. Many methods could help them reach the castle. Spells like *greater teleport*, *shadow walk*, *transport via plants*, and *wind walk* can all serve to shorten travel time, but if the PCs decided to walk or ride the approximately 300 miles from Flameford to Scarwall, there's plenty of time to do so. Consult the random encounter tables on page 464 to generate encounters with local dangers as needed as the PCs first traverse the arid Cinderlands and then move into the even more dangerous Hold of Belkzen. Additional events that might occur during this journey are beyond the scope of this adventure (with the exception of The Devil You Know below), for "Skeletons of Scarwall" truly begins as the PCs near the ancient castle itself.

During this time, of course, events don't stand still in Korvosa. The start of the Chapter 5 details many of the developments in the city that await the PCs' return. Of course, if your characters have teleportation or other fast travel options, there's no reason why they can't come and go from Scarwall and almost simultaneously experience the earlier encounters and events detailed in Part 1 of Chapter 6. However, they should wait until they've secured *Serithial* (and are thus at least 15th level) before attempting to infiltrate the Sunken Queen itself (see Part 3 of Chapter 6); otherwise, their confrontation against the queen can only end in tragedy.

THE FIFTH HARROWING

The timing of Zellara's fifth harrowing can be a little tricky. Ideally, you want it to take place just before the PCs seek out Scarwall. Including the harrowing as part of the Blessing of the Ancestors (see page 254) makes the most sense story-wise, but if the PCs gain this blessing before they finish their duties in Korvosa, you may wish to hold off on this fifth harrowing. In such an event, you should have Zellara compel the PC who is carrying her deck to perform the harrowing on the evening before the party arrives in Scarwall's vicinity.

When this harrowing occurs, you should use the reading as best as you can to encourage the PCs to delve Scarwall to recover *Serithial*. Cards that come up representing the past should symbolize Kazavon's tyrannical rule over Belkzen and his defeat by Mandraivus and his allies. Cards representing the present should speak to Queen Ileosa's great power and suggest that confronting her without *Serithial* would be a fool's task; these cards can also symbolize Scarwall itself. Cards representing the future should foreshadow encounters in Scarwall, particularly those with the haunted castle's current lords (see page 273). Use these cards to imply to the PCs that wisdom will be important in their immediate future, and that bolstering themselves against death magic and the undead would be a good move. Finally, you can use these readings to hint that the Brotherhood of Bones could be an important, perhaps critical, ally in the immediate future, but that the PCs should still be careful about how much they trust these uneasy partners.

See Appendix 3 for further information on how to perform a harrowing.

THE DEVIL YOU KNOW

Soon after the PCs decide to travel to Scarwall, the Brotherhood of Bones agents Laori and Sial make plans to join forces with them. After all, they want to see the Crown of Fangs taken from Ileosa as much as the PCs do. What happens to the crown after Ileosa's defeat remains an



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open question, but getting to that point is not something Laori and Sial can do on their own. Likewise, delving into an ancient stronghold once devoted to Zon-Kuthon without the advice and support of his worshipers might not be the wisest move for the PCs.

In any case, once this chapter begins, Laori contacts the PCs. Even though Sial is the more charismatic of the two, Laori likely has the strongest preexisting relationship with the group. If the PCs ended their last encounter with Laori in Chapter 3 on bad terms, or even with her dead, then you should amend the following as appropriate so that it's Shadowcount Sial who contacts them, possibly with a freshly resurrected (via *true resurrection*, paid for from Brotherhood coffers) Laori who is eager to attempt a reconciliation with the party.

This chapter assumes Laori contacts the PCs, though. She uses her *wand of sending* to communicate with the PC with whom she developed the friendliest relationship, delivering the following message.

"Hi there! It's Laori! Been talking with some friends, and we all want the same thing. We should meet! And talk about stuff! Ummmm... damn."

Having run out of words, she casts a second *sending* spell and continues, regardless of how the PCs replied (feel free to tailor this second message to take into account the nature of the reply if you wish).

"This spell frustrates me. Anyway. It's me again. We should talk! You choose where and when, and we can be there. Ummmm... see you soon?"

Assuming the PCs agree to meet with Laori and her "friends" and supply her with a meeting place (she and Sial agree to pretty much any location, hoping their cooperation helps build trust with the party), the two use *shadow walk* to travel to the selected spot. Laori greets the PCs with a huge smile and a cheer, while Sial remains quiet and observant, his kyton eidolon Asyra standing at attention just a step behind him. A PC who succeeds at DC 20 Sense Motive check correctly interprets Sial's frustration and annoyance with Laori.

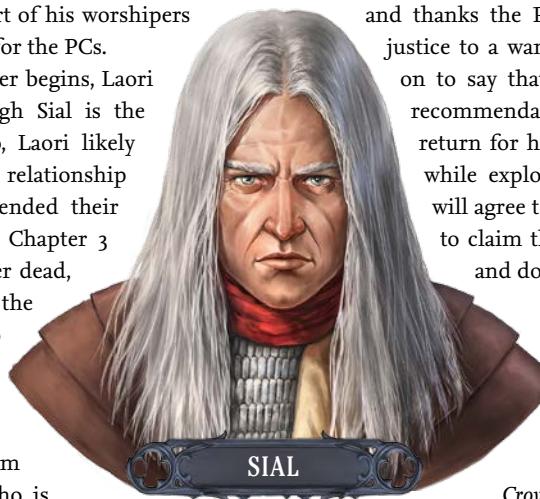
While Laori is friendlier with the PCs, she's aware of her own idiosyncrasies, including her tendency to say the wrong things at the wrong time. As part of her agreement with Sial to involve the PCs, she's agreed to let him do most

of the talking. Sial greets the PCs with an even, cultured voice, his accent betraying his Chelish upbringing. He tells the PCs that he and Laori represent the nation of Nidal, and thanks the PCs for their service in bringing justice to a wanted criminal (Andaisin). He goes on to say that, based on Laori's "enthusiastic" recommendations, he has a proposition. In return for his and Laori's advice and support while exploring Scarwall, he hopes the PCs will agree to allow the church of Zon-Kuthon to claim the *Crown of Fangs* once all is said and done.

As "Skeletons of Scarwall" begins, the Brotherhood of Bones has officially decided the PCs are more valuable as allies than enemies, since the Brotherhood wants to capture the *Crown of Fangs*, track down and procure the other relics of Kazavon, bring them together, and keep them safe, ensuring they're never used to resurrect the ancient champion of Zon-Kuthon. If the PCs waver or doubt this claim, Sial can further state that Kazavon's fangs belong to the Brotherhood and should be returned to the church. Certainly, getting the fangs away from Ileosa is a goal both the PCs and the Brotherhood can agree on. And by extension, the recovery of *Serithtial* (the only weapon capable of overcoming Kazavon's influence) should be a shared goal.

The problem is that the undead of Scarwall no longer belong to Zon-Kuthon. Those haunting Kazavon's ancient seat of power are free-willed undead that have abandoned their old allegiances, whether to Kazavon or Mandraivus, and are equally dangerous to Brotherhood operatives and the PCs alike. Furthermore, no true worshiper of Zon-Kuthon can safely wield or even transport *Serithtial*. Likewise, there are denizens of Scarwall that remain accepting of worshipers of the Midnight Lord, yet actively oppose good-aligned folk. Clearly, the greatest chance of successfully exploring Scarwall and recovering *Serithtial* would arise from an alliance between the PCs and the Brotherhood of Bones. This is the proposition with which Laori and Sial approach the PCs.

Although Laori and Sial belong to the Brotherhood of Bones, they do not particularly enjoy each other's company. Sial finds Laori's exuberance and attitude to be shrill and unbecoming of a proper worshiper of the Midnight Lord, while Laori finds Sial to be arrogant and too self-centered to deserve a place of honor among the Brotherhood. Yet both know that recovering the *Crown of Fangs* is more important than their petty differences, considering that if they manage to recover the fangs of Kazavon and present them to the Brotherhood command



in distant Nidal, they will be rewarded with glory and fame. The two agents have spent the last several months operating on their own, feeding promising but ultimately false reports to their leaders every few weeks in order to maintain their support and funding. If their organization were to learn what they knew, all chance for glory would be lost to them as the Brotherhood moved en masse to recover the fangs. Yet on their own, they have no hope of recovering *Serithtial* and defeating Ileosa. In order for their plan to succeed, they must learn to work together as well as with the PCs.

Strive to present the pair as companions who seem more eager to please the PCs than each other. They explain that they have been following the events in Korvosa and the rise of Kazavon's influence over Queen Ileosa. If the PCs failed to ally with the Sklar-Quah, you can even use Sial and Laori to fill them in on much of the backstory they need. With the situation explained, Sial and Laori propose a truce.

By this point, you should be able to pick which of the two Brotherhood agents the PCs are likelier to trust and prefer to speak to. Once you can make this decision, that Brotherhood agent becomes the "Ally" while the other becomes the "Enemy." The Ally remains loyal to the PCs and truly does appreciate the aid, while the Enemy grows jealous and suspicious of the PCs' apparent favoritism toward the rival Brotherhood agent. The Enemy is quiet, allowing the Ally to conduct the majority of the interactions with the PCs, and for much of the adventure remains helpful as well. In some encounters in Scarwall, the Ally and the Enemy may take different actions (the Enemy might "accidently" catch a PC in the area of effect of a damaging spell, for example), and near the end of the adventure, the Enemy turns on the Ally in an attempt to seek revenge (see area G7).

If the PCs agree to a truce, the Ally explains that while the Brotherhood is very interested in Kazavon and his relics, Queen Ileosa doesn't really fit into their plans. They seek to destroy her and recover the draconic teeth from the *Crown of Fangs*. The Ally proposes that, for now, the PCs and the Brotherhood work together, or least not directly against each other, while navigating the dangers of Castle Scarwall to increase the likelihood that one or the other succeeds in obtaining the sword. Then, after *Serithtial* is safely recovered, they can determine what the next step should be.

If the PCs then agree to the alliance, the Ally rewards them by providing the PCs with Scarwall's exact location, potentially cutting days off their journey time. The Ally does not propose that the two groups travel together (the Ally fears that the Enemy may lose patience and do something irrational), but if the PCs propose such a step, the Ally agrees to it. Once the PCs reach Scarwall, the Ally

suggests that they team up to pool their resources against what waits for them inside the haunted edifice.

Beyond this, the Ally can give the PCs a bit of Kazavon's history, in particular that the warlord seemed to be mad in more ways than one. His preference to live as a human rather than as a dragon (to the extent his castle was built for human comforts) certainly branded him as insane in the eyes of other dragons, and his vile and despicable acts against those who once called him ally ensured he would be remembered as a dangerous lunatic. Even in the church of Zon-Kuthon, Kazavon is regarded as an unstable zealot whose death did more to help the church's position than his life. Kazavon's flair for the overly dramatic made him an easy villain to hate, and as the Ally points out, giving the church's enemies a despicable monster to rally against is not a wise move for continued prosperity. They openly admit the Brotherhood has no intentions of seeing Kazavon brought back as a result—they merely covet his remains.

As this adventure unfolds, the text indicates areas where characters can attempt Knowledge checks to learn more about Scarwall's history. If the PCs are traveling with Sial and Laori, the Ally among the two can take 10 on these Knowledge checks if they have ranks, or attempt checks untrained if they do not. This represents the Ally's insider-access knowledge about Scarwall and its history.

The Brotherhood isn't interested in a fight at this time. If the PCs spurn the offer for an alliance and attack them, Laori and Sial retreat as quickly as possible, cursing the PCs and promising reprisals. Not long after they retreat, the two fall into a bitter argument and split up themselves, each seeking to infiltrate Scarwall separately. At this point, the PCs may encounter either of them inside the castle, as detailed later in the adventure.

LAORI VAUS

CR 10

XP 9,600

hp 108 (see page 450)

SIAL

CR 11

XP 12,800

hp 93 (see page 456)

ASYRA

CR —

hp 94 (see page 456)

Story Award: If the PCs secure a working relationship with the two Brotherhood agents, award them 22,400 XP.

SCARWALL ENVIRONS

Castle Scarwall looms at the eastern tip of the Kodar Mountains in the northern part of the Hold of Belzen. Once an active volcanic range, the volcanoes here have



long since gone dormant. Nonetheless, the volcanic activity left behind some truly remarkable terrain features, and Kazavon chose to build his new home among one of these. The castle sits atop a small island in a crater lake—the caldera of a dormant volcano at an elevation of 1,500 feet over the surrounding terrain. These barren hills are desolate, with little more than isolated scrub trees and lichens growing here and there. Wyverns, chimeras, and other flying predators sometimes nest in the crags along these ragged hills, but as the party approaches Scarwall, even these mighty beasts become scarce, as if the very air around the ruined castle were poisoned. The orc tribes of Belkzen rarely set foot in these hills, with one notable exception described below within the castle's barbican. Canny travelers can escape pursuing orc brigands by retreating to this ridge, although they must then contend with the denizens of Scarwall, so their respite may be brief.

Scarwall is an imposing collection of towers and fortifications. Clouds of dark carrion birds ride the winds above its heights, yet none dare perch atop them. A single span connects the castle to a small peninsula on the lake's southern edge, where a crumbling barbican still stands. Castle Scarwall is presented in full detail in the next part of the chapter. The PCs are free to approach it in any way they wish; the causeway connecting the castle to the southern gatehouse may seem the most direct approach,

but for characters who can fly, entry by air might seem the safer route. An amphibious approach might appeal as well. In truth, all three approaches are perilous in their own way, as detailed below. While stealth can make any of these approaches safer, direct teleportation into the castle (or onto one of its roofs) is perhaps the safest approach, although doing so may result in danger if the PCs are forced to flee the castle on foot, thus causing them to face the orcs, worms, and gargoyles of the castle environs when their resources are depleted!

A SCARWALL BARBICAN

Guarding the only land approach to Castle Scarwall is a defensive gatehouse that stands at the tip of a small peninsula. This barbican consists of a crumbling curtain wall flanking the remains of two gatehouse towers, the western one of which has collapsed. The other tower, though battered, still stands and supports a ramshackle lean-to built against it.

The orc tribes of Belkzen well recall the days of being ground beneath Kazavon's heel and forced into hiding in the rugged northern badlands of Belkzen. Orc warlords speak solemnly of how glorious Scarwall's castle was, of how a "manling" defeated Kazavon only to be defeated by the orcs himself. Yet the warlords also recall how those who attempted to inhabit Scarwall faced the restless spirits of the accursed fortress. Few orcs who laid claim

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to Scarwall after their victory lived to make it out again, and most of those who did were not altogether sane after experiencing the horrors within.

The orcs abandoned this terrible legacy and turned their efforts toward reclaiming the rest of Belkzen, leaving Scarwall to the ghosts of shame and defeat. Castle Scarwall was declared taboo to the orcs of Belkzen. Yet not all of the orcs have left Scarwall, and one tribe remains vigilant to guard the castle: the Deadwatchers. Led by a barbarian named Ury Sevenskulls, this small group of well-trained and dangerous orcs dwells in the ruined barbican. While their ancestors may have had specific goals in mind, today these orcs know only that they stand watch to ensure nothing goes in and nothing comes out of Scarwall. The Deadwatcher orcs paint their faces with white pigment to honor the legend of their ancestor's flight from Scarwall (a flight said to have turned his flesh white from the shock).

The barbican gate is in poor repair. The western gate tower is nothing more than a pile of rubble, though the eastern tower has fared better but remains in a state of crumbling decay requiring constant repair. The Deadwatcher orcs created some rough living quarters

beside the tower to retain the use of its defensive qualities without taxing its structural integrity.

Although each of the areas in the barbican is detailed individually below, in all likelihood the entire Deadwatcher tribe rouses to the defense of the barbican once the orcs realize the PCs are intruding upon their territory. An all-out conflict with every orc at once is a CR 13 encounter.

A1 FORECOURT

A cleared area sprawls before the barbican gate. Fragments of ancient bone and broken weaponry from ancient battles still clutter the thin soil.

Orc sentries in areas A2 and A11 keep a close eye on the barbican approach. If they spot the PCs approaching, they raise the alarm and prepare for a fight—the Deadwatchers have little interest in diplomacy!

Development: If the alarm is raised, the orcs spread through the barbican and ready their bows. Two orcs go to area A7, three go to area A8, and one goes to area A12. They focus their poison arrow attacks on characters who

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wear heavy armor, hoping to weaken them enough that they become encumbered by their gear. The orcs do their best to prevent the PCs from entering Scarwall, but if the PCs do make their way through and approach Scarwall, the orcs do not pursue.

A2 ENTRYWAY (CR 7)

Two sets of gates once blocked the ends of this entryway, but they are long since gone. The surrounding structure is mostly intact to the southeast, but lies in ruins to the northwest.

Creature: One Deadwatcher orc is always posted on watch here.

DEADWATCHER ORC CR 7

XP 3,200Orc fighter 8 (*Pathfinder RPG Bestiary 222*)

CE Medium humanoid (orc)

Init +6; **Senses** darkvision 60 ft.;
Perception +0

DEFENSE

AC 19, touch 12, flat-footed 17 (+7 armor,
+2 Dex)

hp 72 (8d10+24)**Fort** +8, **Ref** +4, **Will** +2 (+2 vs. fear)**Defensive Abilities** ferocity**Weaknesses** light sensitivity**OFFENSE****Speed** 30 ft.**Melee** +1 greataxe +17/+12 (1d12+11/19-20/x3)**Ranged** +1 composite longbow +11/+6 (1d8+6/x3)**Special Attacks** weapon training (axes +1)**TACTICS**

Before Combat Each orc has treated three of his arrows with shadow essence.

During Combat The orcs prefer to fight with their greataxes, but won't waste ranged advantage if they have it, firing arrows on the first rounds of combat to force foes to approach them first.

Morale The Deadwatcher orcs fight to the death as long as Ury lives. If their leader is killed, an orc flees once he's reduced to 12 hit points or fewer.

STATISTICS**Str** 20, **Dex** 14, **Con** 14, **Int** 8, **Wis** 10, **Cha** 6**Base Atk** +8; **CMB** +13; **CMD** 25

Feats Blind-Fight, Greater Weapon Focus (greataxe), Improved Critical (greataxe), Improved Initiative, Point-Blank Shot, Power Attack, Skill Focus (Stealth), Weapon Focus (greataxe), Weapon Specialization (greataxe)

Skills Stealth +12**Languages** Common, Orc**SQ** armor training 2

Combat Gear potion of cure moderate wounds, shadow essence (3; already applied to 3 arrows); **Other Gear** +1 breastplate, +1 composite longbow (+5 Str) with 20 arrows, +1 greataxe, 100 gp

A3 RUINED TOWER

This gate tower is nothing more than a twenty-foot-high pile of rubble with a few fallen walls.

A4 CURTAIN WALL

The remains of this crumbling curtain wall are twenty feet high where they haven't collapsed.

The walls of this surviving structure can be scaled with a successful DC 20 Climb check.



URY SEVENSKULLS

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A5 CAUSEWAY

Two leering gargoyles flank an arch at the entrance to the causeway that extends across the lake to Castle Scarwall.

A6 DEADWATCHER BARRACKS (CR 11)

A crude wooden structure, obviously not part of the original barbican, leans awkwardly against the stone building to the south, a single rickety door hanging askew to the west.

Creatures: This building serves as a place to sleep for the six Deadwatcher orc fighters. Its 10-foot-high interior is smoky and stinks of orc sweat and worse. A ladder rises through a hole in the ceiling to the parapet at area A8.

DEADWATCHER ORCS (4)**CR 7****XP 3,200 each****hp** 72 each (see page 265)**A7 DEFENSE ROOM**

This vaulted chamber is still largely intact, with arrow slits looking out over the entry. Foul-smelling sacks and moldy crates lie heaped against the walls.

The orcs keep various mundane supplies and foodstuffs here (unpalatable by most standards).

A8 PARAPETS

These parapets are 20 feet above the ground.

A9 FOYER

Cracks and fissures riddle this room's the crumbling stone floor, which is apparently barely held aloft by the wood structure below.

Although the floor here looks cracked and unstable, it is safe to walk on.

A10 SEVENSKEULL'S CHAMBER (CR 10)

A cot pushed against the stairway occupies this room, along with a huge black snake that's been poorly preserved, stuffed, and hung from the fifteen-foot-high ceiling.

The southeast door is barred from the inside.

Creature: This chamber is Ury Sevenskulls's home. Ury killed and stuffed the enormous nightbelly boa on display in this room, a feat the orc is inordinately

proud of. The Deadwatchers go through chieftains rather frequently, but Ury has held the role for a record 3 years so far. Son of a war chief of the Rotten Tongue tribe, Ury is eager for something other than wild animals and relatively mindless monsters to fight, and engages the PCs eagerly.

URY SEVENSKEULLS**CR 10****XP 9,600**Male orc barbarian 11 (*Pathfinder RPG Bestiary 222*)

CE Medium humanoid (orc)

Init +7; **Senses** darkvision 60 ft.; Perception +13**DEFENSE****AC** 17, touch 11, flat-footed 14 (+5 armor, +3 Dex, +1 natural, -2 rage)**hp** 143 (11d12+66)**Fort** +12, **Ref** +6, **Will** +5**Defensive Abilities** ferocity, improved uncanny dodge, trap sense +3; **DR** 3/—**Weaknesses** light sensitivity**OFFENSE****Speed** 40 ft.**Melee** Akeraum +20/+15/+10 (2d6+11/17–20), bite +13 (1d4+3)**Ranged** +1 composite longbow +15/+10/+5 (1d8+8/x3)**Special Attacks** greater rage (26 rounds/day), rage powers (animal fury, clear mind, guarded stance +2, increased damage reduction +1, no escape)**TACTICS**

During Combat If the alarm is raised, Ury rages and moves to area A8, joining the orcs there to use his longbow. After a few rounds, he grows impatient and leaps from the parapet (attempting a DC 15 Acrobatics check to reduce the fall's damage) to attack the intruders in melee.

Morale Ury fights to the death, and pursues foes relentlessly—save for into Scarwall itself, where he will not go.

STATISTICS**Str** 24, **Dex** 16, **Con** 20, **Int** 6, **Wis** 8, **Cha** 10**Base Atk** +11; **CMB** +18 (+22 sunder); **CMD** 29 (31 vs. sunder)**Feats** Greater Sunder, Improved Critical (greatsword), Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (greatsword)**Skills** Intimidate +14, Perception +13**Languages** Common, Orc**SQ** fast movement**Gear** +1 chain shirt, +1 composite longbow (+7 Str) with 20 arrows, Akeraum (+1 dragon-bane greatsword), amulet of natural armor +1, necklace of seven silver-plated red wyrm skull (worth 1,050 gp), 100 pp, 65 gp**A11 WATCH POST (CR 7)**

The sagging stone floor of this room is riddled with cracks and small holes that leave the lower wooden supports visible, or in some cases allow glimpses into the room below.



This chamber is unstable. If more than one Medium creature enters, the floor collapses into area **A10** below, dealing $2d6$ damage (Reflex DC 15 half). The danger can be discerned with a successful DC 15 Knowledge (engineering) or DC 25 Perception check.

Creature: A single Deadwatcher orc is posted on sentry duty here. He understands the nature of the unstable floor and where to step safely, but if he sees a PC attempting to enter, he moves to area **A12** to avoid triggering a collapse.

DEADWATCHER ORC

CR 7

XP 3,200

hp 72 (see page 265)

A12 TOWER PARAPET

Riddled with cracks and sagging, the floor of this open-air parapet seems unsafe.

This deteriorating battlement is 35 feet above the ground and has the same possibility of collapse as area **A11**.

CRATER LAKE (CR 13)

The waters of the crater lake surrounding Castle Scarwall are dark and preternaturally still, and almost seem to reflect the grim edifice without catching anything of the sky overhead (when they're not covered by a roiling bank of clammy gray fog). This deep mountain tarn serves as a final obstacle to invaders who would dare to try and breach Castle Scarwall. At its deepest point, the waters descend just over 800 feet. Tiny particles of basalt runoff and gritty algae give the water its dark sheen and bitter taste. The waters are cold—barely 40 degrees—and visibility under the surface is limited to 10 feet. The lake's shores are crumbling cliffs that drop, on average, 80 feet to the lake's surface below. It requires a successful DC 25 Climb check to scale these slippery, treacherous cliffs.

There are no underwater entrances to Scarwall, but there are various routes into the castle from the small island shores it sits upon. Area **B37** is perhaps the most notable one, although it isn't easy to spot from the water.

Creatures: Though the waters of the lake appear still and lifeless, they hide terrible things that swim in the deeps and cause barely a ripple on the surface. Inhabiting the tarn are several immense tarnworms that feed upon the lake's smaller eels, fish, and cephalopods. Any creature entering the water without attempting to utilize stealth quickly attracts the attention of one of these tarnworms, which quietly swims up from the depths to attack. A tarnworm is a huge, mottled, serpentine creature with the same effective statistics as an advanced purple worm, except that instead of having a burrow speed, it has the aquatic subtype and a swim speed of 40 feet.

TARNWORM

CR 13

XP 25,600

Advanced variant purple worm (*Pathfinder RPG Bestiary* 294, 230)

hp 232

AIR APPROACH (CR 13)

Castle Scarwall lies at the center of the lake, approximately 400 feet from shore in every direction.

Creatures: Flying characters may think the distance across the lake is a simple matter to traverse, but unless they use stealth, there's a good chance they are spotted by one or several of the eight, four-armed gargoyle brutes that nest in the castle's heights, at which point four of them swoop out to attack the PCs.

Alternatively, if the PCs approach via flight but stay close to the ground or the castle walls, the PCs are attacked by the banshee Aerilaya (area **D16**). The gargoyles have learned to stay away from the vengeful elven spirit when she moves to defend the castle from intruders.

AERILAYA

CR 13

XP 25,600

Banshee (*Pathfinder RPG Bestiary 2* 41)

hp 161

GARGOYLE BRUTES (4)

CR 9

XP 6,400 each

Variant four-armed gargoyle (*Tome of Horrors Complete* 304)
CE Medium monstrous humanoid (earth)

Init +6; **Senses** darkvision 60 ft., low-light vision;
Perception +13

DEFENSE

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)

hp 117 each (10d10+40)

Fort +7, **Ref** +9, **Will** +7

DR 10/magic

OFFENSE

Speed 40 ft., fly 60 ft. (average)

Melee bite +13 (1d6+3), 4 claws +13 (1d6+3), gore +13 (1d6+3)

TACTICS

During Combat Gargoyle brutes wade into combat, focusing on a single foe if possible.

Morale These creatures do not retreat from combat.

STATISTICS

Str 16, **Dex** 14, **Con** 18, **Int** 6, **Wis** 11, **Cha** 7

Base Atk +10; **CMB** +13; **CMD** 26

Feats Dodge, Hover, Improved Initiative, Improved Natural Armor, Skill Focus (Fly)

Skills Fly +16, Perception +13, Stealth +11 (+15 in stony environs)

Languages Common, Terran

SQ freeze

PART 2

CASTLE SCARWALL

Castle Scarwall is among the most abominable sites in all of Belkzen. This expansive ruin is detailed fully on the following pages, with dozens of encounter areas ready to explore. A dungeon crawl of this size might not be to every table's taste, though—if you wish to run a simplified version of Castle Scarwall, make sure to check out the options and advice found on page 330 at the end of this chapter for making Castle Scarwall a more streamlined portion of your Curse of the Crimson Throne campaign.

As the PCs approach Scarwall, there should be a definite sense of a grim fate awaiting them. To set the scene, read or paraphrase the following.

Castle Scarwall looks every bit as foreboding as the legends say. Dark walls rise from darker bedrock to steep rooflines set with gargoyles and minarets. Battlements look down from towers and defensive walls, and many foul-feathered carrion birds soar above them. Mists rising off of the black tarn obscure the lower portions of the rocky island, giving the whole place an ethereal appearance. Surprisingly, even though the structure is many centuries old, its walls and roofs remain intact with no visible breaches or obvious signs of damage. A ghostly glow lights some of the windows and arrow slits, and now and then, faint flickerings betray the motion of creatures within.

SCARWALL FEATURES

Castle Scarwall's walls are composed of reinforced masonry; outer walls are 3 feet thick and inner walls are 1 foot thick (hardness 8, hp 180 per foot of thickness, break DC = $35 + 10$ per foot of thickness). The exterior walls are smooth, but can be scaled with a successful DC 25 Climb check; the interior walls can be scaled with a successful DC 15 Climb check.

Doors are made of strong wood and can be locked from the inside (2 inches thick, hardness 5, hp 20, break DC 25, Disable Device DC 30), although few still have keys (a ring of them does exist in area C3). Unless otherwise noted, interior doors are unlocked, while all exterior doors (including those leading into the castle from the courtyard) are locked.

Floors are made of smooth flagstones, while roofs are constructed of wood with tin sheathing bolted over them (hardness 10, hp 60, break DC 25) and tend to be steep and slick with moisture (Climb DC 20).

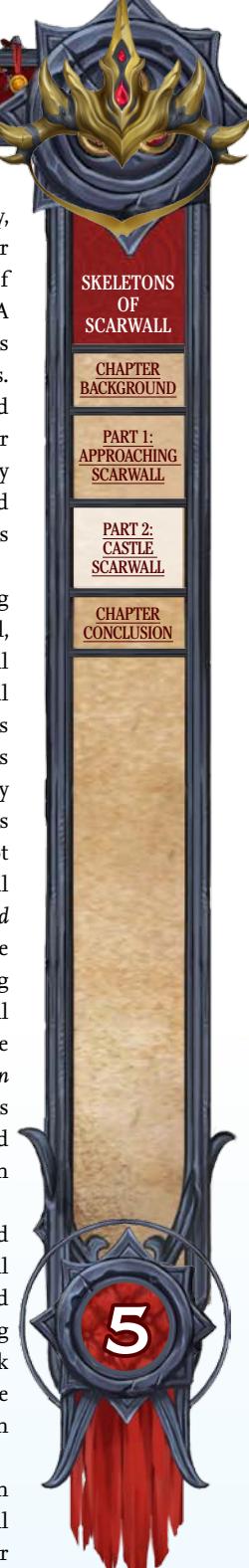
Ceiling height in Castle Scarwall is 15 feet unless otherwise specified. Any light sources are noted in room

descriptions, leaving the rest of the castle dark except for any natural light seeping in from outside or light sources carried by the party. Some torches and other small flames provide illumination in the castle; unless otherwise noted, these are all *continual flame* effects (CL 15th).

THE SCARWALL CURSE

Castle Scarwall is haunted not just by the souls of those who died in the final battle that brought down Kazavon, but also by those who have perished thereafter. The spirits of its first inhabitants, their victims, the heroes who defeated Kazavon, the orcs who defeated them, and an evil essence tied to horrific rites devoted to Zon-Kuthon have combined to infuse the castle from foundation to spire. This complex haunting manifests itself in many forms, some of which are merely sinister while others are downright deadly. One subtle manifestation is that at random times, different windows in the castle suddenly glow with a ghostly radiance, with that illumination remaining active anywhere from a few seconds to hours. Observers might notice indistinct shapes moving behind these lit windows, but no amount of skill or magic can actually determine who or what is being seen. The windows just as suddenly go dark an instant before any successful attempt to look closer is made. These ghost lights are visible from outside the castle only, and are merely an external manifestation of the restless spirits in the castle. They have no game effect.

Another side effect of the castle's haunting is that it always remains in relatively good repair (although not necessarily well maintained or clean). The force of the spirits infusing its walls ensures that their home endures and any damage inflicted to the structure is repaired. The repairs occur incrementally and are never observable, but any damage dealt, no matter how severe, is inevitably repaired by the time a year has passed. Doors, walls, and windows show cosmetic signs of aging and may be covered in dust, but much of the unused furniture in the castle has not fared so well, and is all but collapsed. This has no



effect on the adventure, as any damage the PCs inflict on the structure is not repaired unless they leave for several months and then return.

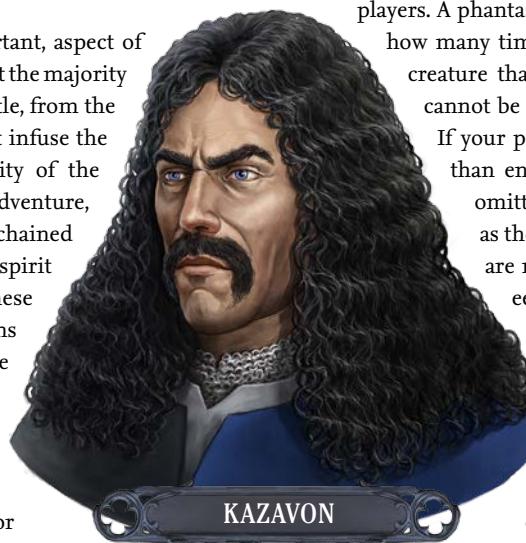
A final, and extremely important, aspect of the castle's haunted nature is that the majority of the spirits trapped in the castle, from the ones the PCs will never see that infuse the structure's walls to the majority of the undead foes they face in the adventure, are all under the sway of the chained spirit in area C14. The chained spirit functions as an anchor for these spirits, and as long as he retains his control, he can use the countless ghosts of Scarwall to watch and listen, giving the denizens of the castle a highly efficient organization against invasion. Also, any undead or spirits that enter the castle are swiftly assaulted by the chained spirit as he attempts to absorb and control them; this affects spirits allied to the PCs, such as a shaman's spirit (although not her spirit animal), a spiritualist's phantom, or Zellara herself, as detailed under Spiritual Doom on page 270.

Beyond these broader effects, the curse has the following additional effects as well.

Aura of Menace: The presence of evil and undeath in Scarwall makes casting *detect evil* or *detect undead* dangerous. Anyone who does so becomes overwhelmed by the power of the aura, and in addition to not being able to detect specific undead or evil auras, must succeed at a DC 25 Will save or be stunned for 1 round by the power of the auras. *Detect magic* reveals a strong aura of necromancy throughout the castle, although this particular effect isn't strong enough to stun an observer.

Dread: All living creatures in the castle suffer from an eerie sense of foreboding and a feeling of being watched. As a result, resting in Castle Scarwall is problematic. Any character who tries to sleep within its walls is plagued by nightmares and bad omens, and must succeed at a DC 20 Will save upon waking to gain any benefits from sleep at all. Anyone who fails this save become fatigued and cannot prepare spells or regain expended spell slots. This is a mind-affecting fear effect.

Phantasms: As long as the curse persists, certain encounter areas in Scarwall feature minor but disturbing manifestations of the curse that specifically target a PC with an unsettling event. Although these phantasms have no actual game effects, the fact that each requires the players to make specific checks or otherwise interact in a way that makes the event seem more significant should give these encounters a bit more weight. Some phantasms



KAZAVON

can even reveal minor tidbits about Scarwall's history, but overall, they exist to disturb the characters and their players. A phantasm occurs only once, regardless of how many times the PCs revisit the location. A creature that is immune to phantasm effects cannot be the subject of one of these effects. If your players seem to be more frustrated than entertained by phantasms, consider omitting further phantasms from play as they are not essential encounters and are meant only to build on the castle's eerie themes.

Soultrapping: When a living creature dies inside of Scarwall, it must succeed at a DC 23 Will save upon death or its soul becomes bound into the walls of the haunted castle. This effect is identical to that created by

soul bind (CL 20th), save that the soul is

trapped in the physical structure of the castle itself, not a gemstone. In order to resurrect a dead body whose soul has been trapped, a character must dispel the *soul bind* effect on that particular soul. If the caster knows the name of the soul to be released, he can attempt this dispelling anywhere in the castle; otherwise, he must cast the spell on the corpse (or a fragment thereof) of the person to be resurrected. A spellcaster must begin casting *resurrection* within 1 round of the successful dispelling, or the soul is reclaimed by Scarwall. *Dispel magic*, *greater dispel magic*, and *dispel evil* can be used to temporarily free a bound soul in this manner.

This soultrapping effect functions on living and undead creatures as well. Any undead creature created in Scarwall immediately becomes bound to Scarwall, as if by a hedged prison *binding* spell (no save). Undead creatures and living creatures that enter and remain in Scarwall for a week must succeed at a DC 22 Will save or be bound in the same way. If the save is successful, the creature must save again once every additional week it remains in Scarwall.

If the chained spirit is destroyed, all trapped souls in the castle are immediately freed and the curse of Scarwall is lifted (see Defeating Scarwall's Curse on page 270 for more details).

Suppression: As long as the curse persists, the potent blade *Serithial* (currently found deep below the castle in area H4) has all of its powers and abilities suppressed. Even if brought out of Scarwall, the weapon functions merely as a masterwork longsword until the curse is lifted (although the sword retains the standard artifact quality of being nearly impossible to destroy).

Unhallow: The entirety of Castle Scarwall lies within a permanent *unhallow* effect. All of the castle's inhabitants

gain protection from good. The DC to resist negative channeled energy is increased by 4, and the DC to resist positive energy is reduced by 4. This effect also creates a dimensional anchor effect over all non-inhabitants of the castle (though this effect does not block summoning spells). This *unhallow* effect functions at CL 20th, and if dispelled, it automatically returns after 1d4 rounds of being suppressed.

SPIRITUAL DOOM

The living are not the only ones who have reasons to fear Scarwall. As soon as a PC bearing Zellara's harrow deck sets foot on the island or the causeway, the presence of a foreign spirit is immediately felt by the chained spirit Mithrodar in area C14, who promptly takes action to absorb this tantalizing new soul. Within 2 rounds, a noticeable breeze rises into a gale around the PCs. Vague shapes of faces and humanoid forms—the spirits of Scarwall's restless dead—can be seen in this wind. Their appearance forces the materialization of Zellara's ghost, recognizable as she manifests before the party. As they watch, she is suddenly assaulted from all sides by these ravenous souls, and though she tries to hold them back, the assault is obviously overwhelming. It is also brutally swift; each round, Zellara must succeed at a DC 25 Will save (her Will save is +7, but the PC who carries her deck can make his own saving throw instead against the effect for her if he wishes). If she fails, she is torn free and absorbed into the castle walls. This immediately reduces her deck to a nonmagical harrow deck. Now part of the haunting of Scarwall, she can be saved only by lifting the castle's curse.

The PC who bears the deck can prevent this doom from claiming Zellara by leaving Scarwall or the causeway before she is absorbed by the chained spirit. However, every time he returns with the deck in his possession (even if the deck is carried in an extradimensional container), the assault begins again. If the PCs wish to prevent Zellara's spiritual doom, they should likely find a safe place to store *Zellara's harrow deck* while they explore Scarwall.

This same condition has a much lessened but nonetheless noticeable effect on PCs who have class abilities directly tied to the spirit world, particularly shamans and spiritualists. Fortunately for these PCs, the close ties such spirits have to a living PC's soul helps to protect them somewhat from the curse, but nonetheless, there are complications, as detailed below. (Feel free to use the following notes to generate additional complications for other spiritual-themed class elements as you see fit, but strive to not make them instantly ruinous to a PC so affected!)

Magic Jar and Possession: A character who uses *astral projection*, *magic jar*, *possession^{OA}*, or a similar effect that causes his soul to leave his body must succeed at a DC 15

Will save upon initially activating the effect to resist being captured by Scarwall. On a failed save, the PC's soul is absorbed by the castle and held prisoner, as per *soul bind*. The PC's body does not die in this case, but remains comatose and may, in time, perish of thirst or starvation. If the *soul bind* effect (CL 20th) is dispelled, the PC's soul immediately returns to his body if it remains intact and alive, restoring the victim to life. A spellcaster who succeeds at a DC 25 Spellcraft check while casting a *magic jar*, *possession^{OA}*, or similar spell can notice the danger in time to abandon the spell. Doing so causes the spell to fail and still be expended as if cast (as if the spell were counterspelled) but does not expose the spellcaster to the *soul bind* effect.

Shaman Spirits: A shaman immediately feels that the spiritual presence in Scarwall is tainted upon first setting foot in the cursed castle. Her abilities are in large part unaffected, but in order to prepare spells or form a bond with a wandering spirit while within the castle, the shaman must succeed at a DC 15 caster level check. If she fails, she can't prepare spells or bond with the wandering spirit and can't attempt to do so again for 24 hours.

Speak with Dead and Speak with Haunt: Any attempt to speak to a dead body or a haunt within Castle Scarwall automatically fails. Instead of permitting the caster to contact the desired target, this spell allows the countless trapped souls in Scarwall to assault the caster with a blast of cacophonous sound. This sound is inaudible to anyone other than the caster, who must succeed at a DC 20 Fortitude save or be permanently deafened.

Spiritualist Phantom: Like a shaman, a spiritualist can feel the otherworldly taint on Scarwall upon entering the castle. A spiritualist's class abilities function normally, with the exception of her phantom. The bond with the spiritualist keeps her phantom from being absorbed upon entry into the castle, but as long as the curse persists, the phantom takes a -2 penalty on attack rolls and saving throws. Further, if a phantom is banished to the Ethereal Plane while within Castle Scarwall, the spiritualist suffers a negative level as the torment her spirit feels as the castle attempts (and fails) to wrest control away wreaks havoc on her mind. A successful DC 15 Fortitude save removes this negative level after 24 hours. A phantom that has been banished can't return to the spiritualist's consciousness while the spiritualist is within Castle Scarwall as long as the curse is active, but if the phantom is already active, it can follow its spiritualist into the castle with ease (although it still takes the above penalties to attacks and saving throws once within the walls).

DEFATING SCARWALL'S CURSE

Defeating the curse over Scarwall will not only make exploring the castle less dangerous, but also allows



Serithtial's magical properties to reemerge. This curse is too powerful and complex to be removed by a mere spell such as *remove curse* or *break enchantment*, as a successful DC 25 Spellcraft check from anyone specifically studying the necromantic aura of the curse can discern.

The curse over Scarwall persists largely due to the presence of the chained spirit Mithrodar (see area C14 and page 468). This mighty undead force has anchored his existence in Scarwall to four powerful commanders (referred to in the text as "spirit anchors"). These spirit anchors are the umbral dragon Belshallam (area B23), the skeletal champion Castothrane (area D1), the devil Nihil (area D14), and the demilich Zev Ravenka (area F11). As long as all four of these spirit anchors survive, Mithrodar cannot be truly defeated, and as long as Mithrodar exists, Scarwall is destined to remain a cursed and haunted place. To lift the curse, the four spirit anchors must be defeated, and then Mithrodar himself must be destroyed. As the PCs succeed in defeating the spirit anchors one by one, the overwhelming evil in the castle begins to falter. Defeating or destroying the creature that acts as a spirit anchor is not the only way to remove its connection to Mithrodar, as certain spells can achieve the same end. See the Spirit Anchor special ability entry for the chained spirit on page 468 for more details.

One Spirit Anchor Defeated: The dread suffusing Scarwall fades; creatures can now sleep in the castle without fear of supernatural nightmares. Scarwall issues a silent scream that alerts all other undead in the structure that their realm is in danger. From this point on, until all four spirit anchors are defeated, undead in Scarwall gain channel resistance +4 in addition to effects of *unhallow*. (An undead creature that already has channel resistance has its bonus increased by 4.)

Two Spirit Anchors Defeated: The aura of menace in Scarwall vanishes; *detect evil* and *detect undead* now function normally. Shamans and spiritualists are no longer hampered by the curse.

Three Spirit Anchors Defeated: Spirits contained in the castle walls can no longer escape to roam the halls, and greater shadows, spectres, and wraiths no longer appear as random encounters. If you roll such results, treat them as no encounter.

All Spirit Anchors Defeated: The *unhallow* effect vanishes, along with the *dimensional lock* effect that affected all non-inhabitants of the castle. Mithrodar can now be defeated permanently. *Speak with dead* and *speak with haunt^{ACG}* now function normally, as do spells like *magic jar* or *possession^{OA}*.

Replacing Anchors: The chained spirit Mithrodar can try to replace a defeated spirit anchor with a number of evil creatures in Scarwall. Ildervok (area G7) cannot be anchored, since the nightwing is here directly by

Zon-Kuthon's will and thus enjoys protection from this fate, but most other denizens (undead or otherwise) could serve the role, as long as they are not mindless creatures (constructs like the golem in area C4 can't become spirit anchors). Either Laori Vaus or Shadowcount Sial could make for interesting spirit anchors as well (see page 468 for details on how Mithrodar can chain new spirits). As new spirits are chained, the effects of the curse return in reverse order to the defeated effects listed above. Hopefully, the PCs defeat Mithrodar before he has a chance to reclaim a new anchor.

MAP KEY

Major encounter areas are indicated by a letter and a number. Area A refers to the barbican, which is detailed starting on page 263.

Area B: These encounter areas are on the first floor, and appear on the maps on page 275 and page 290.

Area C: These encounter areas are on the second floor, and appear on the map on page 299.

Area D: These encounter areas are on the third floor and in the towers, and appear on the map on page 306.

Area E: These encounter areas are in the War Tower, a section of the castle that is almost entirely cut off. These areas appear on the maps on page 275, 299, and 306.

Area F: These encounter areas are in the donjon, and appear on the maps on pages 275 and 299. Note that this numbering sequence starts on the latter map of the second floor on page 299, with the higher-numbered areas appearing on the map of the first floor on page 275, as access to the donjon is via the castle's upper works.

Area G: These encounter areas are in the Star Tower, and appear on the maps on pages 275, 299, and 324, starting at the top and working their way down.

Area H: These encounter areas are in the caverns deep below Scarwall, and appear on the map on page 324.

Stairs: The ways in which the floors of Scarwall connect can be vexing to those attempting to navigate the castle. Wherever a flight of stairs or a trap door provides access between floors, a small code number is assigned to the route. A stairwell marked "1" connects to another stairwell marked "1" on another map, "2" connects with "2," and so on.

Other Areas: Before Scarwall's fall, most of the old occupants of the castle used chamber pots, but the locations marked "R" are garderoberes with holes that allow waste to fall out into the surrounding tarn. These holes are only three inches wide, but can be used via creatures using *gaseous form* or other magical effects to come and go from the castle. Locating a garderobe hole from the outside requires a successful DC 30 Perception check. Locations marked "T" are minor storage areas once used to hold everything from firewood to clothes to tools to drinking water. Only crumbled rust and debris remain in these locations.

RANDOM ENCOUNTERS

Scarwall is large, but not so large that endless hordes of monsters prowl its halls. In most cases, the undead creatures the PCs face in Scarwall are drawn from a finite pool; likewise, there are a limited number of random encounters in the castle. The following table is a tool to generate additional encounters with Scarwall's denizens. There's no hard-and-fast time to check for these encounters, though. Do so as often or as infrequently as you wish in order to keep things exciting, but don't make the adventure an endless slog against waves of monsters. Should characters decide to spend the night in Scarwall, the chance of one of these random encounters interrupting their rest is 100% unless the PCs take some precaution and set up camp in a fortified or hidden area; if they do this, there's only a 40% chance of an encounter occurring. When an encounter occurs, you can either roll on the table below or simply pick the encounter that makes the most sense for the location.

d%	Result	Avg. CR
1–20	Lesser undead	—
21–40	Ghostly manifestation	—
41–60	1 Scarwall guard	6
61–75	Pegg and Loute	8
76–80	1d4 greater shadows	10
81–85	1 spectre and 1d8 wraiths	10
86–90	Knurlott	13
91–100	Proximity encounter	Variable

Lesser Undead: Scarwall is host to a small army of skeletons and zombies, none of which can seriously threaten a high-level party directly, but which can still cause problems by noticing the PCs and raising an alarm, or by simply being in the way when the PCs are attempting to move quickly through an area. In all, there are 44 human skeletons and 32 human zombies shambling around the halls of Scarwall. These undead rarely, if ever, enter numbered encounter areas.

Ghostly Manifestation: An assortment of ghostly manifestations can occur to add tension to the game. Some examples include echoing footsteps; strangely colored candlelight emanating from around a corner or in a room, but which fades away when approached; bloody footprints and drag marks; sounds of shuffling coming from behind supposedly solid walls; sudden changes in air pressure or temperature; doors mysteriously opening or closing; smells of decay or strange odors; whispered names; eerie laughter; or ripples running along a floor, wall, or ceiling like a wave rolling across the surface of a lake, with no discernible source or trace after it is gone. Many of these can coincide with attacks by some

of the other randomly encountered monsters to keep your players from disregarding these manifestations as harmless.

Scarwall Guard: Kazavon used advanced minotaurs as elite guards in his castle. When the curse took hold, these guards rose to continue their patrols. Not counting skeletal minotaur guards that appear as part of an encounter, there are 12 of these undead patrolling the castle's halls. They can sometimes be found standing at silent attention in guard rooms as well.

SCARWALL GUARD

CR 6

XP 2,400 each

Advanced minotaur skeletal champion (*Pathfinder RPG Bestiary* 294, 206, 252)

CE Large undead

Init +7; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, -1 size)

hp 61 each (8d8+16)

Fort +5, **Ref** +5, **Will** +8; +4 bonus vs. channeled energy

Defensive Abilities channel resistance +4; **DR** 5/

bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee mwk greataxe +13/+8 (3d6+10/x3), gore +7 (1d6+3)

Ranged mwk light crossbow +9 (2d6/19-20)

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

Special Attacks powerful charge (gore +11, 2d6+6)

TACTICS

During Combat Scarwall guards open combat with a charge, then continue to fight with their melee weapons. They resort to crossbows only if they can't reach a victim.

Morale Scarwall guards fight until destroyed.

STATISTICS

Str 25, **Dex** 16, **Con** —, **Int** 11, **Wis** 14, **Cha** 12

Base Atk +6; **CMB** +14 (+16 bull rush); **CMD** 27 (29 vs. bull rush)

Feats Great Fortitude, Improved Bull Rush, Improved

Initiative, Power Attack, Toughness

Skills Intimidate +9, Perception +14, Stealth +7, Survival +14

Languages Giant

SQ natural cunning

Gear mwk greataxe, mwk light crossbow with 10 bolts

Pegg and Loute: These two ghosts were court jesters during Kazavon's reign. They spend long hours wandering the halls of Scarwall together in unlife, spasmodically carrying on their shenanigans and capering. See area B26 for more details on these ghosts.

PEGG AND LOUTE

CR 6

XP 2,400 each

hp 69 each (see page 292)



Incorporeal Undead: Periodically, some of the unquiet spirits trapped in the walls emerge, manifesting as greater shadows, spectres, or wraiths. These incorporeal undead spend several hours wandering Scarwall before being reabsorbed. The number of these undead that can be encountered in Scarwall is effectively limitless.

GREATER SHADOW CR 8

XP 4,800

hp 58 (*Pathfinder RPG Bestiary* 245)

SPECTRE CR 7

XP 3,200

hp 52 (*Pathfinder RPG Bestiary* 256)

WRAITH CR 5

XP 1,600

hp 47 (*Pathfinder RPG Bestiary* 281)

Knurlott: Once an officer in Kazavon's army, Knurlott exists now as a graveknight. He spends much of his time patrolling the castle grounds, and attacks any foes he encounters. If the PCs defeat him but don't destroy his armor, he rejuvenates in area **B10**.

KNURLOTT CR 13

XP 12,800

hp 178 (see page 281)

Proximity Encounter: In this encounter, one of the creatures dwelling in a nearby room has wandered out and runs into the PCs, effectively triggering that creature's encounter early.

THE LORDS OF SCARWALL

Beyond the rank-and-file undead that dwell in Scarwall, several dangerous and powerful unique NPCs command different sections of the castle. Many of these guardians held positions of power in Kazavon's army in life, and they continue to do so in death, yet not necessarily in ways that complement their fellows. Canny PCs could potentially play these NPCs against each other. The key lords and the regions they control are listed below. In addition, four of the lords function as spirit anchors for the chained spirit Mithrodar; destroying them also lessens the overall strength of the evil inside the castle, as detailed on page 270.

Aerilaya: Kazavon retained few arcanists among his minions, but one of his more dangerous spellcasting agents was the magus Aerilaya, who served in life as an

assassin and in death lingers on as a banshee who keeps watch over the skies above Scarwall.

Anizora: Now a somewhat debilitated dybbuk, Anizora once served Scarwall as its hunt commander, the officer in charge of skirmishes and individual missions outside the castle walls, as opposed to its war commander (who was in charge of platoon-based missions). She also served as Scarwall's primary metalworker, and now rules a small portion of the castle's second floor near her old smithy.

Aruth: Zev Ravenka's second-in-command, Prelate Aruth lingers on in the castle donjon as a mummy lord, still subservient to the demilich in his new undead state.

Belshallam (spirit anchor): The umbral dragon Belshallam is now bound to Scarwall as surely as the castle's other denizens. Belshallam controls the War Tower and garrison, although he has little real interest in what goes on beyond his lair (area **B23**). He is one of the spirit anchors tied to Mithrodar.

Castothrane (spirit anchor): Once serving as the captain of the guard in Scarwall, Castothrane



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commands several skeletal undead in the castle gatehouse. He is one of Mithrodar's spirit anchors.

Danse Macabre: The danse macabre is not part of Mithrodar's network of spirit anchors. Indeed, the danse macabre is a danger to all of the denizens of Scarwall, who leave it to its eternal dancing and haunting in the Rosette Observatory at the farthest end of the guest wing.

Gorstav: Originally the commander of Kazavon's armies, General Gorstav was executed by Kazavon for failing to prevent Mandraivus's invasion, only a few short minutes before the cabal confronted Kazavon directly in the Star Tower. Gorstav exists now as a shadow of his former glory as a juju zombie.

Glimkarus: A relative newcomer to Scarwall, the bogeyman Glimkarus was lured to the castle by its notorious legend. He's long since succumbed to the castle's curse, but now believes that it is his choice to remain in the haunted castle.

Ildervok: A more recent addition to Scarwall's defenders, the nightwing Ildervok was sent by Zon-Kuthon to guard the Star Tower until a new curate of that sacred place could be found. Ildervok is bound to Scarwall not by the chained spirit, but by Zon-Kuthon's will.

Kleestad: In life, Kleestad was Kazavon's chamberlain. It was in large part due to Kleestad's betrayal that the invasion of Scarwall by Mandraivus's cabal was so successful. The simpering chamberlain fled into the lava tunnels below Scarwall to escape Kazavon's wrath, but was not able to avoid Zon-Kuthon's displeasure. He lives on deep under the castle, existing in a cursed state as a creature known as a pharmakos.

Knurlott: In life, Knurlott was the most accomplished of the second-rank officers who served Kazavon. Today, Knurlott exists as a graveknight, bound to the castle forever as a guardian.

Lashton: Once the watch commander of Scarwall and thus the man in charge of controlling soldier activities within the castle walls, Lashton currently guards the causeway entrance to Scarwall.

Mithrodar: Mithrodar, once Scarwall's castellan, is a rare form of undead with the capacity to anchor other creatures to areas near his domain. As long as his four anchor spirits exist, Mithrodar cannot be permanently slain. His domain is the main keep.

Nihil (spirit anchor): This fearsome devil was gifted to Kazavon by Zon-Kuthon himself to serve as an assassin. Nihil continues to dwell here, bound to the region now not by any lingering loyalty to Kazavon, but by Mithrodar's spiritual anchors.

Risibeth: The sayona Risibeth used to serve Kazavon as Scarwall's war commander, and was in charge of coordinating troop movements outside of Scarwall's walls. Today, she languishes in the War Tower, and if the PCs

agree to her disturbing request for blood, can become an unexpected source of intelligence about Scarwall's history.

Ukwar: Ukwar came to Scarwall long after Kazavon's death, the only one of the Deadwatcher orc chieftains to succumb to the castle's fell lure. Now a nearly indestructible undead fext, Ukwar rules the castle's guest wing, where she is served by the restless spirits of many other undead orcs.

Zev Ravenka (spirit anchor): Perhaps the most dangerous of the creatures bound in Scarwall is Zev Ravenka. Even during Kazavon's reign, this cruel and sadistic man was undead—a lich cleric who served as Kazavon's religious adviser. Zev has transcended his lichdom now, though, and exists as both a demilich and a spirit anchor. His realm is the chapel.

B FIRST FLOOR

The first floor of Scarwall technically includes the lowest level of the donjon, but this area is covered in a separate section beginning on page 318 and has no direct access point from this floor. Random encounters function normally on the first floor of Scarwall. These encounter locations are on the maps on pages 275 and 290.

B1 CAUSEWAY (CR 12)

A high bridge crosses the vast expanse of black water between the barbican gate and the entrance to Castle Scarwall. The bridge is ornate and in excellent condition, with only a few tenacious patches of moss and lichen clinging to it here and there. High arching columns reaching from the waters below support the broad span, each marked by a pair of sinister gargoyle statues that stare out over the dark lake. A larger pair of these statues flanks a great archway that encompasses the near end of the bridge.

This causeway lies within the area of the spiritual influence that surrounds Castle Scarwall and slowly repairs itself in unnoticeably incremental stages. The causeway is 20 feet wide with a low, 3-foot balustrade on each side. Its entire length is smoothly cobbled. It stands 80 feet above the surface of the lake and is 400 feet long. The gargoyles along its length are stationed in pairs every 40 feet.

Castle Scarwall's front gate looms at the end of the long causeway, flanked by twin statues of warriors standing at attention. Pale flames rise from the tips of their spears 30 feet above. Torches are set into the entryway tunnel leading to the main gates themselves, providing illumination. The massive gates are closed, and a lowered iron portcullis further bars unauthorized entrance.

This area seems deserted, but is in fact under constant watch by the Scarwall guards in the gatehouse's second floor (area C1). If the PCs simply approach openly, those minotaurs fire upon them through the arrow slits above.



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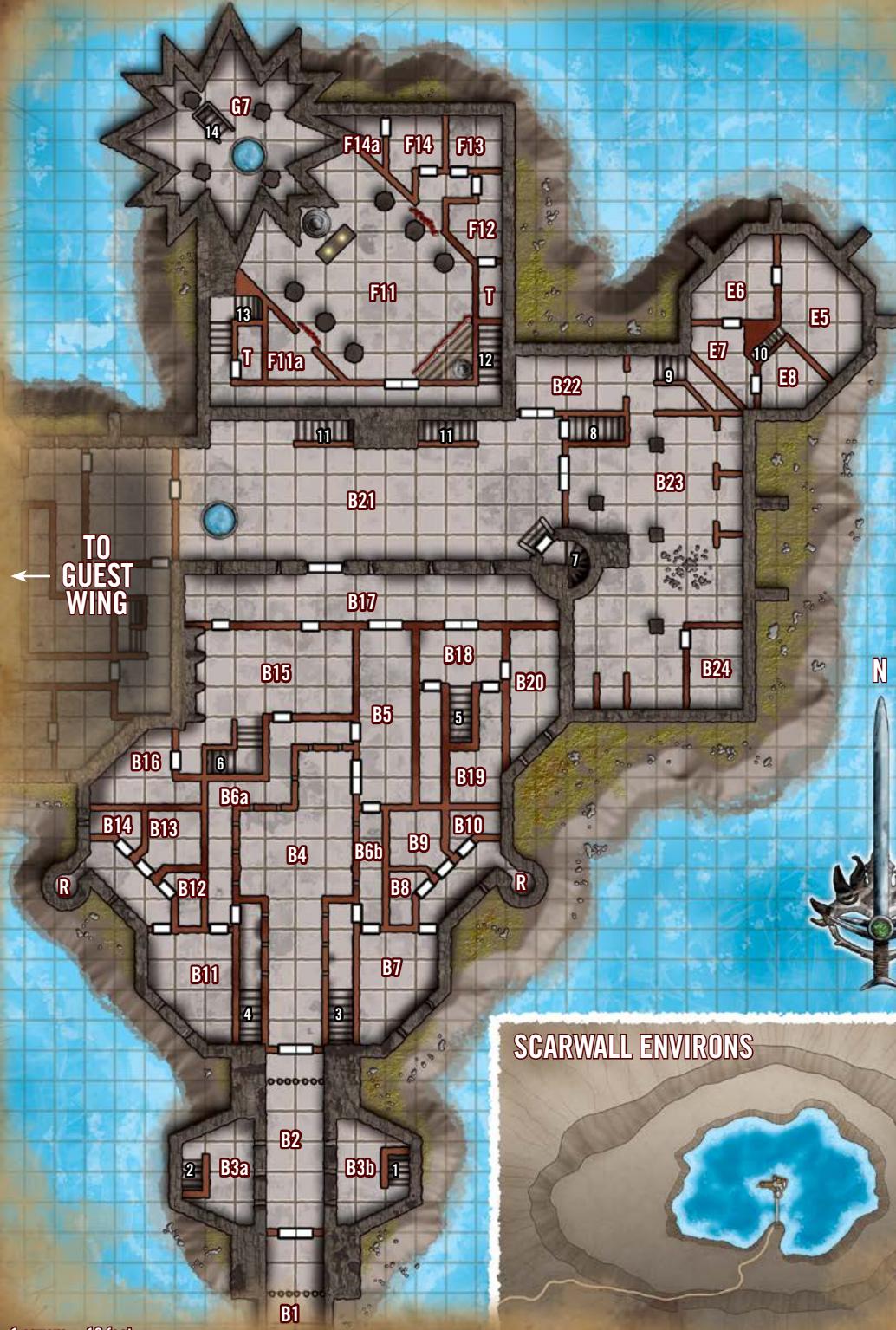
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The portcullises here are lowered (hardness 10, hp 60, lift DC 25), and the gates are closed and locked (hardness 5, hp 50, break DC 28, Disable Device DC 30).

Creatures: The causeway is under the watchful glare of several undead that dwell in Scarwall's gatehouse. As soon as any group reaches the midway point along the causeway, the gates and portcullises open to allow the initial guardians of Scarwall out. These consist of a platoon of 12 armored human skeletons led by a dread skeleton fighter astride a skeletal nightmare. In life, the fighter, named Lashton, served under Kazavon, although in his new undead state, he remembers only tiny fragments of his former life and his existence is singularly focused on defending the causeway from intruders.

In the unlikely event that the PCs have recovered Lashton's locket from area **B8**, he can sense if they carry it and holds off the attack, demanding the locket's immediate return. If the PCs acquiesce and give him the locket, the

undead fighter gazes mournfully at the picture within the locket for a round before crumbling to dust. In this case, his remaining skeletons and mount immediately attack, but the PCs need not face the watch commander.

LASHTON **CR 10**

XP 9,600

Dread skeleton human fighter 10 (*Advanced Bestiary* 107)
LE Medium undead (humanoid, human)

Init +6; **Senses** darkvision 60 ft.; Perception +11

Aura unnatural aura (30 ft.)

DEFENSE

AC 26, touch 12, flat-footed 24 (+10 armor, +2 Dex, +2 natural, +2 shield)

hp 119 (10d10+60)

Fort +11, **Ref** +5, **Will** +4 (+3 vs. fear); +2 bonus vs. channeled energy

Defensive Abilities channel resistance +2; **DR** 10/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee +2 lance +18/+13 (1d8+10/19-20/x3) or mwk longsword +16/+11 (1d8+6/19-20)

Special Attacks command skeletons (DC 14), weapon training (spears +2, heavy blades +1)

TACTICS

During Combat Lashton commands the skeletons under his service to set up flanking opportunities or to harry and distract intruders. He fights from atop his skeletal nightmare, preferring attacks with his lance.

Morale Lashton fights until destroyed.

STATISTICS

Str 16, **Dex** 15, **Con** —, **Int** 10, **Wis** 13, **Cha** 18
Base Atk +10; **CMB** +13; **CMD** 25

Feats Greater Weapon Focus (lance), Improved Critical (lance), Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Toughness, Trample, Weapon Focus (lance), Weapon Focus (longsword), Weapon Specialization (lance), Weapon Specialization (longsword)

Skills Intimidate +17, Perception +11, Ride +12

Languages Common

SQ armor training 2

Gear +1 full plate, +1 buckler, +2 lance, mwk longsword

SPECIAL ABILITIES

Command Skeletons (Su) As a free action, Lashton can automatically command all normal skeletons within 30 feet of him (as per *command undead*, CL 10th). He is able to command skeletal champions, but they can attempt a DC 16 Will save to resist his command. Normal skeletons will never attack Lashton unless compelled to do so.

**SKELETAL NIGHTMARE****CR 6****XP 2,400**

Advanced nightmare skeletal champion (*Pathfinder RPG Bestiary* 294, 216, 252)

NE Large undead (evil, extraplanar)

Init +9; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 19, touch 15, flat-footed 13 (+5 Dex, +1 dodge, +4 natural, -1 size)

hp 69 (8d8+24)

Fort +5, **Ref** +7, **Will** +9; +4 bonus vs. channeled energy

Defensive Abilities channel resistance +4; **DR** 5/

bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee bite +12 (1d4+7), 2 hooves +7 (1d6+3)

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

Spell-Like Abilities (CL 6th; concentration +9)

1/day—*plane shift* (self plus 1 rider only; currently not usable; DC 18)

TACTICS

During Combat The skeletal nightmare follows Lashton's commands unerringly, taking attacks as directed by him. As long as Scarwall remains cursed, it can't use its *plane shift* ability.

Morale The skeletal nightmare fights until destroyed.

STATISTICS

Str 24, **Dex** 21, **Con** —, **Int** 17, **Wis** 17, **Cha** 16

Base Atk +6; **CMB** +14; **CMD** 30 (34 vs. trip)

Feats Alertness, Dodge, Improved Initiative, Run

Skills Fly +18, Intimidate +14, Knowledge (planes) +11, Perception +13, Sense Motive +13, Stealth +9, Survival +14

Languages Abyssal, Infernal

SQ smoke

SKELETAL CHAMPIONS (12)**CR 2****XP 600 each**

hp 17 each (*Pathfinder RPG Bestiary* 252)

B2 ENTRY CORRIDOR

Rows of arrow slits line the eastern and western walls of this hallway, and murder holes look down from above. The far end is blocked by a heavy gate with an iron portcullis set before it. Lining the length of the corridor are dozens of orc skeletons and scattered bones, many still clad in damaged pieces of armor and clinging to rusted weapons.

When the orcs of Belkzen broke through the main gates centuries ago, they met stiff resistance from the small band of mercenaries who remained behind with Mandraivus to keep watch over Scarwall. The orcs eventually fought their way through to defeat them, but their victory was short-

lived as the ghostly inhabitants of the castle struck them down soon after.

Development: Watch Commander Lashton and his skeletal minions wait patiently here for intruders to make it halfway across the causeway (area **B1**). He then signals the skeletons in area **C1** above to open the gates to allow him and his minions out to defend Scarwall. If the PCs enter Scarwall from a different direction and have not already encountered these undead on the causeway, they are encountered here. The skeletons do their best to fight intruders who approach from the north, but the cramped quarters are likely to make a battle here favor the PCs.

In addition, on the first round of combat, the skeletal guards stationed in the room above empty the troughs of supernatural oil, causing the freezing fluid to cascade down into this room. All creatures in the room take 6d6 points of cold damage from the icy cascade (Reflex DC 15 half).

B3 WATCHPOSTS (CR 8)

Arrow slits in this room's longest wall allow observation of the castle's entrance hall from this barren room. A flight of stairs leads up along the room's opposite wall.

The stairs in **B3a** lead up to area **C2a**, while those in **B3b** lead up to area **C2b**. There is no easy way to enter either of these watchposts from area **B2**.

Creatures: Kazavon's original gatehouse defenders, minotaur mercenaries, were charged not only with keeping intruders out, but also with keeping any of his own recalcitrant troops in. These minotaurs were slain by Mandraivus and his band, rising later as undead skeletons. Two of them guard each of these rooms. They defend the entry corridor (area **B2**), firing on any living creatures therein, but they don't pursue foes beyond the gatehouse.

SCARWALL GUARDS (2 PER ROOM)**CR 6****XP 2,400 each**

hp 61 each (see page 272)

B4 DEATH CHAMBER (CR 13)

The scene in this large chamber is stomach-turning. Bodies lie everywhere, orc and human alike. Judging by the sprawled and mutilated nature of the corpses, they fought brutally before succumbing to their wounds, dying in heaps on the floor. Many corpses are riddled with arrows and crossbow bolts, and a few appear to have perished while locked in mortal combat and still hold weapons embedded in various parts of each other's anatomy. Strangely, while the room reeks of death, the bloodstains on the walls and floor seem incredibly ancient.

This chamber is where Mandraivus's army held off the orc invaders for the longest, all of them eventually killed, but not before slaughtering dozens of orcs. While the bodies here may seem recent, they are in fact hundreds of years old, kept from rotting by the necromantic auras in the walls. Any corpse in this room is infused with a *gentle repose* effect, so the dead bodies remain fresh reminders of the last major battle to take place in Scarwall's halls.

Creature: A strange and sinister recent arrival to Scarwall dwells here, drawn by the tantalizing and permanent supply of non-decaying body parts. This immense oozelike creature is a monster known as a corpse orgy. Actually an aberration, the corpse orgy absorbs cadavers and makes them part of its body—the huge mound of corpses in the northwest corner of the room is in fact the creature itself, sitting quietly and watching through its dozens of eyes. The disgusting monster intended to dwell here only as long as it took to absorb the bodies in the room before moving on, but it has become ensnared by Scarwall's malevolence and is now supernaturally sustained by these same unholy energies.

Over the months the corpse orgy has been here, the creature has slipped further into dementia, and can no longer tell its own mind apart from the thoughts of the orcs and humans whose bodies it has absorbed. The creature sees itself as the true heir of Scarwall, and any new living creatures that enter the room are seen as fragments of its body returning to rejoin their original host. As it notices the PCs, the creature speaks to them, welcoming them “home” before scuttling forth on dozens of arms and legs in a horrific attempt to embrace and absorb its “wayward children.” That it talks in Aklo only further enhances its bizarre and disturbing welcome.

CORPSE ORGY**CR 13****XP 25,600**CE Large aberration (*Tome of Horrors Complete* 121)

Init +4; **Senses** all-around vision, darkvision 60 ft., tremorsense 60 ft.; **Perception** +28

DEFENSE

AC 24, touch 9, flat-footed 24 (+15 natural, -1 size)

hp 199 (19d8+114)

Fort +14, **Ref** +8, **Will** +15

DR 10/piercing or slashing

OFFENSE

Speed 30 ft.

Melee 4 slams +20 (2d6+6 plus grab)

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

Special Attacks absorb body, pain shriek

TACTICS

During Combat Upon attacking, the corpse orgy immediately loses a pain shriek. It then relies on its undeadlike appearance to cause opponents to waste

channel energy attempts and other undead-affecting attacks against it.

Morale If reduced to 30 hit points or fewer, the corpse orgy attempts to flee deeper into Scarwall, but it fights to the death if cornered.

STATISTICS

Str 22, **Dex** 10, **Con** 23, **Int** 14, **Wis** 14, **Cha** 16

Base Atk +14; **CMB** +21 (+23 bull rush, +25 grapple); **CMD** 31 (33 vs. bull rush, can't be tripped)

Feats Blind-Fight, Great Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Power Attack, Vital Strike, Weapon Focus (slam)

Skills Climb +19, Escape Artist +15, Intimidate +25, Knowledge (dungeoneering) +20, Perception +28, Sense Motive +24, Stealth +11, Survival +13

Languages Aklo, Common, Undercommon

SPECIAL ABILITIES

Absorb Body (Su) A corpse orgy can absorb the physical body of any creature that has been reduced to 0 hit points or fewer by moving over it and remaining in contact with it for at least 1 full round. A living opponent can attempt a DC 25 Fortitude save to resist absorption. A dead body gets no saving throw. When it absorbs a body, the corpse orgy gains 12 temporary hit points. A creature that was not yet dead dies immediately upon being absorbed. When a creature's body is absorbed, it can be raised or resurrected only if the corpse orgy that absorbed the body is slain. The save DC is Constitution-based.

Pain Shriek (Su) Twice per day as a standard action, a corpse orgy can unleash a piercing shriek from the various heads captured in its form. This shriek deals 10d6 points of sonic damage to all living creatures within a 40-foot radius. Affected creatures can attempt a DC 22 Fortitude save for half damage. This is a sonic effect. The save DC is Charisma-based.

B5 MANDRAIVUS'S FALL (CR 14)

The double door between this hall and area **B4** is barred from the eastern side with a heavy iron crossbar (break DC 30).

Tattered bits of ruined tapestries line the walls of this hallway—wisp filaments of rotting cloth that hang limp and forgotten. Ancient bones from scattered skeletons lie on the floor amid bits of broken weaponry and armor. Only one skeleton seems to remain whole, slumped against the northeastern corner, clad in dust-caked full plate armor.

When the orcs invaded Scarwall, Mandraivus and his soldiers held them off for some time in area **B4** before retreating to this room. One by one, Mandraivus's final guards fell to the invaders until only Mandraivus remained alive. The orcs finally overwhelmed him here.

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But as the orcs delivered the final blow and Mandraivus's presence in the castle ended, the latent spirits within Scarwall rose in triumph. It didn't take the malevolent, wrathful dead long to slaughter the orcs and drive them out of the castle, claiming the building as their own. Bold Mandraivus, victor of a hundred battles, hero of Ustalav, and slayer of Kazavon, lies here still, his skeleton slumped ignobly among those of his foes and servants, an anonymous tomb for a great hero.

Haunt: Two rounds after a living creature enters this room, the silence of the ancient, dead castle suddenly shatters. The hall fills with a cacophony of clashing weapons and battle cries intermingled with the screams of the dead and dying. Individual words are impossible to discern, but as the sounds reach a crescendo of violence, smoky black shapes boil up out of the bones and swirl into a vortex of angry shrieking spirits. The wailing of these spirits may be enough to drive those caught inside the room to madness.

VORTEX OF MADNESS**CR 10****XP 9,600**

CE haunt (area B5)

Caster Level 10th**Notice** Perception DC 25 (to hear the faint sounds of battle)**hp 20; Trigger** proximity (2 round onset delay); **Reset** 1 minute

Effect As the storm of shrieking spirits churns into an overwhelming vortex, every creature in this room must attempt a DC 19 Will save or be driven temporarily insane, as per *confusion* heightened to 6th level.

Destruction If the curse affecting Scarwall is lifted, this haunt fades away.

Creature: The vortex of madness here is merely the first danger PCs may face in this room. The round after the vortex collapses, a towering smoky form rises from the plate-mail-clad bones in the corner. This cursed and wrathful spirit is none other than Mandraivus, driven to madness by his centuries of imprisonment in Scarwall. He appears as a shadowy, muscular humanoid made of dark mist. Two yellow eyes glow deep inside the sockets of his skull-like face. Mandraivus's stricken soul now exists as a powerful wraith. Almost all shreds of his actual personality have long since faded, and his hatred is now all that remains.

MANDRAIVUS THE LOST**CR 13****XP 25,600**Unique advanced wraith (*Pathfinder RPG Bestiary* 294, 281)

LE Medium undead (incorporeal)

Init +9; **Senses** darkvision 60 ft., lifesense 60 ft.;

Perception +19

Aura unnatural aura (30 ft.)**DEFENSE****AC** 24, touch 24, flat-footed 18 (+8 deflection, +5 Dex, +1 dodge)**hp** 182 (12d8+96)**Fort** +12, **Ref** +9, **Will** +12**Defensive Abilities** channel resistance +2, incorporeal;**Immune** undead traits**OFFENSE****Speed** fly 60 ft. (good)**Melee** incorporeal touch +14 touch (1d6 negative energy/19–20 plus 1d6 Con drain)**Special Attacks** ability drain (DC 24)**TACTICS**

During Combat A paladin in life, Mandraivus focuses on characters who remind him of his former existence. Paladins, heavily armored fighters, and clerics of militant or good deities are his favored targets, but anyone who wields a bastard sword trumps all others. As he lunges at such a target, he shrieks, “You shall not have Serithial! It is mine and no other’s!”

Morale Mandraivus fights until he is destroyed.

STATISTICS**Str** —, **Dex** 20, **Con** —,**Int** 18, **Wis** 18,**Cha** 26

MANDRAIVUS THE LOST

Base Atk +9; CMB +14; CMD 33

Feats Combat Reflexes, Dodge, Improved Critical (incorporeal touch), Improved Initiative, Mobility, Spring Attack

Skills Acrobatics +17, Fly +24, Intimidate +23, Knowledge (history) +16, Knowledge (religion) +19, Perception +19, Sense Motive +19, Stealth +20

Languages Ancient Osiriani, Celestial, Common, Orc, Varisian

SQ create spawn, sunlight powerlessness

JUJU ZOMBIES (6)

CR 2

XP 600 each

hp 15 each (*Pathfinder RPG Bestiary 2* 291)

B6 DEFENSE CORRIDORS (CR 11)

This nondescript corridor has arrow slits spaced along one wall, looking out into the main keep's entry corridor. Human bodies in chain shirts lie on the floor among the broken remains of shortbows and quivers of arrows. Curls of yellow smoke waft among the bones and ruined weapons.

Scarwall has two defense corridors, with **B6a** being longer and more twisting than **B6b**. Both were once used by the castle's defenders to riddle castle invaders with arrows, but today, the remains found here are the unfortunate soldiers who once served Mandraivus, only to die choking deaths when alchemists among the orc invaders used poison gas to slaughter the defenders while battle raged within area **B4**. The wisps of yellow smoke are a remnant of this toxic death maintained by the castle's curse and form a harmless but eerie manifestation.

Creatures: The numerous bodies lying around in area **B6b** are just harmless skeletons; however, six of those in areas **B6a** are actually juju zombies controlled by a trench mist that rose from the choking spirits of the slain after the curse descended on Scarwall. The trench mist and juju zombies remain quiescent until anyone enters area **B6a**, at which point the zombies rise with raspy cries, clutching short swords as they step forward to defend the corridor. The trench mist suffuses the floor and walls of the hallway, and as a fight begins, it wells up amid the juju zombies to engulf the PCs, using its amorphous ability to conform to the hall's shape as needed. Once roused, the zombies and the mist pursue foes throughout the whole castle.

TREND MIST

CR 10

XP 9,600

hp 127 (*Pathfinder RPG Bestiary 5* 250)

B7 EASTERN GUARD QUARTERS

Several dust-covered bunks, each large enough to hold a creature slightly larger than a bulky human, sag along the walls of this dreary, chilly room. Arrow slits look out over the tarn, yet these do little but let in the damp and cold, as if the wind itself were loath to enter Scarwall. A message seems to have been scrawled in blood on the west wall. An orc's body, still clad in hide armor and clutching an obsidian battleaxe, lies facedown below the writing.

This room was where several of Kazavon's minotaur guards slept.

Although the Deadwatcher orcs fear Scarwall, now and then the castle's influence reaches out to one of the superstitious barbarians and instills an orc with an overwhelming urge to cross the causeway and enter Scarwall. The Deadwatchers call this condition "going spirit-skulled," and without exception, orcs who succumb to this compulsion are never seen beyond the castle's walls again. The orc found lying here was the latest victim, and her body is several weeks old. The message scrawled on the wall was written in the orc's own blood and reads, in Orc, "Beware of Ukwar." Ukwar is, perhaps, the most notorious of the spirit-skulled orcs, for she alone "survived" her stay in Scarwall long enough to be affected by the curse and become another of its undead guardians (see area **B29** for more details on this dangerous denizen).

A *speak with dead* spell cast on the orc's body (an act that requires it to be hauled out of the castle if the curse is still in effect) can reveal the reason this orc (named Gralka in life, she was chaotic evil and had a +5 Will save) came into the castle. Asked about "Ukwar," the dead orc shrieks in fear, saying, "She hunts me still! Death is no escape from Ukwar!"

Treasure: The dead orc still wears a suit of *rhino hide* and clutches a +1 *undead-bane obsidian*^{UE} battleaxe, but her other gear is relatively unremarkable.

B8 WATCH COMMANDER'S OFFICE

A ruined bunk lies in splinters to the south, along with other broken bits of furniture that might have once been a weapon rack and an armor stand.

This room was the personal quarters for Scarwall's watch commander, Lashton, who now eternally guards the castle causeway (see area **B1**).

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Treasure: A successful DC 30 Perception check uncovers a gold locket amid the rubble. The locket is worth 150 gp, and contains a tiny portrait of a beautiful woman. The back bears an inscription: “Remember me and come home safe, my Lashton!”

B9 QUARTERMASTER'S CHAMBER

A moldy bunk sits against the west wall here, next to a desk heaped with rotting scrolls. A rusty iron footlocker sits at the foot of the bed.

This chamber was home to Scarwall’s quartermaster, a petty man who perished when the Esoteric Order stormed the castle. The scrolls on the desk contained accounts for the castle’s resources, but any information they once held has been destroyed by the damp.

Phantasm: The first character to investigate the scrolls on the desk must attempt a Perception check. Regardless of the result, write the character’s name on a piece of scrap paper nearby. This action has no meaning and is simply intended only to make that player nervous. A moment later, that character is seized with a sudden panic as he realizes that there’s simply not enough supplies in Scarwall to defend the place against Mandraivus, followed by an urge to run up to the gatehouse parapets (area D2a) and hurl himself off the edge before Kazavon punishes him for the failure. The urge passes quickly, but leaves the character with knowledge of the layout of the gatehouse (areas B2, B3, C1, C2, D1, and D2).

Treasure: The footlocker is rusted shut and must be forced open (break DC 18). Inside are several rusted weapons, a few broken potions, an intact potion that has spoiled and become a *potion of poison*, and a rotten leather sack containing 34 pp, 49 gp, and a silver ring decorated with a jade scarab worth 250 gp.

B10 EASTERN OFFICER'S QUARTERS (CR 11)

Two double bunks sit against the north wall of this otherwise empty room. The sheets on the bunks are tattered and moldy.

Creature: This room was used by four of Kazavon’s officers. Most of these were humans who perished in the fighting against Mandraivus, but one of them, a brutal fighter named Knurlott, lasted longer than the others and held the line long enough for Kazavon to retreat deeper into the castle. After the curse took hold, Knurlott

returned to unlife as a graveknight. If the PCs haven’t fought him in a random encounter yet (or if they have but didn’t manage to destroy his armor), they encounter the graveknight here. In this case, Knurlott sits forlornly on one of the bunks, clad in his armor, begging Kazavon over and over for forgiveness for not repulsing the humans. When the PCs enter, he shrieks in delight, saying, “This time I shall not fail you, Master Kazavon!” as he attacks.

KNURLOTT

CR 13

XP 25,600

Male human graveknight fighter 12 (*Pathfinder RPG Bestiary 3* 138)

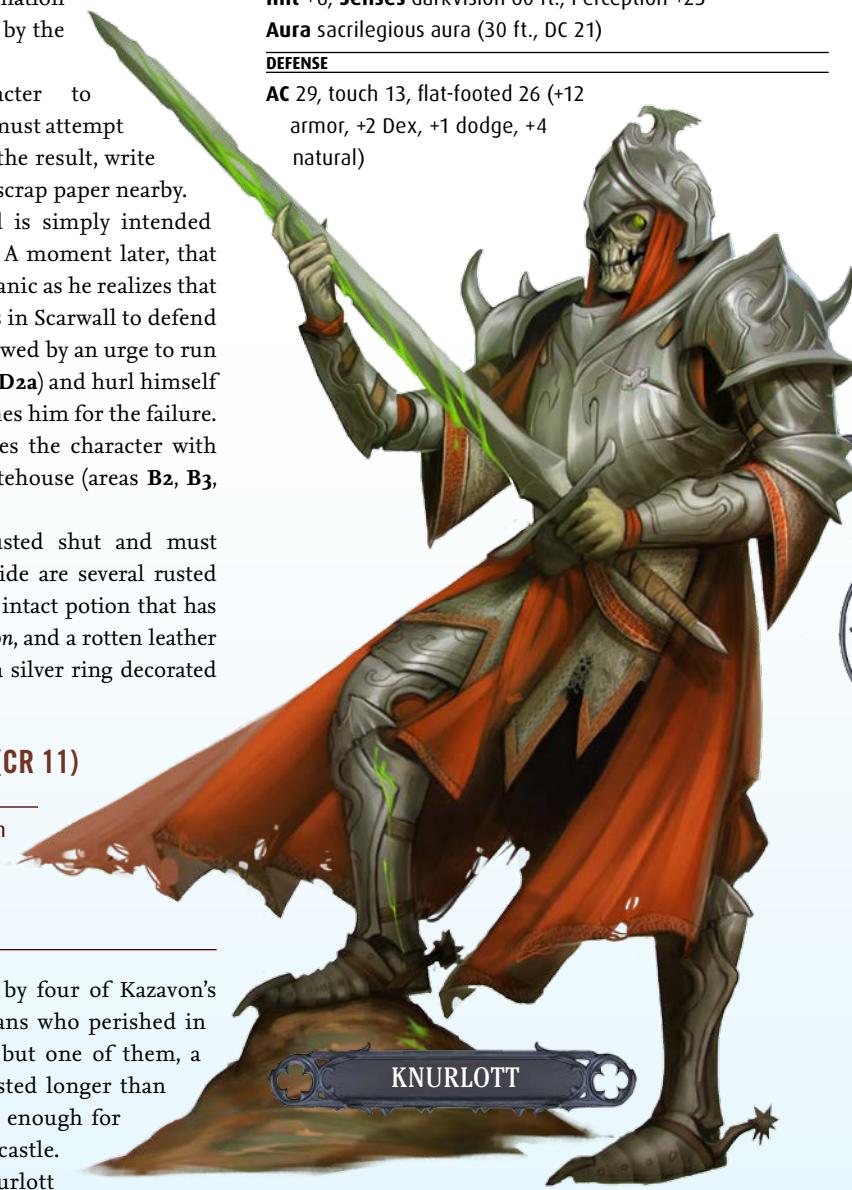
CE Medium undead (augmented humanoid)

Init +6; **Senses** darkvision 60 ft.; Perception +23**Aura** sacrilegious aura (30 ft., DC 21)

DEFENSE

AC 29, touch 13, flat-footed 26 (+12

armor, +2 Dex, +1 dodge, +4 natural)



KNURLOTT

hp 178 (12d10+108)**Fort** +15, **Ref** +8, **Will** +11 (+3 vs. fear)**Defensive Abilities** channel resistance +4, rejuvenation;**DR** 10/magic; **Immune** acid, cold, electricity, undead traits; **SR** 24**OFFENSE****Speed** 30 ft.**Melee** +2 *cold iron greatsword* +26/+21/+16 (2d6+19/17-20 plus 3d6 acid) or armor spikes +21/+16/+11 (1d6+9 plus 3d6 acid) or slam +15 (1d4+5)**Special Attacks** channel destruction (3d6 acid), devastating blast (8d6 acid, DC 21, 3/day), undead mastery (60 HD, DC 21), weapon trainings (heavy blades +2, close +1)**TACTICS**

During Combat Knurlott prefers fighting in melee with his greatsword, and uses Power Attack with Greater Sunder when he must move to reach a foe. Otherwise, he makes full attacks with Power Attack, focusing his wrath on heavily armored foes first and trusting to his spell resistance and other immunities to protect him from magic attacks. He relies entirely on his channel destruction and devastating blast for ranged combat, and faced with a foe against whom these tactics are not viable, Knurlott retreats into Scarwall to recruit allies or to lure the enemy into an area where he can fight them more efficiently.

Morale Knurlott fights until destroyed.**STATISTICS****Str** 23, **Dex** 14, **Con** —, **Int** 10, **Wis** 16, **Cha** 20**Base Atk** +12; **CMB** +18 (+20 bull rush, +22 sunder); **CMD** 31 (33 vs. bull rush, 33 vs. sunder)

Feats Bleeding Critical, Critical Focus, Dodge, Greater Sunder, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Bull Rush, Improved Critical (greatsword), Improved Initiative, Improved Iron Will, Improved Sunder, Iron Will, Mounted Combat, Power Attack, Ride-by Attack, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Intimidate +28, Perception +23, Ride +8, Sense Motive +15

Languages Common, Hallit

SQ armor training 3, gravknight armor, phantom mount, ruinous revivification (acid)

Gear +3 full plate with armor spikes, +2 *cold iron greatsword***B11 WESTERN GUARD QUARTERS**

Numerous moldy bunks sized for creatures a few feet taller than the average human sit against the walls of this room, which must have once been quarters for castle guards, if the partially collapsed and empty armor rack near the south wall is any hint.

As with area **B7** to the east, several of Kazavon's minotaurs dwelled here.

Phantasm: If the PCs search this chamber, have them all attempt Will saves. When you find out who rolled the lowest, take that character's player away from the table and quietly inform him that his character suddenly feels an overwhelming sense of agoraphobia and yearns to hide in a cramped, winding labyrinth. The yearning passes quickly, a fragment of a long-dead minotaur's distaste for the large open spaces in human habitations. This has no in-game effect, whether or not the player's character shares this experience with the others.

B12 MAGUS QUARTERS

A partially collapsed bed sits to the south in this room next to a small, ruined reading desk. A battered combat dummy that once looked like an orc leans against the northeast corner of the room.

This room was where a bitter elven magus named Aerilaya dwelled. Kazavon nearly put Aerilaya to death when he rescued her from orc raiders, but when she furiously tore apart the surviving orcs with her magic and a blade she wrenched from an orc commander's hand, Kazavon instead hired the magus to serve him. Aerilaya fell in combat against Mandraivus, slain in the castle cupola by an elven sorcerer whom she recognized as a cousin, and now haunts that area as a banshee (see area **D16**).

Treasure: Most of Aerilaya's gear was lost in the battle against Mandraivus, but a successful DC 20 Perception check uncovers her spellbook in a once-much-better-hidden secret drawer of the ruined desk. In life, Aerilaya was a 12th-level magus; her spellbook contains dozens of spells (of level 1 through 4) of your choice. Perhaps of more interest to the PCs are the fragmentary journal entries written throughout her spellbook, alongside the arcane notations. A character who can read Elven can learn the magus's name, of her exile from Kyonin after her involvement in a series of unsanctioned vengeance killings against innocent half-orcs, of her journey to Belzen to seek death while killing the orcs she hated (for reasons the journal never makes clear), of her capture by orcs and rescue a few short days later by Kazavon, and of her being hired by him to serve as a court spellcaster. She characterizes Kazavon as a "handsome and well-spoken lunatic" and all but gushes over his passion for slaying orcs. After a PC reads her journal entries, a successful DC 20 Sense Motive check reveals the likelihood that her hatred of orcs bordered on a true obsession, and this knowledge may give the PCs a tactical edge if they confront her later.



B13 CAPTAIN'S QUARTERS

This room was once elegantly appointed, but today the large bed, dresser, table, and desk lie in ruins. A message has been scratched into the northern wall.

This room once served as Captain Castothrane's living quarters, but the man now stands eternal vigil in the gatehouse loft (area **D1**). The message on the wall was left years ago by another spirit-skulled orc, and it reads (in Orc) "Ukwar Lives—We Die!"

B14 WESTERN OFFICER'S QUARTERS

Two wrecked double bunks sit against the northern wall of this otherwise empty room. What appears to be a strip of cloth flaps in the wind in an arrow slit to the west.

This room, like area **B10** to the west, was used by four of Kazavon's officers. Unlike area **B10**, there is little danger here, save for an unnerving but harmless phantasm. The piece of cloth is all that remains of a desperate halfling warrior who served Mandraivus and who tried (and failed) to escape through the arrow slit during the fateful final orc attack on Scarwall. A successful DC 15 Perception check reveals bloodstains around the arrow slit's base and a few bloody and ancient fingernails stuck in the crevices between the stones on the outside, but the halfling's body has long since been carried off (in pieces) by scavengers.

Phantasm: The first PC who moves to investigate the strip of cloth must attempt a Will save. When you know the result, write it down and tell the player (regardless of the result) that his character feels a sudden panic at being caught in the arrow slit while trying to escape a murderous orc that's right behind him! Of course, there is no orc, and the Will save has no significance beyond being an attempt to unsettle the players.

B15 CASTLE KITCHENS (CR 13)

Rickety tables, butcher's blocks, and collapsed shelves clutter this room which appears to have once served as the castle kitchen. The walls and ceiling are covered in soot, particularly to the west where three huge ovens loom. Each is completely covered in a layer of char, inside and out, with bits of blackened bone and charcoal caked on the iron grills and in the ash pits beneath. Worse, however, are the four outlines burned into the brick of the oven walls—humanoid images splayed in positions of agony and death. Despite the ancient look of the layers of grime, the ovens radiate slight warmth and the faint odor of burning meat, as if they have been used recently.

As is evidenced by the shadows on the wall, these kitchens were used for far more than just food preparation. One of Kazavon's favorite means of execution was to lock a victim in one of the huge ovens during his evening meal and slowly fire it up while the bound victim struggled. Sometimes he ate the victim as well. When Mandraivus arrived, all the degenerate, villainous cooks were thrown into the ovens as just rewards.

Haunt: While Mandraivus managed to cleanse the kitchen of its wicked staff, the method of execution he and his cabal chose had the unfortunate side effect of giving Scarwall the raw soul energy needed to create a dangerous haunt and set of undead guardians. The haunt triggers as soon as anyone walks within 20 feet of the front of the three huge ovens.

CREMATORIAL BLAST

CR 10

XP 9,600

CE haunt (20-foot radius around oven)

Caster Level 10th**Notice** Perception DC 25 (to notice tendrils of smoke rising from each of the huge ovens)**hp** 20; **Trigger** proximity; **Reset** 1 hour

Effect A sudden blast of fire wells up inside of each of the three ovens, then plumes out into a sheet of flame that fills the room. As the fires burn, shrieking spirits made of flame tear through the room, swimming through the bodies of living creatures and appearing to tear away bits of flesh as they do. Every character exposed to the fires must succeed at a DC 20 Will save or be convinced the flames are real. If a character succeeds at the save, the haunt deals no damage, but failure results in the character taking 10d6 points of fire damage. At the end of the round, the fire vanishes (leaving behind the creatures detailed below), but only those creatures that took fire damage appear burned. Other creatures and the contents of the room are unscathed.

Destruction If the curse affecting Scarwall is lifted, this haunt fades away.

Creatures: The round immediately after the haunt resolves, the scorched outlines on the wall suddenly peel away and ignite into horrifying undead monsters known as cinder ghouls. These are the spirits of the kitchen's four most cruel and sadistic cooks, transformed after the castle's evil took hold into swirling, humanoid clouds of burning ash, bone, and charred body parts that glow fiery red from within and reek of scorched flesh. They roar like a wind-stoked fire as they move to attack.

CINDER GHOULS (4)

CR 8

XP 4,800 each

(Tome of Horrors Complete 313)

SKELETONS OF SCARWALL

283

CE Large undead (fire)

Init +9; Senses darkvision 60 ft.; Perception +8

DEFENSE

AC 21, touch 15, flat-footed 15 (+5 Dex, +1 dodge, +6 natural, -1 size)

hp 68 each (8d8+32)

Fort +6, Ref +9, Will +7

Defensive Abilities limited gaseous form; **DR** 10/magic; **Immune** fire, undead traits

Weaknesses vulnerable to cold

OFFENSE

Speed fly 40 ft. (perfect)

Melee cleaver +12/+7 (1d6+5/19–20 plus burn and energy drain), slam +5 (1d8+1 plus burn and energy drain)

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

Special Attacks burn (1d8 fire, DC 18), energy drain (1 level, DC 18), smoke inhalation

TACTICS

During Combat The cinder ghouls move to attack the closest targets. On the first round that a cinder ghoul is adjacent to a foe at the start of that round, the ghoul attempts its smoke inhalation attack while the other ghoul continues to fight. Although they will pursue foes into the nearby larder to the southwest, they do not pursue foes further into the castle.

Morale The cinder ghouls fight until destroyed.

STATISTICS

Str 16, **Dex** 20, **Con** —, **Int** 4, **Wis** 12, **Cha** 19

Base Atk +6; **CMB** +10; **CMD** 26 (can't be tripped)

Feats Dodge, Improved Initiative, Lightning Reflexes, Weapon Finesse

Skills Fly +18, Perception +8

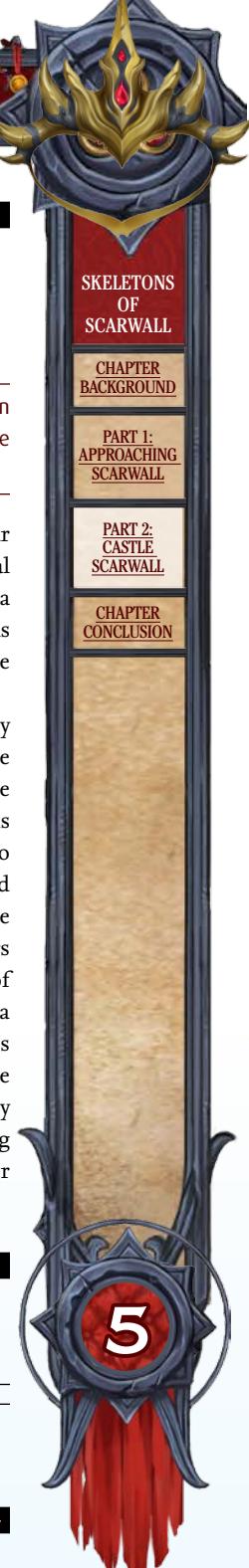
SPECIAL ABILITIES

Cleaver (Su) Each of these cinder ghouls wields a wicked-looking meat cleaver that functions as a +2 *conductive*^{UE} dagger. If a cinder ghoul is destroyed, or if a cinder ghoul is forced to drop its cleaver, the cleaver becomes a nonmagical improvised weapon. This unique ability, which grants the cinder ghoul additional opportunities to affect foes with burn and energy drain, increases its CR by 1.

Limited Gaseous Form (Ex) Because it has solid body parts that constantly float and swirl within it, a cinder ghoul has a limited version of *gaseous form*. Although other gaseous creatures can slip under the crack of a door, a cinder ghoul cannot. A cinder ghoul can, however, make slam attacks, retains its natural armor bonus, and can wield objects and weapons. Spells, spell-like abilities, and supernatural abilities affect them normally. A cinder ghoul cannot enter water or other liquid. It is not ethereal or incorporeal, and is affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind can't disperse or damage a cinder ghoul. Because it contains burning embers and small bits of perpetually smoldering flesh, a cinder ghoul cannot hide and gains no bonuses on Stealth checks in an area of mist, smoke, or other gas.

Smoke Inhalation (Su) As a standard action, a cinder ghoul can attempt to force some of its smoky form into the lungs of a living opponent. To initiate this attack, it must move into its target's space (this does not provoke an attack of opportunity). The target must then attempt a successful DC 18 Fortitude save or inhale part of the creature. Smoke inside the victim's lungs burns the

CINDER GHOUl



surrounding tissue, dealing 1d2 points of Constitution damage each round. The affected creature can attempt another Fortitude save each round to cough out the burning residue and thus end the effect. The save DC is Charisma-based.

Treasure: Hidden in a collapsed cupboard is a stash left by one of the cooks. It consists of valuables taken from victims of the ovens. The stash can be located with a successful DC 24 Perception check, and includes three partially melted silver teeth worth 1 gp each; a polished green stone, now slightly scorched and cracked (actually a worthless gallstone); the melted remains of a gold wedding ring worth 20 gp; and a *ring of minor spell storing* that contains a *displacement* spell.

B16 LARDER

The ruined remnants of several crates, barrels, shelves, and other storage devices suggest this room's original purpose as a larder for the castle.

Once used to store food and water for the castle (augmented as needed via spells like *create food and water*), the contents of this chamber have long since rotted and crumbled away into dust. A successful DC 15 Perception check on the rubble turns up many brittle humanoid bones—a grisly reminder of the cannibalistic nature of Kazavon's troops.

B17 PORTERS' HALL (CR 11)

Numerous arrow slits along the northern wall look out over the castle courtyard. The burned stubs of torches hang in iron brackets between the arrow slits, and small puddles of rain have formed beneath them, staining the stone. Opposite these, metal rings have been driven into the stone wall; some have short lengths of chain attached to them.

This corridor once served as housing for the castle's slave-porters. It was in ready shouting distance from the main keep, barracks, chapel, or guest wing—wherever they were needed. Their threadbare bedrolls have long since disintegrated from exposure to the elements. The porters were chained to the metal rings when not on duty.

Creatures: The slave-porters were released by Mandraivus when his cabal took the castle centuries ago. The minotaur guards that watched over them were slain and left behind. These five undead minotaurs now patrol this hall under Mithrodar's orders, watching for intruders attempting to infiltrate the castle via its courtyard. They immediately open fire with their crossbows if they see any targets therein.

SCARWALL GUARDS (5)

CR 6

XP 2,400 each

hp 61 (see page 272)

B18 ABANDONED WORKSHOP (CR 12)

Empty shelves and dusty workbenches are all that remain in this room, and what specialty this workshop may have supported is unclear.

Closer inspection of the shelves reveals strange circular stains left behind by various beakers and other alchemical containers. A successful DC 20 Craft (alchemy) or a successful DC 30 Perception check confirms that this was once a well-stocked alchemist's lab, but all of the usable surviving gear has been relocated to area B19.

Trap: This room contains a dangerous but relatively simple trap rigged by the night hag Malatrothe (see area B19). As soon as the double door from area B17 are opened, a system of trip lines and pulleys pulls the corks stopping three bottles lashed into torch sconces next to the three southern doors, releasing the three evil undead spirits trapped within to attack anyone in the room. These three creatures are advanced polongs, undead murderers given to the night hag by the chained spirit as part of their ongoing negotiations. A character who succeeds at a DC 22 Knowledge (religion) check identifies the polongs as incorporeal undead, with claws that make terrible wounds; if the result of this check exceeds that DC by 10 or more, the character also realizes that possessing or destroying a polong's bottle can grant control of or stagger the creature.

POLONG BOTTLES

CR 12

XP 19,200

Type mechanical; Perception DC 30 (DC 10 inside area B18);

Disable Device DC 25 (DC 10 inside area B18)

EFFECTS

Trigger touch; **Reset** repair

Effect 3 advanced polongs are released into area B18

ADVANCED POLONGS (3)

CR —

hp 115 each (*Pathfinder RPG Bestiary 5* 288, 196)

B19 MALATROTHE'S LAIR (CR 10)

Innumerable bags of netting hang on the walls of this dismal room, holding bottles, clay jars, dried plants, desiccated bits of animals, and similar things. Tattered, gauzy curtains have been strung throughout, creating a kind of diaphanous maze. The whole place is choked with a dank-smelling smoke that is issuing forth from a pitted iron brazier set in the center of the chamber.

This chamber once served as the abode of Kazavon's apothecary and alchemist. Its latest inhabitant has strung it with accoutrements and decorations to remind her of her own home on Abaddon. The netting bags hold many kinds of herbs and animal organs. The brazier burns seaweed-charcoal made on the shores of the River Styx, and its fumes smell foul to most living creatures (but have no game impact).

Creature: The night hag Malatrothe currently resides in this room. She is a recent arrival to Scarwall, having traveled here to trade souls with Mithrodar, who has granted her protection from the castle's other inhabitants and the curse in general. Malatrothe has already negotiated several good deals and is currently trying to figure out how to claim one of the castellan's anchoring spirits to take back to Abaddon's soul markets.

If Malatrothe hears the sound of battle nearby, she quickly comes to the conclusion that adventurers have invaded Scarwall; who else would be so foolish to attempt such a stunt, after all? She assumes the form of a battered halfling woman dressed in rags, clammers into one of the nets hanging from the walls, and waits for a few hours, hoping to trick any adventurers who enter this room into thinking she's a prisoner. She claims to be an herbalist named Alimae who was snatched from the woods near her home by a horrific dragon and then carried halfway across the world to this nightmare castle, whereupon the dragon handed her over to a towering, evil witch. The witch works in this room, Alimae continues, but she's been gone for several hours. Acting nervous and frightened, Alimae says that, if the PCs hurry, she can lead them upstairs to the witch's home. If they're quick, they can break the witch's *crystal ball* there and weaken her so that she'll be easy to defeat when she returns.

Of course, all of this is a blatant lie. "Alimae" wants to lead the PCs up to area **C14**, where she proudly offers them all as new spirits for Mithrodar to claim in return for the spirits of one of his anchors. If the PCs see through and expose her trickery, Malatrothe returns to her true form with a cackle, but still doesn't attack.

She compliments the PCs on their perception and caution, then asks them if they'd like to help her with a little project. She assumes they're here to defeat one, some, or all of the lords of Scarwall. All she wants is to be there when they defeat a spirit anchor so she can capture the soul and flee to Abaddon with it. She's worried that Mithrodar has no interest in relinquishing one of his anchors, and if she can't use the PCs as a bribe, she hopes to use them as tools to steal the spirit.

Malatrothe knows a little about Scarwall from her meetings with Mithrodar. She knows that the chained spirit's power is tied to four spirit anchors, and that as long as those anchors exist, he cannot be destroyed. She also knows that hundreds, if not thousands, of spirits are bound into the castle's walls by Mithrodar's presence. She can tell the PCs that Castothrane, Belshallam, and Nihil are spirit anchors. She'd prefer to catch Nihil's spirit but only knows the way to Belshallam's lair (she'd rather not select the powerful dragon as her target due to his strength). She's not sure who the fourth spirit anchor is, but suspects (correctly) that whoever it is lies within the chapel to the north.

If the PCs trust her, Malatrothe is actually one of the more forthcoming sources of information in Scarwall. The one thing sure to ruin an alliance with the night hag, though, is if she discovers the PCs are planning on destroying Mithrodar, for once he goes, the spirits bound here vanish as well, robbing the night hag of what she's decided is a very convenient place to harvest souls.

If she learns that the PCs intend to destroy the chained spirit, she remains allies with them until they help her catch the soul of a spirit anchor (perhaps even aiding them in combat, although only when she feels she can do so without placing herself at risk), then abandons them to warn Mithrodar about the situation, attempting to secure a second anchor from him in payment for the information. Mithrodar does not take this attempt at embezzling well, though, and swiftly slays the night hag. In this event, the PCs find her body in area **C14** when they get there, and her spirit being tormented by Mithrodar's chains.

Malatrothe has met her fair share of deadly enemies in her planar travels, and knows that the surest route to defeat is to underestimate foes. She treats the PCs as dangerous, and avoids engaging melee with them at the start of a battle,

MALATROTHE



relying on *magic missile* and *ray of enfeeblement* to attack at range. As long as the castle's *dimensional lock* is in effect, she can't become ethereal unless she leaves Scarwall, so she does her best to keep a fast retreat path open, fleeing from battle if brought to fewer than 40 hit points. If she does so, she makes her way up to area C19, where her loyal nightmare mount waits patiently for her, then rides out of the castle onto the parapet at C15 so she can flee to the Ethereal Plane as soon as possible. If she escapes from a fight with the PCs, she puts them "on her list." She doesn't return to Scarwall, but does spend some time researching the PCs and learning more about them. She may come back to dream haunt them as early as the next adventure.

MALATROTHE**CR 10****XP 9,600**Advanced night hag (*Pathfinder RPG Bestiary* 294, 215)**hp** 108

Treasure: Malatrothe's most prized possessions are her *soul jars*—special containers that night hags use to gather and transport souls. She brought four of them with her, and so far has filled two with insane spirits she's purchased

from Mithrodar, harvesting them directly from the castle's walls via *soul bind* and the chained spirit's aid. *Soul jars* are detailed on page 436.

Malatrothe has no other treasure of note on her person, having traded anything of value away to Mithrodar in their prior dealings. In fact, before the PCs arrived, she was seriously considering doing a little secret looting of other parts of Scarwall to fund continuing business with the chained spirit.

B20 WINE CELLAR

Racks along the walls here once contained hundreds of bottles of wine, but today, only a few bottles remain intact. Most lie in shattered shards of glass on the floor.

The shattered glass on the floor of this room functions as caltrops.

Treasure: Of the 16 surviving bottles of wine, a dozen have spoiled. The remaining four bottles of wine have been alchemically treated to keep the wine within at its peak age. While empty, these bottles are worth 100 gp apiece, but sealed, the preserved wine and bottles combined are worth 2,000 gp.

B21 COURTYARD (CR 13)

This wide courtyard gives an inside view of the castle's looming walls and towers. A chill breeze whips through the courtyard, carrying a few dry leaves from scraggly scrub bushes that grow fitfully at the yard's edges. A broad, stone-rimmed well stands at the western end, though the stone lip is crumbling and has collapsed in places. Thick patches of vegetation grow in and around this well, despite the apparent lack of soil to root within. To the north, stairs rise to a platform fifteen feet above the courtyard. Atop it, a black double door provides entry into the castle donjon. A double door to the east stands open, creaking on its hinges, as if left open by someone leaving in a hurry. Bent, rusted, and in some cases partially broken spikes protrude from the walls of the courtyard, and here and there, holes in the hard-packed soil hint at long-missing structures or poles that once stood within.

The central courtyard connects all of the wings of the castle. Public executions were often held here under the watchful eye of Kuthite priests on the balcony above. Sometimes, prisoners were crucified on frames that once protruded from the holes in the ground. Others were hung from or impaled on the numerous wall spikes; some were hurled from the top of Scarwall's tallest towers into the courtyard below; and some were merely beheaded or publicly tortured to death by Kazavon himself. The well to the south is actually another execution device; a 30-foot-deep oubliette that Kazavon would use to simply let prisoners starve to death in a public place where passersby could drop in whatever filth, venomous vermin, or other torments they wished. The oubliette was used by Mandraivus to dispose of most of the bodies of Kazavon's minions after they finished their invasion, but is also now the lair of a dangerous creature.

The stairs here lead up to area **D15**.

Creature: The vegetation that grows around the oubliette is sustained magically by the curse of Castle Scarwall. A successful DC 20 Knowledge (nature) check confirms that the plants here, mostly nettles, poison oak, and brambles, shouldn't thrive. The largest of the plants is an immense flowering monstrosity that originally fed upon the bodies of those thrown into the well, but is now sustained by the castle's ambient malevolence. This is a towering corpse lotus, and as the PCs draw near, it opens its central bulb, blooming with a terrible beauty before it attacks. The monstrous plant does not pursue foes out of the courtyard.

CORPSE LOTUS

CR 13

XP 25,600**hp** 178 (*Pathfinder RPG Bestiary 5* 60)

Development: Unless combat here was remarkably silent or ended quickly, the sound of battle in the courtyard attracts the attention of the undead archers that dwell in area **C19**, overlooking the courtyard. One round after the battle here resolves, the baykoks there open fire on the PCs from the arrow slits in the west wall of that room.

B22 CARETAKER'S QUARTERS (CR 12)

The interior of this old livery contains thick swaths of shadowy cobwebs that hang from the walls and ceiling in clumpy sheets. A particularly large mound of the strange stuff lies heaped in the eastern part of the room, partially blocking a large archway.

Creatures: The wagons and tack for the castle's stables were once stored here, but it has become the den of a clutch of four tenebrous worms that seeped into Scarwall from the Shadow Plane when the boundaries between the two worlds grew thin several years past. Belshallam has since adopted the tenebrous worms as pets. The heap of shadowy silk in the western archway holds remnants from previous worms that cocooned, transformed into gloomwings, and were eaten by the dragon. The four remaining worms do not attack the dragon (who much prefers the flavor of gloomwing over worm, and is content to let these four grow up as a result), but immediately attack anyone else who enters the room.

TENEBOUS WORMS (4)

CR 8

XP 4,800 each**hp** 105 each (*Pathfinder RPG Bestiary 2* 260)**B23 BELSHALLAM'S LAIR (CR 14)**

This large chamber, perhaps once a stable or kennel, has been gutted. Wooden partitions that may have been stalls lie shattered and burned, leaving only divots in the walls, floor, ceiling, and a few stone support pillars. The floor is a tangle of broken beams, dung heaps crawling with vermin, and the occasional gleam of polished bone. The whole chamber is shadowy and dim, the darkness an almost palpable thing.

This chamber did indeed once serve as a kennel for several of Kazavon's pets and favored mounts, but the remains of these creatures have long since crumbled to dust. Yet the chamber does not remain unoccupied.

Creature: Umbral dragons are beasts of shadow and darkness. While not directly tied to the faith of Zon-Kuthon, they do share many of the Midnight Lord's interests and goals, and in the nation of Nidal, a few umbral dragons serve the church of Zon-Kuthon as advisors, guardians, mounts, and assassins. While most



SKELETONS OF SCARWALL

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PART 2: CASTLE SCARWALL

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of these dangerous dragons remain unaffiliated with the religion, many are aware of Zon-Kuthon's works and the actions of his most powerful agents.

When the umbral dragon Belshallam first heard stories of Kazavon, a powerful dragon warlord who served Zon-Kuthon, he grew obsessed with the legend. What manner of treasure might such a champion of the Midnight Lord have owned? Certainly, much of it would have doubtless been claimed by now, but Belshallam clung to the hope that a hidden treasury may have remained undiscovered. He arrived in Scarwall many years ago. While he explored the ruins, slaying any undead that dared rise against him, Belshallam unwittingly fell into a trap. The chained spirit Mithrodar felt Belshallam's soul and approved of his strong links to the realm of shadow and the implied ties to Zon-Kuthon. When Belshallam destroyed one of Mithrodar's spirit anchors (an undead warrior named Gorstav, whom the castle's curse later reanimated as a much less powerful juju zombie), the chained spirit snared Belshallam as a replacement anchor.

When Belshallam first discovered he couldn't leave Scarwall, his rage exploded. He damaged much of the castle and destroyed several potent undead guardians before he was dreadfully wounded and forced to retreat into this room to hide and think through the situation. Over the centuries, Belshallam has tried several times to escape, each attempt being more halfhearted than the previous, until the dragon finally came to accept his new fate. He has managed to accumulate a fair amount of treasure and magic from other areas of the castle, a feat that soothes his basic draconic avarice somewhat, yet the fact remains that the dragon is terribly bored and listless—and when a dragon grows bored, he grows increasingly dangerous.

As a living host with a need for food, Belshallam's restraints are more relaxed than those of other spirit anchors. Mithrodar allows the dragon limited mobility around the castle, to a radius of a few miles, so the dragon can hunt. The mainstay of Belshallam's diet were initially the fecund tarnworms in the crater lake, but lately, the wyverns, chimeras, and other creatures he finds in the surrounding hills have become his favored source for meals. Fortunately for the Deadwatcher orcs in the barbican, the dragon finds orc meat as unpalatable as worm meat, and has not grown hungry enough to indulge in them. The dragon's ennui is

enough to keep him here in his lair for much of the time, and he spends an increasing portion of his life sleeping as a result.

Although Belshallam is likely to be slumbering when the PCs arrive at Scarwall, his Perception check is high enough that even with the -10 penalty for sleeping, chances are good that the sounds of combat in nearby areas wake him. Also, if the gargoyles in the minarets above attack the PCs (especially if they move to intercept PCs approaching the castle via flight), their loud shrieking and roars of excitement might alert Belshallam. If the dragon succeeds at a DC 10 Perception check, he wakes up and leaves his lair to take a few circling flights around Scarwall and see if something exciting is happening.

Once the dragon notices the PCs, he immediately roars in delight and moves to attack, eager for the thrill of combat. Yet despite his ferocity, Belshallam's greatest desire is to escape from Mithrodar and Scarwall's control. If the PCs manage to disrupt this control (either





by accident with an antimagic effect, for example, or by design), the dragon screeches in victory and immediately breaks off his attack to flee the region—such is his relief that he even abandons the treasure he's accumulated in area **B24**.

Belshallam understands much of how the chained spirit and Scarwall function, and knows that if he perishes here, his soul will become bound even more firmly to the region. As a result, the dragon becomes particularly craven if brought to fewer than 40 hit points, attempting to flee back to area **B23** to hide and heal. If already cornered here, Belshallam resorts to begging for mercy. Mithrodar's influence prevents the dragon from openly joining forces with the PCs or discussing the nature of how his spirit is anchored, but anyone who speaks for at least 1 minute with the dragon can attempt a DC 20 Sense Motive check to notice that some sort of magical compulsion affects the dragon. Belshallam's only real bargaining chip is his treasure, which he offers to the PCs as a bribe if that will prevent them from killing him. If, on the other hand, the PCs make clear the fact that they are here to release the spirit anchor effect, he grows very still and quiet. Mithrodar's control isn't enough to force the dragon to attack, but it is enough to keep him from giving the PCs any clue as to how to release him. Belshallam's sudden silence is the best he can do to encourage the PCs that they're on the right track.

If, in the end, the PCs decide that the dragon's death is the only option, a cornered Belshallam does his best to kill the PCs before they kill him and consign his soul to eternal imprisonment in Scarwall.

BELSHALLAM

CR 14

XP 38,400

Adult umbral dragon (*Pathfinder RPG Bestiary 2* 102)

hp 195

Development: If the PCs manage to free Belshallam from servitude as a spirit anchor without killing him, the dragon is capable of thanks and gratitude, despite the fact that he is as evil as dragons come. If the PCs free him, his first goal is to escape Scarwall. He flies to one of the towers overlooking the central tarn and alights there, watching curiously to see if the PCs follow. If they do, he thanks them for freeing him from the place, and although he has little desire to return there and possibly fall prey to the castle's curse or Mithrodar's clutches again, he can certainly help the PCs with advice. Although he knows nothing of *Serihtial* (the sword was taken below long before his arrival), he does know a fair bit about the castle, its denizens, its layout, and the perils the PCs could face there. You can use Belshallam to give the PCs any hints you want about Scarwall, although he knows nothing about the donjon or the Star Tower and



very little about the guest wing. If the PCs ask him where they might find *Serithial*, his only guess is the donjon or the Star Tower, the only parts of the castle about which he remains wholly ignorant.

B24 DRAGON'S HOARD

Battered weapons, breastplates, helms, shields, and a large number of skulls lie heaped on this chamber's floor. More importantly, chests overflowing with gold and silver coins occupy the center of the room.

Once the stable master's quarters, this chamber was converted into Belshallam's treasure vault. Some of the weapons and relics are in poor shape, having been taken from victims and heroes who dared to face him, while other treasures were stolen from denizens of the castle that Belshallam has confronted.

Treasure: The treasure here includes 7,030 gp, 18,445 sp, and 39,800 cp. Scattered among the coins are various gemstones worth a total of 5,800 gp, and among the battered gear are three masterwork greatswords, a masterwork halberd, a mithral breastplate, an adamantine battleaxe, a +1 lawful outsider-bane greatsword, a Small suit of +3 chainmail, and a staff of necromancy (5 charges).

B25 GUEST WING ENTRANCE

A few torn tapestry fragments hang from the walls of this otherwise empty room. A message has been scrawled in blood across the western wall.

The western wing of Scarwall was known colloquially as the “guest wing,” though there were relatively few actual guest rooms located in the castle and most of the chambers in this wing wound up being used as small, personal torture chambers. Even the honest guest rooms had doors that could be locked only from the outside and mountings on their walls where manacles could be hung. Frequently, guests of Kazavon’s were allowed to participate in the many horrors perpetrated on the castle’s prisoners as part of their entertainment. As such, the guest wing is steeped in as much or more blood than any other portion of the castle.

The message on the wall is written in Orc and reads, “Beware Ukwar!”

B26 ENTERTAINER'S LODGING (CR 8)

A flight of stairs leads upstairs in the middle of this room. To the south sits what may have once been a small apartment for two, but the ruined beds and desks leave nothing today for creature comfort.

Creatures: This room was where the castle’s jesters Pegg and Loute lived when they weren’t debasing themselves for Kazavon’s (or his guests’) amusement. If the PCs haven’t run across the two ghosts yet as a random encounter, they do so here.

Pegg is no taller than a short halfling, while Loute towers at just over 7 feet in height. Both wear identical outfits of formfitting black leather with tight, black leather masks covering their heads. Each mask has a stitched seam running from forehead to jaw line to seal it in place. Pegg’s left leg is missing, replaced by what appears to have been a chair or table leg. Loute has abnormally long arms that, when they hang at his side, reach to mid-calf. Although their clothing and the fake leg seem solid, they are as ghostly and immaterial to the touch as their incorporeal bodies are.

Despite their unusual appearances, both jesters were once human. Kazavon found their respective physical abnormalities and their pitiful attempts at poetry, literature, and displays of fanciful fighting techniques quite amusing. Rather than see them cruelly tortured to death, the warlord kept them on for several years as his pet entertainers. Most of Kazavon’s soldiers found the pair to be unbearably irritating, and only the threat of Kazavon’s wrath protected the pair from receiving shivs in their backs. Eventually, even Kazavon tired of their drivel and had them both executed in a fit of pique by having masks created to complement their normal grotesque attire and ordering them sewn closed over their heads. They were then condemned to a slow, agonizing suffocation as they hung from hooks driven through their collarbones, where they dangled for hours above the entrance to the castle. Many considered this final performance the highlight of their careers, giving them a standing ovation as their last spasmodic twitches finally ceased.

When Pegg and Loute are encountered, they rapidly approach the PCs and begin gesticulating and thrashing their arms about as if in a fit. These are mute attempts at pantomime and it seems as if the two are trying to tell the PCs something. A PC who succeeds at a DC 20 Perform (act) check realizes that there is no substance or meaning to the actions, they are merely the useless gestures of unfortunate souls whose deaths were agonizingly long enough for true madness to claim them before oblivion’s mercy did. A PC who succeeds at a DC 20 Wisdom check realizes the danger inherent to the display as explained below; if possible, you should roll the Wisdom checks and Will saves for the PCs in secret until they are fully aware of the danger. The characters really have no better recourse than simply putting these two lost souls violently to rest. Despite their physical dissimilarities in life and death, their combat statistics are identical.

PEGG AND LOUTE**CR 6****XP 2,400 each**Male human ghost expert 6 (*Pathfinder RPG Bestiary 144*)
CN Medium undead (incorporeal)**Init +5; Senses** darkvision 60 ft.; Perception +17**DEFENSE****AC** 16, touch 16, flat-footed 15 (+5 deflection, +1 Dex)**hp** 69 each (6d8+42)**Fort +7, Ref +5, Will +5; +4 bonus vs. channeled energy****Defensive Abilities** channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits**OFFENSE****Speed** fly 30 ft. (perfect)**Melee** corrupting touch +5 touch (6d6)**Special Attack** horrific pantomime**TACTICS****During Combat** The ghosts attempt to lull opponents into complacency using their horrific pantomime. If attacked, they fight back with their corrupting touches.**Morale** These two never did know when to quit. They fight until they are destroyed.**STATISTICS****Str —, Dex 12, Con —, Int 11, Wis 10, Cha 20****Base Atk +4; CMB +5; CMD 20****Feats** Improved Initiative, Lightning Reflexes, Skill Focus (Perform [act]), Toughness**Skills** Bluff +14, Craft (poetry) +7, Diplomacy +14, Fly +9, Perception +17, Perform (act) +17, Profession (jester) +9, Stealth +18**Languages** Common**SPECIAL ABILITIES****Horrible Pantomime (Su)** Any living creature within 60 feet that views this ghost's attempt at pantomime (a standard action for one of the ghosts to perform) must succeed on a DC 18 Will save or immediately take 1d4 points of Intelligence damage, 1d4 points of Wisdom damage, and 1d4 points of Charisma damage. Insidiously, the ability damaging aspect of this attack is noticed only if the creature succeeds at a DC 20 Wisdom check (including any penalties for Wisdom damage). A creature that successfully saves against this effect cannot be affected by the same ghost's horrific pantomime for 24 hours. The save DC is Charisma-based.**Rejuvenation (Ex)** If Scarwall's curse is lifted, these two ghosts are put to rest.**B27 GUEST WING GUARD POST**

Numerous oversized and long-ago-ruined bunks lie in various states of disrepair in this room.

As with areas **B7** and **B11**, this room used to house several of Kazavon's minotaur guards.

Phantasm: If a player has his character open the door into the hallway to the northwest that connects to area **B28** via a secret door, take him aside from the other players and inform him that a snarling 12-foot-tall minotaur leaps out of the hall beyond to swing a bloodstained axe down upon the PC's head. Roll a d20 out of sight of the player, then ask for his character's AC. Regardless of the d20 roll results, tell the player that the axe just barely missed, then return to the table with the player and ask that player what he wants to do. When he replies, write that action down on a piece of scrap paper (this helps to unsettle the players and the note you jot has no further bearing on play). No other PC in the room sees the minotaur, and as soon as the PC targeted by the phantasm takes any action, inform that player that there's nothing there to react to. The hallway is, and always has been, empty.

B28 GUEST DINING HALL

A long banquet table runs the length of this large room. Portraits caked with dust and cobwebs hang from all the walls, while three chandeliers fitted with dozens of unlit candles hang from the ceiling above.

The secret door in the eastern wall can be spotted with a successful DC 25 Perception check.

Any loud sounds in this hall (such as any sort of noisy reaction the PCs may have to the room's phantasm) alert the wraiths dwelling in the nearby guest rooms (area **B33**), who come to investigate immediately. 1d4 rounds after that, the master of these undead, Ukwar, joins the battle from area **B29**.

Phantasm: As soon as you finish reading the descriptive text for this room, have all of the players roll 1d20 (the result of this roll is meaningless, meant only to distract the players). One at a time, take the players aside and tell each of them that the banquet table is covered with dusty plates and tarnished silverware, with the exception of the last character you talk to. Tell that player her character sees a banquet table set for a feast, filled with all manner of delicious-looking food and drink, and that an imperious but shadowy figure wearing a cloak of blue scales stands at the far end of the table—a figure who just drew a sword. When you return to the table with the last player, quickly ask for the PCs to roll for initiative, as if a fight were starting, and let the players respond as they might. Of course, there is no "shadowy figure" or table full of food, but unless the player specifically states that she doubts what she sees, let her carry out whatever action she wants against the phantasm. Take care to note how loudly the PCs react to this phantasm, as their actions may attract the attention

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of the surrounding undead. In any event, once the PC reacts to the vision, she soon realizes it wasn't real and can recover her composure (doing so quickly enough to avoid using any consumable item, charge, ability, or spell in the process).

B29 Host's Chambers (CR 11)

This room was once a fine accommodation, but the bed and other furniture succumbed to mold and decay long ago. The air seems musty and foul, despite the wind blowing across three narrow arrow slits to the north that look out over the crater lake.

Creature: Once the home of the castle's host and attendant to all guests, this chamber is now the domain of Ukwar, the only Deadwatcher orc chieftain to ever become spirit-skulled. Ukwar lasted for a remarkable 7 days in Scarwall before she finally perished, and she rose the next night as a nearly unkillable undead marauder known as a fext. Unlike most fexts, Ukwar's languages are Common and Orc, and she fights with a +1 *conductive battleaxe*. If she hears any big noises in area B28 (such as combat or a loud reaction to that room's phantasm), Ukwar moves to investigate in 1d4 rounds. Otherwise, if encountered here, the PCs find her staring out the central arrow slit, lost in thought. In this event, she does not attack until spoken to or she is attacked herself. Regardless of when she attacks, she does so with an eerie silence and impassive expression. If reduced to 0 hit points by anything other than a glass or obsidian weapon, she glares at the one who struck her down and utters, in Orc, "You shall join me in death soon." If at a later point she wakes, she leaves this room to seek out the one who "killed" her and does her best to avenge her death. If slain permanently via a glass or obsidian weapon, she sighs in relief and thanks the one who released her from her undeath.

UKWAR

CR 11

XP 12,800

Advanced female fext (*Pathfinder RPG Bestiary 5* 288, 115)

hp 157

Melee +1 *conductive battleaxe* ^{UE} +22/+17/+12

(1d8+10/19-20/×3 plus energy drain on first hit per round)

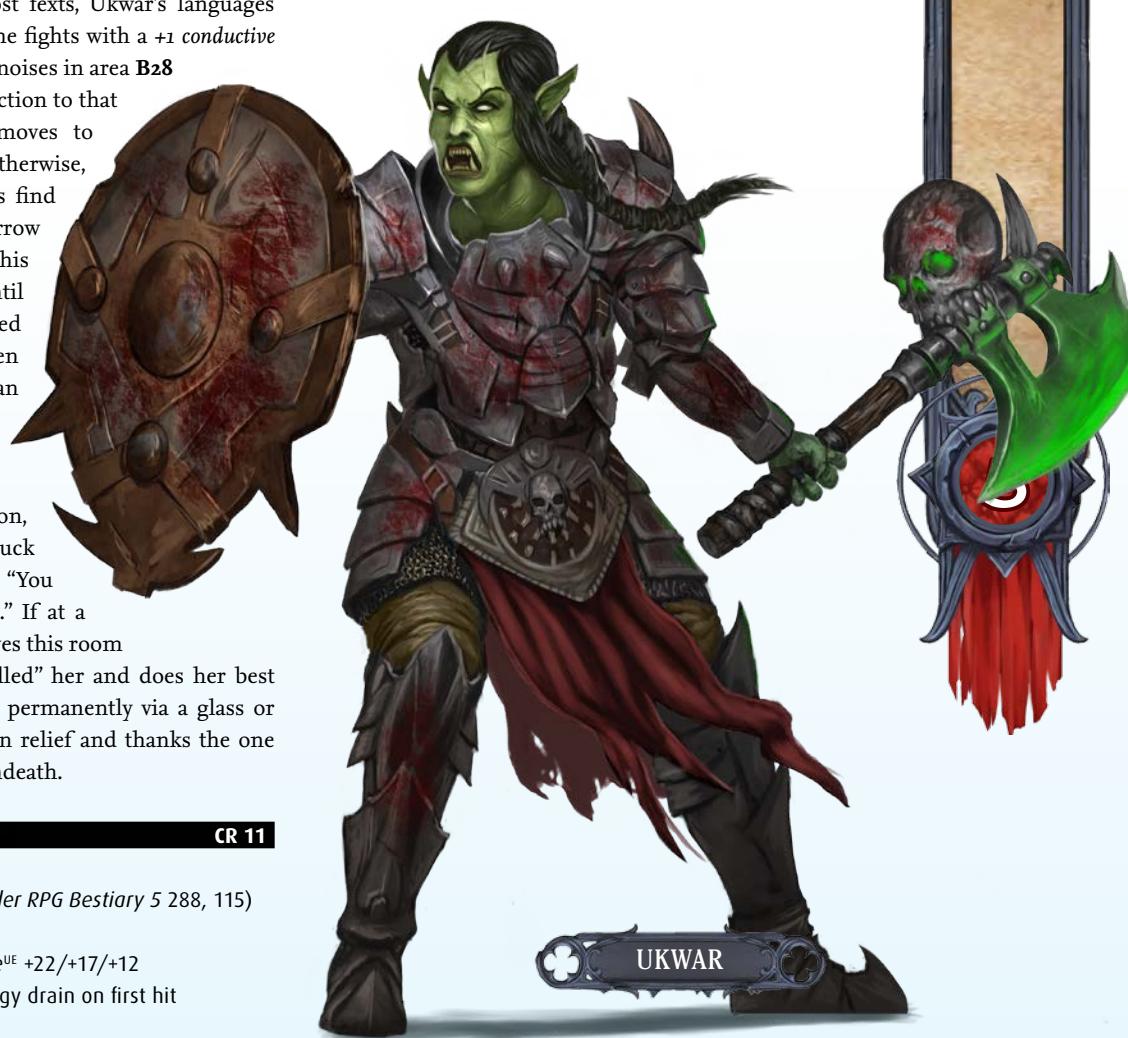
Feats Cleave, Dodge, Great Cleave, Improved Critical (battleaxe), Mobility, Power Attack, Spring Attack, Weapon Focus (battleaxe)

Treasure: If slain permanently, Ukwar's thankful spirit infuses her +1 *conductive battleaxe*, transforming it into a sinister but intelligent weapon that takes her name—see page 437 for more details.

B30 Bath (CR 13)

A large pool of fouled water fills much of the center of this room. Thick sheets of slimy algae cling to the edges of the pool, sending out dark green tendrils across the floor, while the waters churn and ripple as if something unseen wriggled in the foul-smelling depths.

This room was once a pristine bathing area made available to guests of the tower—one Kazavon was fond of turning into an abattoir when he grew tired of visitors.



UKWAR

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The pool is only 3 feet deep, but the waters are foul and rancid smelling, and anyone who drinks the water is exposed to blinding sickness.

Creatures: The infection in the waters is the least of this room's dangers, for the collected spirits of many of Kazavon's guests who were staying at Scarwall when the Order attacked have infused the slimy stuff, forming into six festering spirits. The ghostly monsters lurk within the waters, but swiftly rise up to attack the first person who interacts with the pool or as soon as a group attempts to leave the room. The spirits do not pursue foes out of this chamber.

FESTERING SPIRITS (6)

CR 8

XP 4,800 each
hp 58 each (*Pathfinder RPG Bestiary* 4 98)

B31 SERVANTS' QUARTERS

Several double bunks line the walls of this room. These furnishings, plus the wooden table at the room's center, are in a terrible state of ruin.

A number of Scarwall's servants dwelled in these cramped, miserable quarters. Most of them were kept in line via mind control or through sheer terror and were little more than unfortunate prisoners.

Phantasm: When the PCs enter this room, ask to see every player's character sheet. Say nothing, but take note of which character has the lowest Charisma score. Hand the sheets back, then inform the least charismatic character that he needs to attempt a Will save. Regardless of the result (which is irrelevant), that character experiences a sudden and overwhelming sense of oppression and hopelessness at being one of the warlord Kazavon's slaves. This awful sensation transforms into hope as the PC becomes aware of a band of heroes who have come to assassinate Kazavon, but the joy quickly turns to despair when the PC realizes that those heroes can't save him. These sensations pass an instant later, being nothing more than despondent echoes from the minds of the castle's serving staff.

B32 PRIVATE BATH (CR 4)

A single large pool filled with slimy green water occupies the center of this square room. The air is filled with the musty stink of rotting vegetation, and moisture drips from the tiled walls.

Hazard: The pool of water here is 3 feet deep and gave favored guests a more private place to bathe than the main bath used by most guests in area B30. No phantasms or undead await the PCs here, but the "algae" that covers the pool is in fact a floating sheet of green slime (*Pathfinder RPG Core Rulebook* 416).

B33 GUEST ROOMS (CR 11)

This chamber appears to have once contained all the amenities of a luxurious bedroom, except that now all the furnishings are crumbling, decayed, and spotted with patches of mold.

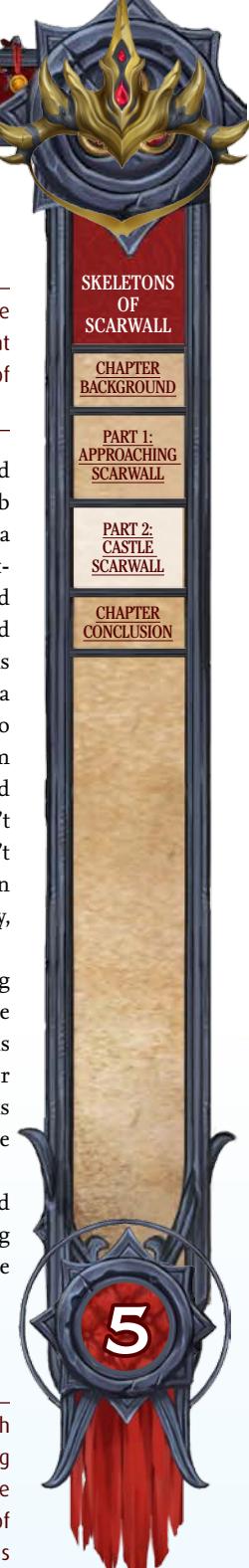
Creatures: Once used as guest rooms for Kazavon's visitors (and periodically as supplementary torture chambers when the mood struck him), these chambers now serve as makeshift lairs for the undead remnants of spirit-skulled orcs whose souls have succumbed to Scarwall's curse. When these orcs perished within the castle walls, they transformed into wraiths and gravitated to this wing of the castle to serve the greatest of their cursed kind, Ukwar. At the moment, there are 10 orc wraiths spread throughout these seven identical rooms, two each in the northern chambers, and one each in the southern ones. Psychically connected by the castle's curse, the wraiths all emerge to attack intruders in unison once one of them is confronted, or once they hear noise outside of these rooms, especially from area B28. They do not pursue foes out of the guest wing or into area B36.

WRAITHS (10)

CR 5

XP 1,600 each
hp 47 each (*Pathfinder RPG Bestiary* 281)

STATUE OF KAZAVON



B34 MALICE AFORETHOUGHT (CR 10)

This area appears to have been a parlor of some sort, set at the intersection of a hall and an entryway marked by an elaborate mahogany double door. A pair of sagging, velvet-covered divans sit against the walls beneath a thick layer of dust. Standing against the northern wall is a marble statue of a man clad in elegant nobles' robes, though his head is hidden beneath a rough leather sack.

In his sadistic manner, Kazavon enjoyed tormenting his guests as much as his prisoners, and the hooded statue is just such a torment for overly curious visitors. Over the years, the leather sack has grown brittle, and it crumbles to fragments if anyone jostles it or otherwise attempts to remove it. Removing the sack reveals the stern, scowling face of a handsome human man with the flinty eyes of a warrior and a sneer of disdain over perfect, if somewhat overlarge, teeth. A successful DC 25 Knowledge (history) check identifies this as an image of none other than Kazavon in his human form.

Hazard: The statue bears a curse that affects anyone who looks upon its face. Such a character must succeed at a DC 22 Will save or be overcome by an irresistible urge to climb the ladder in area B35 into the Prison of Woe, where the curse compels the victim to remain in that room.

This curse is a mind-affecting compulsion. A victim can be prevented from following its dictates only by being physically restrained or by breaking the curse via magic (the curse itself functions at CL 20th). The compulsion also ends 1 minute after the victim is no longer looking at the statue's face, but should he look again, he must save again. Destroying the statue (hardness 8, hp 80, break DC 30) renders the curse ineffective, but each time a creature damages the statue, it must succeed at a DC 22 Will save to avoid being affected by *feeblemind* (CL 20th). Only one creature can be affected by this curse at a time, and if a new creature becomes cursed, the previous one is freed from the affliction. Any number of victims can be affected by the statue's *feeblemind* effect.

Kazavon delighted in seeing his guests fall victim to this curse, creating a sort of round-robin chain of prisoners as they stayed in his castle or attended one of the galas he hosted. Inevitably, someone would break free long enough to throw a cloak or blanket over the statue and end the game until the next time an event was held. Mandraivus's group placed the leather bag over the statue's head after divining its purpose.

Worshippers of Zon-Kuthon are immune to this curse.

Story Award: If the PCs manage to avoid or overcome this curse (whether or not the statue is destroyed), award them 9,600 XP.

B35 PRISON OF WOE

This small chamber is nondescript save for a trap door in the ceiling fifteen feet above, accessible via a wooden ladder that seems to be in remarkably sound condition given the state of the typical Scarwall furnishing.

This chamber is the focal point for Kazavon's cursed statue in area B34, which compels those who succumb to it to seek out this room and climb the ladder into a small chamber above. This upper room is a bare, 10-foot-diameter circular room with a 7-foot-high ceiling and no windows save for arrow slits looking southeast and southwest over the tarn. Once a cursed victim enters this room, the curse compels him to remain here forever as a severe case of agoraphobia prevents him from wanting to leave. Eventually, if the curse is not lifted or a new victim doesn't succumb, the victim dies of thirst, starvation, or old age—whichever doom comes calling first. The victim isn't prevented from taking any actions, so long as he doesn't exit this room. Once the curse is lifted, this restriction is lifted as well. The trap door in the floor opens easily, allowing access back down to area B35 below.

The mummified remains of a dwarven scholar (having been abandoned by his students 645 years ago after he was invited by Kazavon to conduct a lecture) are this room's only current contents. He managed to survive for 8 months by drinking rainwater and snaring local rooks with a bit of string; despite his best efforts, though, he finally starved to death.

Treasure: Most of the dead scholar's gear has rotted or rusted away, but a platinum and black sapphire ring bearing the sign of the Whispering Way etched inside the band sits on one finger. This ring is worth 5,500 gp.

B36 ROSETTE OBSERVATORY (CR 14)

This vast, grand ballroom is constructed in a floral shape with a high, vaulted roof of intricately wrought glass panes bearing a slight rose tint but still providing a breathtaking view of the sky. Clover-shaped pillars support key portions of the roof above the polished floor of stained cherry, and a wide dais provides room for an orchestra to play or stage performance to occur. A few broken chairs have been pushed into the corners, but otherwise this room is empty.

Kazavon hosted grand cotillions in this observatory. These affairs were always of utmost sophistication but varied from elegant dances and dramatic performances for his honored guests to absolute debauchery and orgies culminating in cannibal feasts visited upon his less fortunate visitors. Typically, the participants didn't even



know which sort of engagement it was going to be until too late. Thanks to the spirits of the castle, the room remains in perfect repair despite the many years since the last event was held there, but the wooden floor—composed of oak—has been indelibly stained a rich cherry color by the bloodshed here.

The secret door in the southwestern wall is rather well hidden, but can be located with a successful DC 35 Perception check. A character who locates the faint trail from area B37 to this spot on the outside gains a +10 circumstance bonus on Perception checks to find this secret door.

Creature: More blood was spilled in this ballroom than anywhere else in the castle. As a result, the restless dead concentrated here have “fused” their spirits, becoming an undead horror of incredible menace. The very representation of death incarnate, this creature is known as a *danse macabre*. It lurks incorporeally near the ceiling of the room, and the rose color of the glass provides a camouflaging effect. The PCs must succeed at Perception checks opposed by its Stealth check in order to notice that it floats above them until it attacks or they detect it by some other means. Once all of the PCs appear to have

entered the room, it begins its dance of death to compel them to join with its eternal existence.

DANSE MACABRE

CR 14

XP 38,400

hp 203 (see page 470)

Treasure: Buried beneath the wooden floor of this chamber is the general that led Tamrivena’s forces alongside Count Andachi to defeat Kazavon. After slaying the man, Kazavon placed his body here as a trophy. The corpse can only be found by magic or by tearing up a portion of the wooden floor to reveal the cavity beneath. A successful DC 35 Perception check (or at your discretion, any woodworking-related Craft or Profession check) reveals a section of floor that was removed and replaced at some point in the past, but that there is no method of easy access to the space below. Within the confined area, the skeleton still wears its +2 full plate armor. Clutched to its breast is a +1 holy cold iron longsword. His +1 tower shield still bears a rampant eagle coat of arms; a PC who succeeds at a DC 30 Knowledge (history or nobility) check identifies the corpse as Sir Echolt Crommerand of Tamrivena.

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B37 HIDDEN MOORING (CR 13)

A faint, narrow path follows the rocky ridgeline of the castle's island, yet it hasn't been used in centuries, even by the rare wildlife in the area. A PC who succeeds at a DC 25 Survival check can locate the remnants of this once-properly cleared trail, but most of it has eroded away over time, making it undetectable unless the PC is on the ground and looking for it. This was the exact route that Mandraivus and his cabal used to invade Scarwall, approaching invisibly via *water walk* from the west and entering Scarwall through the secret door revealed to them by Kleestad.

At the western edge of the island, where the trail ends, a few short stone columns sit just underwater in the shallows of the tarn, all that remains of a small quay that once stood here. The ruined quay is visible from above water with a successful DC 20 Perception check. Though Kazavon never seemed particularly worried about an escape route from Scarwall (something he paid for in the end), his chamberlain Kleestad was less confident and had this mooring and the secret door in area **B36** constructed in case the castle should ever be seriously threatened by Kazavon's many enemies.

Creature: One of the immense tarnworms that dwell in the crater lake has taken to lurking in the waters near the quay here. The lumbering, slimy creature surges up out of the water to attack anyone who comes within 20 feet of the shore, but retreats to the lake's depths if reduced to fewer than 30 hit points.

TARNWORM

CR 13

XP 25,600

Advanced purple worm (*Pathfinder RPG Bestiary* 294, 230)

hp 232

Treasure: A successful DC 23 Perception check on the trail itself uncovers a rare platinum coin dropped for luck by Mandraivus before he and his cabal entered the castle. The coin was minted more than 700 years ago in ancient Ustalav. More significantly, a shard of Mandraivus's soul infused the coin when he died, transforming it into a lucky talisman identical in all ways to a *stone of good luck* that functions only for a good-aligned carrier.

C SECOND FLOOR

The second floor of Scarwall technically includes the upper level of the donjon, but this area is covered in a separate section beginning on page 318. Random encounters function normally on the second floor of Scarwall. All encounter locations are on the map of the second floor on page 299.

C1 GATE WINCH (CR 10)

This oddly shaped chamber occupies most of the gatehouse's second floor. A large set of winches in the room seem to govern the gates and portcullises in the gateway below. Troughs run along the sides of the winches, just above a set of murder holes in the floor to the east and west of the winches. Arrow slits pierce the outer walls in several places, completing the room's defensive posts.

This room was the focal point of the main gate's defenses. Troops could be shuttled through here to reinforce different areas of the gatehouse, and the actual gates could be controlled by means of the winches. The troughs were normally kept filled with oil that could be brought to a boil and dumped into the room below in times of invasion. The Scarwall curse has infused the oil kept here, making it supernaturally cold instead. Ten minutes after the troughs are emptied, the freezing oil magically refills in these troughs.

Creatures: A total of four dread skeleton minotaurs are stationed here, minions of the castle and Captain Castothrane (who remains in the chambers above throughout any assault on the castle).

SCARWALL GUARDS (4)

CR 6

XP 2,400 each

hp 61 each (see page 272)

C2 GUARDHOUSES

This chamber is bare of furnishings other than a wooden table sized for large creatures and three similarly sized chairs. A stairway descends along the wall, and a ladder provides access to a wide trap door above. A door exits in one wall.

Both of these chambers served as guardhouses for those on duty defending the main gate. The stairs in **C2a** descend to area **B2a**, while those in **C2b** descend to **B2b**. Despite their age, the ladders leading to the trap doors remain sound, held together by the castle's curse. The trap doors in the ceiling provide access to the parapets above (areas **D2a** and **D2b**).

C3 CHAMBERLAIN'S QUARTERS

This bedroom's furniture is in a dreadfully decomposed state, although the bed and large writing desk were obviously once of quite high quality.

This chamber served as Chamberlain Kleestad's home, yet the man hasn't been able to return here since

Mandraivus invaded the castle—he barely made it back to this room before being summoned by Kazavon, going into hiding, and eventually recovering *Serithial* and being cursed by Zon-Kuthon.

Phantasm: The first character to attempt any search of these quarters must attempt a DC 20 Will save as sudden searing pain shoots through her ankles. If she fails the save, the pain is enough to knock her prone. Regardless of the save's result, she is filled with a terrible dread that Kazavon (who she also understands is who just broke both of her ankles) is about to kill her. A heartbeat later, this conviction passes, replaced by a yearning to burrow deep into the ground below Scarwall. One heartbeat after that, all of these convictions, as well as the ankle pain, fades away.



Treasure: A successful DC 20 Perception check on the rubble in this room reveals a discarded ring of keys that once unlocked numerous doors in Scarwall. These keys fit the locks on all doors on the first and second floors (areas B and C), along with most of the doors on the third floor (areas D1–D11), but finding the right key on the large ring takes 1d6 rounds (or a single round with a successful DC 20 Disable Device check to know which key is most likely to fit a lock).

C4 ARMORY (CR 13)

The door to this room is locked (DC 35 Disable Device).

Armor stands and weapon racks once filled this room, but today, they have crumbled into rubble. Very few weapons remain apparent, and those that do remain have rotten wooden hafts or rusty, pitted blades.

Once Scarwall's Armory, the bulk of the weapons in here were used by defenders during Mandraivus's attack.

Creature: An iron statue of Kazavon in his human form appears to stand in the northwestern corner of this room, but this is actually an iron golem, one of the few guardians of Scarwall to have endured. It has survived since Kazavon's time relatively intact and unhindered by the curse. The golem immediately attacks anyone who enters the armory, despite the fact that there is little of value left (save for one magical weapon; see Treasure). Mandraivus and his followers left this room alone, and never had the time or reason to deal with the golem, which does not pursue foes out of this room.

IRON GOLEM

CR 13

XP 25,600

hp 129 (*Pathfinder RPG Bestiary* 162)

Treasure: Most of the weapons and armor here are ruined, but a successful DC 25 Perception check picks out a +2 seeking composite longbow (+4 Str) amid the debris.

C5 CLERKS' CHAMBERS

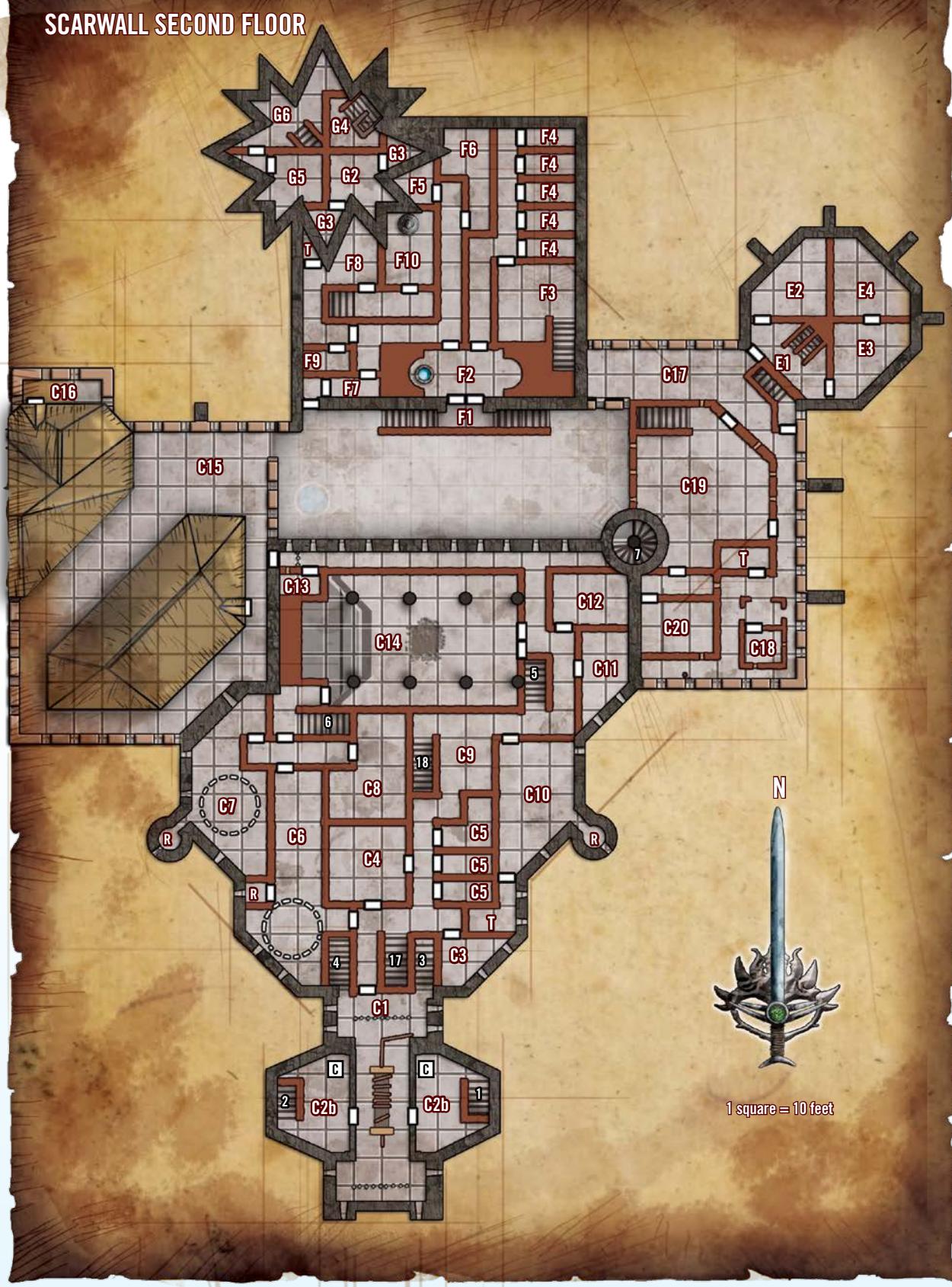
This relatively small room may have once been cramped, but now that its bed and dresser have fallen into ruin the chamber is almost sparse.

Each of these rooms was the home of one of the three clerks who served Kleestad directly in keeping Scarwall operational. All three attempted to flee Scarwall during Mandraivus's attack, only to be eaten by tarnworms.

Treasure: The clerks fled Scarwall so hastily that they left behind their last month's pay, totaling 35 gp and 385 sp, which can be scavenged from these three rooms.



SCARWALL SECOND FLOOR



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C6 SERVANTS' LOUNGE (CR 12)

Several chairs, couches, and tables hint at this room's original purpose as a communal living area. Judging by the low quality of the ruined furniture, castle servants were the likely occupants here.

Haunt: This room once served as the castle servants' lounge, but is now haunted by their tormented spirits. The haunt is relatively harmless, yet could cause great peril if multiple PCs succumb and are split up throughout the castle. As the haunt activates, ghostly images of harried, emaciated servants clad in rags manifest in the room and scurry about, frantic in their attempt to keep the castle presentable for their lord.

OBSESSION OF SERVITUDE**CR 12****XP 19,200**

CE haunt (20-foot-radius area in southern portion of area **C6**)

Caster Level 12th

Notice Perception DC 30 (to notice motes of dust start to get swept up by invisible hands and cloud the air in tiny gusts)

hp 24; **Trigger** proximity; **Reset** 1 minute (5 rounds while controlled by the geists in area **C8**)

Effect As the figments left behind by the serving staff manifest, one attempts to merge with each PC to compel the PCs to begin furiously cleaning the castle. Although the haunt only triggers once someone enters the haunted area in the southern portion of the room, it can target any creature within 200 feet and line of sight to this area. This duplicates the effects of a *mass suggestion* (Will DC 19 negates). Characters who succumb are compelled to head out into the castle to clean a randomly determined room on the second floor. You can determine which chamber the PC is compelled to visit by rolling 1d20. The result is the encounter area on this floor the PC is compelled to travel to and then spend the remaining duration of the

effect cleaning. A character attacked along the way can fight back, but once a battle is completed must return to the task at hand. Characters prevented from following the *suggestion* do not resist violently, but do seek to obey the *suggestion* to the best of their abilities until the duration expires or the effect is dispelled.

Destruction If the curse affecting Scarwall is lifted and the geists in area **C8** are destroyed, this haunt fades away.

C7 SPARRING CHAMBER (CR 12)

Several partially destroyed sparring dummies lie in heaps on the floor here amid a number of broken weapons and shields.

Haunt: This room was once used by Scarwall's guards to spar and practice weapon play on the many days where rain or other weather prevented such activities from taking place in the courtyard or roofs. Today, spirits of the castle's guards haunt this area, much like the spirits of servants who haunt the lounge (area **C6**), except characters who are influenced by this haunt succumb to a far more violent activity than cleaning.

OBSESSION OF BATTLE**CR 12****XP 19,200**

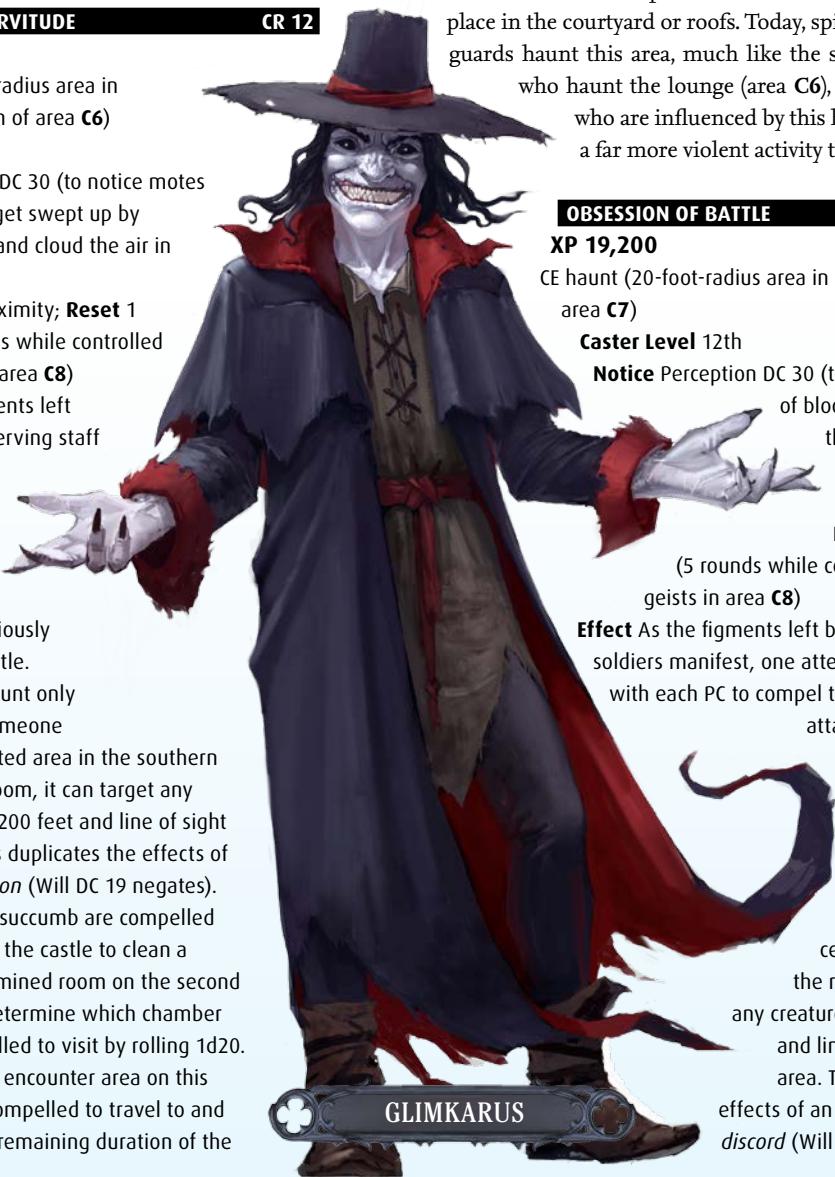
CE haunt (20-foot-radius area in central portion of area **C7**)

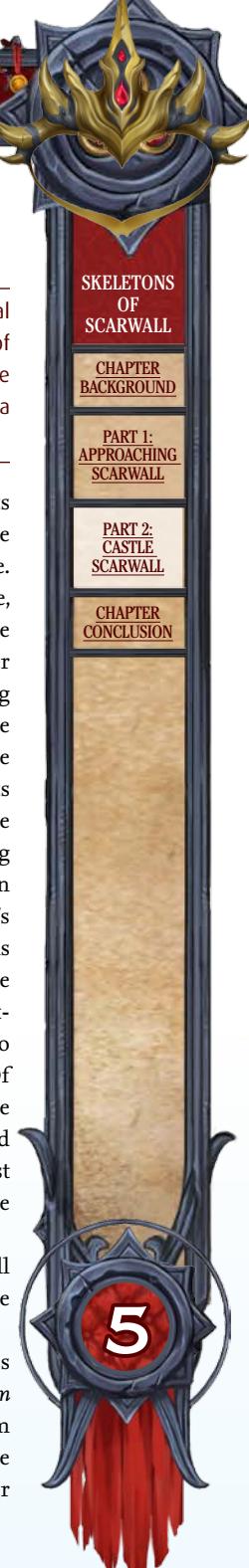
Caster Level 12th

Notice Perception DC 30 (to notice spatters of blood appearing on the floor and walls)

hp 24; **Trigger** proximity; **Reset** 1 minute (5 rounds while controlled by the geists in area **C8**)

Effect As the figments left behind by the soldiers manifest, one attempts to merge with each PC to compel the PCs to begin attacking each other. Although the haunt only triggers once someone enters the haunted area in the central portion of the room, it can target any creature within 200 feet and line of sight to this area. This duplicates the effects of an *Extended song of discord* (Will DC 17 negates).





Characters who succumb feel urges to attack the closest target as per the spell's effects.

Destruction If the curse affecting Scarwall is lifted and the geists in area C8 are destroyed, this haunt fades away.

C8 SERVANTS' QUARTERS (CR 13)

A large number of double bunks, each long past its prime and in advanced stages of disrepair, sag and slump in this room.

Creatures: Many of the castle's servants slept here in the few hours they were allowed to rest. When Mandraivus attacked, some of these servants, as evil as the soldiers who served Kazavon, took up arms only to be killed along with the rest of the castle's inhabitants. While the nonevil servants became the haunt in area C6, the four of them who were truly vile in nature instead became geists, undead abominations capable of controlling haunts. These geists already control the haunts in areas C6 and C7, and can sense when either one activates. They swiftly move to investigate and attack foes they find there.

GEISTS (4)	CR 9
XP 6,400 each	
hp 114 each (<i>Pathfinder RPG Bestiary 4</i> 124)	

C9 CENTRAL HALL (CR 5)

This wide and twisting hallway runs between several stairwells through the heart of the keep. Numerous doors open from the sides of this hall, while divans and furnishings that once lined the hall have collapsed into splinters joined by the tattered remnants of what were once paintings and portraits on the walls. Among them can be seen the shattered remains of bones. A miasma of smoke hovers in the air and fills the hall with the stink of burning flesh.

Creature: This corridor has become the domain of a nightmare, the ally of the night hag Malatrothe (see area B19). It serves as her steed while traveling, but has taken this area as its lair during her stay, enjoying the manifestations of ghosts and undead that it then stomps into oblivion and playfully fleeing from the few it can't defeat. Living targets provide the opportunity to revel in gore that it hasn't enjoyed in several weeks, but as soon as it realizes how outclassed it is against the PCs, it flees downstairs to join its mistress if she still lives. Otherwise the creature attempts to smash its way through the door to area C15 at the far end of the hall to escape.

NIGHTMARE	CR 5
XP 1,600	
hp 51 (<i>Pathfinder RPG Bestiary 216</i>)	

C10 TORTURE ROOM (CR 11)

This room's furnishings leave no doubt as to its original purpose—racks, iron maidens, cages, and other implements of torture abound. Disturbingly, these objects are in remarkable condition and appear to be in fine working order, with not a speck of dust or mold to be seen.

Creature: Scarwall's curse keeps the torture implements in this room in perfect shape, preventing them from the disrepair that afflicts most other furnishings in the castle. This, plus the room's generally disturbing ambience, made an excellent home for a malicious fey creature named Glimkarus, a bogeyman who came to Scarwall after hearing whispers of the site's legends while tormenting the inhabitants of distant Lepidstadt in Ustalav. He found Scarwall to be more than he hoped for, the castle being a nearly endless font of inspiration for torments and scares. Yet when Glimkarus attempted to leave the castle after spending a few luxurious weeks skulking about the building, he found to his immense frustration that he could not, as he had been snared by the castle's curse. In time, Glimkarus convinced himself that it was his choice to remain in Scarwall, and his primary source of entertainment today is when a new orc goes spirit-skulled and enters the castle. If Glimkarus manages to catch such an orc, he brings it back up here to torture. Of course, the PCs make equally diverting playthings, and he uses *suggestion* and *hold person* to keep the party occupied while he focuses his attention on the PC with the highest Charisma score, who appeals to Glimkarus as the one most worthy of tormenting to madness.

Note that the ambient fear and dread suffusing all of Scarwall is enough to keep Glimkarus's terrible rejuvenation active at all times within the castle.

If reduced to 30 or fewer hit points, Glimkarus flees farther into the castle using a combination of *gaseous form* and *invisibility*. He hopes to lose the PCs, recover from his wounds, and then stalk the PCs via *nightmare* until he can orchestrate a rematch against them, preferably after recruiting one of Scarwall's other denizens to aid him.

GLIMKARUS	CR 11
XP 12,800	
Advanced bogeyman (<i>Pathfinder RPG Bestiary 3</i> 290, 42)	

hp 127

C11 PRIVATE AUDIENCE CHAMBER

A once-elegant desk sits to the northeast in this room, its top strewn with moldy scrolls, a human skull, a tarnished candelabrum, and other ornaments. A tall-backed but moldy

chair sits beyond the desk, while several smaller chairs lie strewn in disrepair throughout the room. An immense but sagging portrait of an armored man leading an army through rugged hills hangs askew on the north wall.

This chamber was used by Kazavon or his underlings to meet with special guests or important visitors to the castle. The painting on the north wall depicts Kazavon leading his army into Belkzen, identifiable as such with a successful DC 20 Knowledge (history) check.

Treasure: Most of the items in this room have been ruined by the passage of time, but a PC who succeeds at a DC 20 Perception check discovers a silver signet ring that Kazavon kept here as a memento. This was once Andachi's signet ring, a scholar's ring^{UE} that bears his family coat of arms (identifiable with a successful DC 30 Knowledge [nobility] check). Unfortunately, a shard of Andachi's spirit haunts the ring, manifesting as a curse that causes the ring's wearer to take a -4 penalty on saving throws against spells or effects generated by a creature that serves or worships Zon-Kuthon. This curse fades once the curse affecting Scarwall is defeated.

C12 WAITING ROOM

Several ratty, ruined couches sit against the walls here, interspersed by small tables or shelves containing broken bottles of wine or serving trays covered with sheets of mold.

This room is where those who wished to plead a case or otherwise present themselves to Kazavon in the great hall (area C14) awaited their turn.

Phantasm: After the PCs enter this room, have them all attempt Diplomacy checks. Whoever rolls the lowest becomes overwhelmed for a brief moment by the conviction that she has come to plead for mercy from Kazavon, but knows the warlord will not grant it. This is followed a heartbeat later by an urge to commit suicide by leaping from the castle walls. This phantasm passes quickly, but likely leaves the PCs disturbed nonetheless.

C13 GUARD POST (CR 6)

This small room looks out onto the parapets.

Creature: A single Scarwall guard stands watch in this chamber. If the undead minotaur spots anyone entering the castle from area C15, it fires upon the intruders through the arrow slit after ringing a dented brass bell to raise the alarm. As a result, roll on the Scarwall Encounters table to see what nearby creature responds to the alarm.

SCARWALL GUARD

CR 6

XP 2,400

hp 61 (see page 272)

C14 GREAT HALL (CR 15)

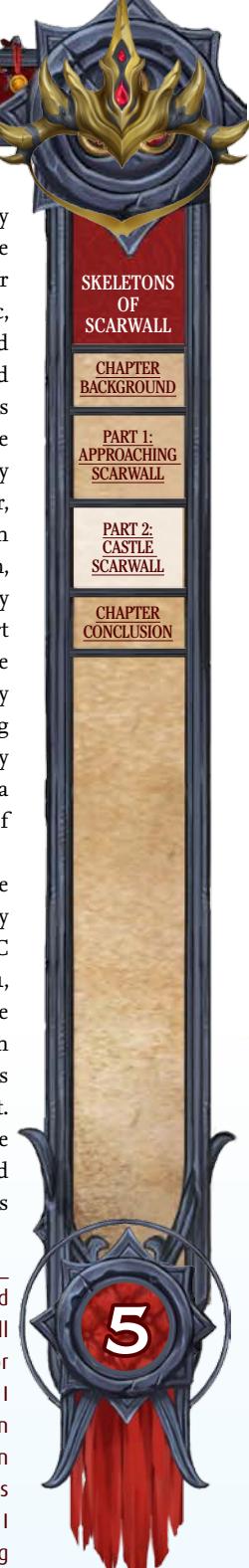
Thick wooden columns, their sides caked with dust, support the ceiling of this large hall. Between them, in the center of the room, sits a large fire pit, its ashes long cold. Many old stains mar the floor, some surely of spilled food and ale, though several darker ones appear more grisly in origin. At the western end of the hall, a wide dais rises where the lord's table could be set to oversee affairs in the hall. In the center of the dais is a great chair carved of oak and studded with iron rivets. Down one step and to the left of it is a smaller, less elaborate chair of oak.

Scarwall's great hall served as Kazavon's seat of power. It was here the warlord entertained his subjects (often at the extremely painful expense of prisoners, guests, or even his own guards). His great chair on the dais has stood empty for the past several centuries. The smaller seat belonged to a man almost as cruel as Kazavon—his castellan Mithrodar. The fire pit is only 2 feet deep and holds a foot of ash.

When Mandraivus and his cabal invaded Scarwall, they confronted Kazavon and several of his minions here. Mithrodar died on Serithial's edge, but his death bought Kazavon the time he needed to retreat to the castle donjon, a place he believed he would be protected due to his faith in Zon-Kuthon, when in fact this retreat only delayed the warlord's inevitable doom.

Creatures: Once second in command to Kazavon, Mithrodar now exists as a powerful ghostlike undead known as a chained spirit. He became the lord of Scarwall when Mandraivus was slain so long ago and the unquiet dead of Scarwall rose up. Mithrodar now maintains complete command of Scarwall, yet ironically he is also its most tightly bound prisoner. As with all chained spirits, he derives much of his power by investing fragments of his undead soul into four spirit anchors. With each spirit anchor that is defeated by the PCs, Mithrodar grows less powerful, and if all four are destroyed, the chained spirit himself can be destroyed as well. The four chains that descend from Mithrodar's ghostly body are physical manifestations of this link; each anchor destroyed removes one of these chains.

After all these years, little remains of Mithrodar's personality. He is now not much more than a malevolent intelligence eager to see the haunting of Scarwall continue, yet constantly in fear that a powerful force will cast him adrift by destroying his anchors. Mithrodar is at once in a position of power, for he commands much necromantic magic, and one of servitude, as he cannot directly influence events in Scarwall. In many ways, his condition is a punishment handed down from Zon-Kuthon himself, and



until Mithrodar fails at defending Kazavon's lair again, he is cursed to watch and wait.

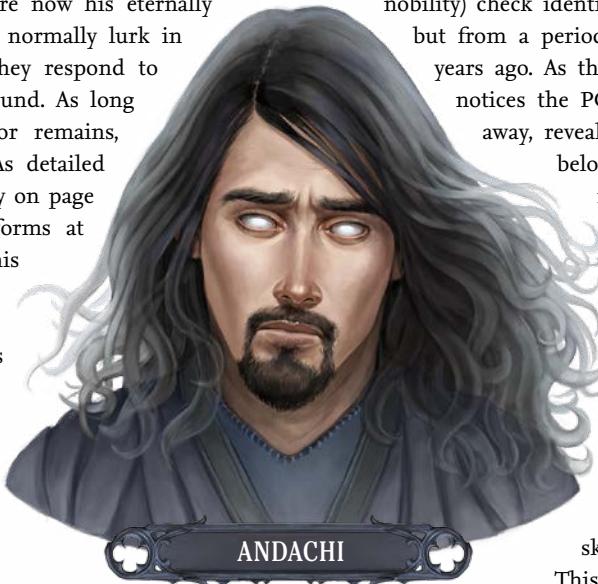
Mithrodar is attended by five spectres who were once his personal retainers, and are now his eternally bound undead thralls. These normally lurk in the servants' entrance, but they respond to his mental summons in 1 round. As long as at least one spirit anchor remains, Mithrodar cannot be slain. As detailed under the chained spirit entry on page 468, the undead menace reforms at full strength 1 minute after his destruction if even one spirit anchor remains. Fortunately, Mithrodar is bound to this chamber and cannot leave it to pursue fleeing characters.

MITHRODAR CR 14

XP 38,400

Chained spirit (see page 468)

hp 200



ANDACHI

SPECTRES (5) CR 7

XP 3,200 each

hp 52 each (*Pathfinder RPG Bestiary* 256)

Development: With the destruction of the chained spirit, the curse over Scarwall has nothing anchoring it to this location. Mithrodar wails and shrieks as he is defeated, and then his body twists and spirals as if caught in a vortex. A heartbeat later, he is gone. After a few moments, the walls of the castle begin to shimmer and brighten as the shadows that cling to every inch of the cursed structure fade. The sound of countless sighs whisper in the ear, and the oppressive sense of menace overlying the structure fades. At the same time, many of the undead in Scarwall collapse into lifelessness, including all of the undead on the random encounter table on page 272, all of the haunts scattered throughout the castle, and most of the undead encountered in various areas (the danse macabre in area B36 is unaffected by this development). Living creatures, such as the gargoyles and devils that dwell in the towers above, sense this change in the castle's atmosphere, and in time they may move on to seek other lairs, but are not otherwise affected by the end of the curse. Any PCs whose souls are trapped in the walls of the castle are now freed as well. Zellara, if she succumbed to the castle's curse, is also freed, and her spirit returns to her harrow deck, restoring the magic item to full functionality.

A few moments later, a small luminescence forms before the PCs. It rapidly increases in brightness until a figure manifests before them, being that of a confused-

looking human man in early adulthood. He wears finely cut, if long-out-of-style, clothing and is clearly a noble of some sort. A successful DC 30 Knowledge (history or nobility) check identifies his attire as Ustalavic, but from a period of time several hundred years ago. As the figure looks around and notices the PCs, his ghostly flesh strips away, revealing raw muscle and bone below as if he's being flayed by invisible knives. However, after being reduced in this horrible fashion, his skin reappears, only for the process to start all over again. The ghost seems to hardly notice his continuing mutilation, with only the occasional flinch as a particularly tender bit of skin is tugged away.

This grisly but harmless shade is that of Count Andachi himself, his soul finally freed from its long imprisonment in Scarwall. If any PC carries his skull or signet ring (from area D14 or C11, respectively), she recognizes him immediately. While undead, Andachi is not malevolent, and he has just enough strength to maintain his manifestation for a few moments before moving on to Pharamsa's Boneyard for judgment. But before he goes, Count Andachi has a message for the PCs. When he speaks, his accent is distinctly Ustalavic and archaic, yet his words are clear, manifesting as sounds as much as they do telepathic thoughts.

"You have done a great thing today. You have accomplished the conclusion of a legend. What has festered in Scarwall is no more, and in saving us all, you have returned honor to Tamrivena after these long years of shame—a shame I created, and a shame I was unable to lift. I sent Kazavon into Belkzen so many ages ago. Eventually, when even my coward's soul could no longer bear to hear tell of his cruelties, I came here to Scarwall to attempt to undo what I had done in asking for the Midnight Lord's aid in defending Tamrivena. Yet again I failed. My general, Kazavon, had me skinned alive and ate the strips raw before my dying gaze. And when I did die, my soul remained trapped here as surely as any prisoner."

"There came a time soon thereafter when Kazavon was finally slain, along with many of his cruel minions, by a powerful blade borne by a hero named Mandraivus. His blade Serithial brought an end to Kazavon's rule, yet could not quench his spirit, for Kazavon was one of the Midnight Lord's chosen. Mandraivus wisely ordered the dragon's relics

taken away, then remained behind to watch over the castle. His faith, his strength of will, and most of all, Serithtial kept the spirits of the dead quiet, yet these did nothing to protect him from a baser threat. The orcs came down from the mountains and murdered him. As he fell, his soul became trapped in these cursed walls. Without his presence, the light of Serithtial went dark, and the spirits of Kazavon's legacy took hold. This is the blasphemy you have righted today, and now Scarwall will be left to crumble to dust as the ages march on.

"Yet I sense that your quest is only partially complete. I have dwelled in Kazavon's echo for too long not to feel his strength, his influence, take root in your queen, so far away. Strange names that I do not know are in my head. Korvosa. Illeosa. Sabina. Your own. Kazavon quickens in your home, and you must recover Serithtial if you are to cast him down as surely as you have cast down his presence here. Yet a fallen agent of the Midnight Lord still subdues the threat Serithtial poses to Kazavon. While the sacred blade cannot be destroyed so readily, nor even taken far from this place without invoking the wrath of Iomedae... it can remain hidden."

"I can still feel a presence in this place, a power linked to the Midnight Lord. It lurks deep below, in a vault accessible via the Star Tower, Kazavon's inner sanctum. I see that here, in the deepest heart of Scarwall, your goal awaits in the foulest of places. A fragment of Scarwall's curse lingers there, lodged and stubborn. When the curse held sway, Serithtial's power was blocked to you. But seek out the blade's crypt, and it shall lead you to your goal. Now, with my time here at an end, your time shall at last begin."

The end of his speech coincides with the completion of one of his ghostly mutilations, except this time his form does not rejuvenate. Instead it crumples and slowly fades from view. The House of Tamrivena is at last no more.

Story Award: If the PCs defeat all four spirit anchors and destroy Mithrodar, thus lifting Scarwall's curse, award them 25,600 XP.

C15 WESTERN PARAPET

This parapet offers a haunting view of the crater lake and the ragged cliffs beyond.

A narrow parapet runs from the guest wing roof above the courtyard to this small side entrance to the donjon. This out-of-the-way entrance was created for discreet visits by some visitors to the castle or kidnappings of other visitors.

The door in the eastern wall of the central roofline opens into a staircase that leads down to area B26. The heavy oak door leading into the donjon is firmly locked (Disable Device DC 40), and the seams around its edges

are sealed with lead (break DC 30), part of Mandraivus's attempts to contain the evil within.

C16 BALCONY

The door that opens onto this empty balcony provides access to the stairs that lead down to the hallway just outside of Ukwar's room (area B29).

C17 EASTERN PARAPET

The stone floor of this parapet is covered with a pale green lichen that looks eerie but is harmless. The door to the War Tower that opens into area E1 is of remarkably well-preserved iron and firmly locked (hardness 10, hp 60, break DC 28, Disable Device DC 30). The only remaining key to unlock the door is carried by General Gorstav, who never leaves the tower's war room (see area E11). The door to the nearby stairwell is also locked but its key can be found on the key ring from area C3.

C18 SMITHY

A long-cold forge sits in the southwest corner of this smithy. Nearby sits an old, dusty anvil, against which leans a plain-looking but remarkably clean blacksmith's hammer.

This smithy was once the domain of Anizora, the commander of Kazavon's hunters. Today, Anizora "lives" on as a degenerate dybbuk in area C20, and her days of forging armor and weapons for Kazavon are long gone.

Treasure: The blacksmith's hammer was once Anizora's pride and joy. Called *Banudor*, the hammer functions as a masterwork tool for any Craft check involving smithing, but also functions as a +3 flaming burst warhammer. Additionally, the first person to pick *Banudor* up can feel the presence of its previous owner nearby, and knows this hammer can strike particularly devastating blows against the corrupted monstrosity that owner has become. Used against Anizora, *Banudor* functions as a *ghost touch* good-aligned weapon that deals an additional 2d6 points of damage on a successful hit.

C19 HUNTERS' QUARTERS (CR 13)

Several partially collapsed bunks slump against each other in the western part of this room, while the eastern half is occupied by a collapsed table and several ruined chairs.

Creatures: This large room once housed an elite force of bounty hunters employed by Kazavon. A total of four of them were not present in the castle when Mandraivus struck, and when they returned 2 days after their lord's death, they attempted (and failed) to assassinate the paladin. When Scarwall's curse infused unlife to the dead

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some time later, these four hunters rose from death as baykoks. These undead archers take note of the sounds of any combat occurring in area **B21** below, and as soon as that battle ends, they open fire on surviving PCs via the arrow slits in the western wall. Confronted here, they fight until destroyed, and pursue those who flee throughout the castle.

If the PCs confront the baykoks in melee here, Anizora (the degenerate dybbuk in area **C20**) joins the battle 1d4 rounds after possessing the taxidermy wyvern therein.

BAYKOKS (4)**CR 9****XP 6,400 each****hp** 97 each (*Pathfinder RPG Bestiary 3* 35)**C20 HUNT COMMANDER'S QUARTERS (CR 14)**

A ruined bed, a crumbled desk, and several tattered paintings of wild animals decorate this room, but the old taxidermic wyvern looming in the northeast corner is the chamber's most notable feature, intimidating despite the swaths of moldy stuffing and straw that protrude from its sagging frame.

Creatures: The commander of Kazavon's hunters, as well as Scarwall's resident armor and weapon smith, was a woman named Anizora. A devoted follower of Zon-Kuthon, Anizora helped to defend the donjon from Mandraivus but fell to the heroes in the end. When the curse of Scarwall raised the dead, Anizora was reborn as a dybbuk. She returned here to her quarters to linger, waiting patiently for a day that will never come—Kazavon's return to Scarwall. If combat breaks out in area **C19**, she possesses the taxidermic wyvern and joins the fight there in 1d4 rounds; otherwise, she remains here, brooding until the PCs confront her.

Anizora is not as powerful as a typical dybbuk, as her regret and self-doubt at failing to defend Kazavon has weakened her unliving resolve. She has the degenerate creature simple template, and cannot use her malevolence ability on living creatures as a result.

ANIZORA**CR 14****XP 38,400**Female degenerate dybbuk (*Pathfinder RPG Bestiary 5*288, *Pathfinder RPG Bestiary 3* 108)**hp** 171**ANIMATED TAXIDERMIC WYVERN****CR —**Large animated object (*Pathfinder RPG Bestiary 14*)

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision;

Perception -5

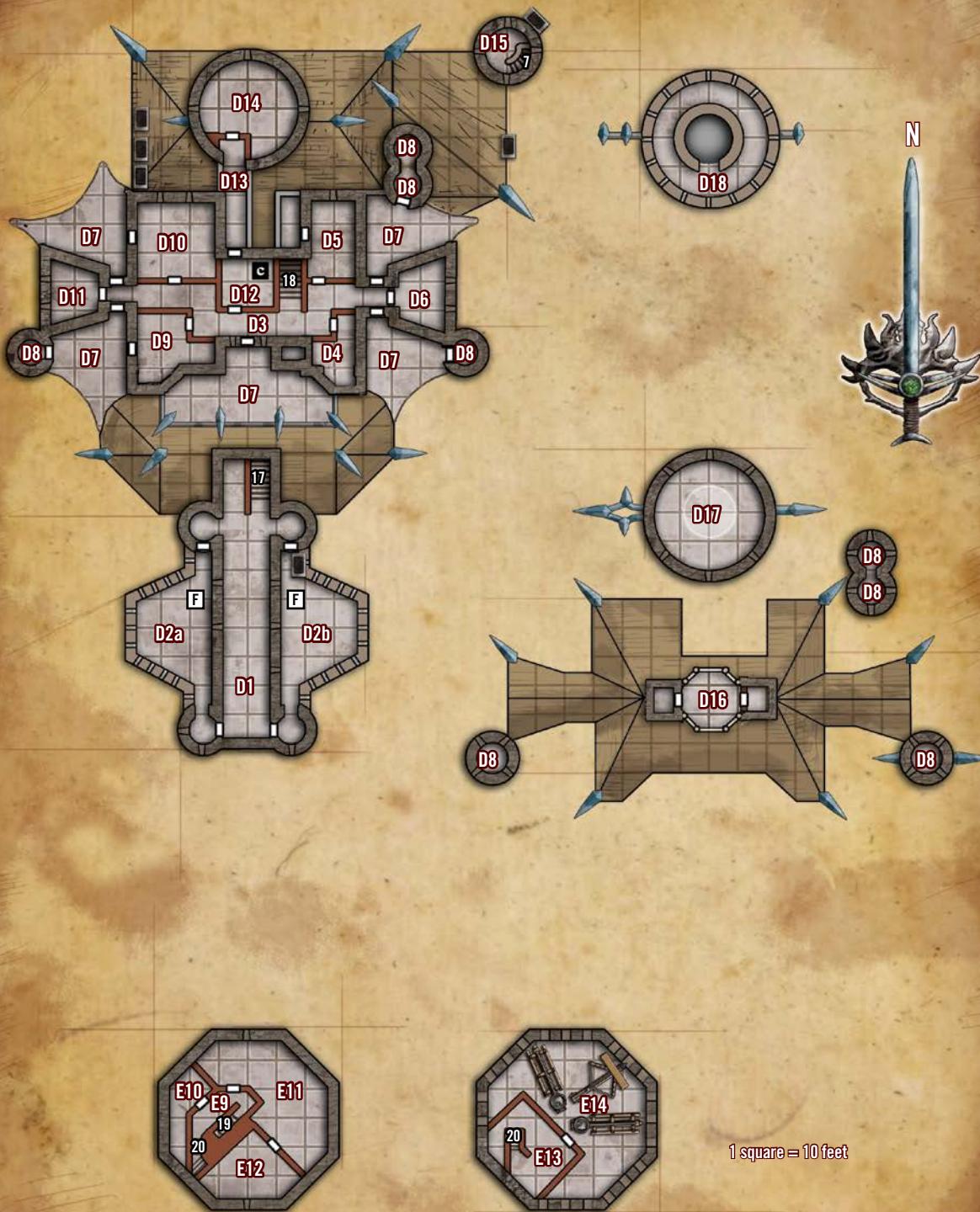
DEFENSE**AC** 14, touch 8, flat-footed 14 (-1 Dex, +6 natural, -1 size)**hp** 52 (4d10+30)**Fort** +1, **Ref** +0, **Will** -4**Defensive Abilities** hardness 5; **Immune** construct traits**OFFENSE****Speed** 30 ft.**Melee** bite +9 (1d8+9), slam +9 (2d6+6), sting +9 (1d6+6)**Space** 10 ft., **Reach** 10 ft.**STATISTICS****Str** 22, **Dex** 8, **Con** —, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +4; **CMB** +11; **CMD** 20**D SCARWALL HEIGHTS**

The third floor of Scarwall's keep and its towers (excluding the War Tower, the donjon, and the Star Tower) consist of



ANIZORA

SCARWALL HEIGHTS



1 square = 10 feet

SKELETONS
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areas D1–D18. Random encounters function normally here, and all encounter locations are on the map of the heights on page 306.

D1 GATEHOUSE LOFT (CR 13)

This long chamber has inward-slanting walls, like an attic. Many old barrels and boxes, broken and empty, are stacked at the base of the walls. Stairs descend to the north, near two small alcoves with conical roofs.

The gatehouse loft was once used to store supplies and armaments, and to provide access out onto the roof turrets for defense. When Scarwall fell to Mandraivus, one of its staunchest defenders was slain in personal combat with the hero of old.

Creatures: Captain Castothrane is one of the few castle guardians who was undead before Kazavon fell to Mandraivus. Although Castothrane was defeated by the cabal, when the spirits of Scarwall reclaimed the castle, they restored the skeleton warrior to his undead existence to become one of the chained spirit's anchors. His orders from Mithrodar are very specific, and he will not leave the gatehouse or the nearby parapets for any reason, even though he is tormented every second by the knowledge that his circlet is tantalizingly close (in area D14 to the north).

Castothrane is attended by the undead spirits of his two bodyguards, transformed by Scarwall's curse into greater shadows. The low ceiling and many boxes ensure that any light sources brought in here create deep and tangled shadows, which are perfect places for these undead to hide in ambush.

If one of the characters carries or wears Castothrane's circlet, the skeleton warrior points to that character and says, "Mine... you have what is mine... give it back!" If the PC refuses, Castothrane attacks that character to the exclusion of all others; if that PC falls, Castothrane ignores all other potential targets in his mad search for the circlet. If he finds it, he sighs in relief and places it on his head; as he does so, both the circlet and Castothrane himself crumble to dust. Of course, Castothrane's spirit is simply reabsorbed by the castle, but he is now no longer one of Mithrodar's spirit anchors and is not an immediate threat to the PCs.

CASTOTHRANE

CR 12

XP 19,200

Male human skeleton warrior fighter 11 (*Tome of Horrors**Complete* 734)

LE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +7**Aura** fear aura (DC 15)

DEFENSE

AC 28, touch 11, flat-footed 27 (+10 armor, +1 Dex, +4 natural, +3 shield)

hp 142 (11d10+77)

Fort +15, **Ref** +7, **Will** +7 (+3 vs. fear)

DR 10/bludgeoning and magic; **Immune** channel energy, undead traits; **SR** 27

OFFENSE

Speed 30 ft.

Melee +1 battleaxe +20/+15/+10 (1d8+9/19–20/x3)

Ranged mwk composite longbow +14/+9/+4 (1d8+5/x3)

Special Attacks weapon training (axes +2, bows +1)



CASTOTHRANE

TACTICS

During Combat Castothrane uses Power Attack when he fights. As he does, he attempts to maneuver the battle out onto one of the nearby parapets, so he can attempt to bull rush enemies off the edge (anyone who topples from either parapet takes 6d6 points of damage from the fall to the rocky shoreline below). Although Castothrane would like nothing better than to pursue fleeing enemies, his orders are to remain on this floor of the gatehouse no matter what.

Morale Castothrane fights until destroyed, or until he receives his circlet.

STATISTICS

Str 18, **Dex** 12, **Con** —, **Int** 8, **Wis** 12, **Cha** 20
Base Atk +11; **CMB** +15 (+17 bull rush); **CMD** 26 (28 vs. bull rush)
Feats Cleave, Great Fortitude, Greater Weapon Focus (battleaxe), Improved Bull Rush, Improved Critical (battleaxe), Improved Initiative, Iron Will, Lightning Reflexes, Point-Blank Shot, Power Attack, Toughness, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)
Skills Intimidate +27, Perception +7, Ride +12, Sense Motive +7

Languages Common

SQ armor training 3, find target

Gear +1 full plate, +1 heavy steel shield, +1 battleaxe, mwk composite longbow (+4 Str) with 20 arrows, cloak of resistance +1, ring of immolation (see page 435)

SPECIAL ABILITIES

Fear Aura (Su) Castothrane is shrouded in an aura of fear.

Creatures with fewer than 5 Hit Dice and in a 30-foot radius must succeed at a DC 15 Will save or be affected as per *fear* (CL 11th).

Find Target (Sp) Castothrane can track and find the holder of his circlet unerringly, as though guided by *discern location* (CL 11th). Using this ability, he can also find the last person to hold his circlet. His caster level is equal to the total of his Hit Dice.

GREATER SHADOWS (2)

CR 8

XP 4,800 each

hp 58 each (*Pathfinder RPG Bestiary* 245)

D2 GATEHOUSE TURRETS (CR 10)

Each of these rooftop turrets overlooks the approach to the castle's main gate. They are surrounded by crenellations that provide cover from below, and at the south end each has a guardhouse with arrow slits overlooking the causeway. These provide improved cover for those attacking through the arrow slits.

Creatures: Each turret is patrolled by two Scarwall guards. They shout an alarm to their captain at area D1 if they notice the PCs attempting to enter the castle.

SCARWALL GUARDS (4)

CR 6

XP 2,400 each

hp 61 each (see page 272)

D3 Upper Hall This dark hallway is made even gloomier by the presence of thick sheets of cobwebs that hang from above and drifts of dust and fragments of bone on the floor below. Portraits hang askew on the walls, but all of their subjects have been lost to a layer of mold and grime.

The flight of stairs in this hall leads down to area C9.

Phantasm: When the PCs first enter this area, have them all roll Perception checks. Whoever rolls the highest notices that one of the ruined portraits is in fact not ruined at all, and that its subject is singularly disturbing: the PC sees himself being beheaded by Kazavon. One blink later (or as soon as the PC draws attention to the image), the portrait reverts to its true state—a moldy sheet of ruined canvas on which no details can be discerned.

D4 HIDDEN STOREROOM

This room contains a wealth of ruined crates, rotten firewood, moldy barrels, and other mundane supplies that are long past their prime.

Treasure: Nothing of import can be salvaged from the main storeroom here, but a successful DC 30 Perception check reveals a secret door in the west wall. This stone door (hardness 8, hp 60, break DC 38, Disable Device 40) is protected by *arcane lock* masked by a *magic aura*, and both spells function at CL 15th. This secret chamber's walls are lined with lead; the room was used by Kazavon to store various rare components and item crafting tools. Within is a roll top desk holding numerous rare spell components (of which 9,000 gp in gems and diamond dust remain usable) and sheaves of fine parchment and powders for making ink (these have all decayed to uselessness). Leaning against the desk is a staff of *conjuration* (8 charges) built to resemble a mundane walking stick.

D5 WIZARD'S ABODE

This bedroom's contents are in shambles. A partially ruined circle of arcane marks has been inscribed on the floor in blood.

This room was the abode of a powerful wizard who once served Kazavon, and aided in conjuring some of the devils that remain here today. The wizard fled Scarwall when Mandraivus attacked, only to perish a few days later when a devil he conjured managed to turn against him. A successful DC 30 Knowledge (arcana) check confirms the arcane marks on the floor are a magic circle that was used



in the conjuration of devils via *planar binding*, although it no longer functions.

The small balcony to the west of this room has a stone railing surrounding it. The edges of this railing are sharpened to a razor's edge, and deal 1d6 points of slashing damage to anyone who climbs over them. A creature that is bull-rushed into one of these railings takes an amount of damage equal to 1d6 + the bull-rushing creature's Strength bonus.

D6 LIBRARY

A few shelves line the walls of this room, holding a modest collection of books and scrolls. A table with a comfortable, velvet-lined chair stands between the chamber's arrow slits. The melted stumps of two thick candles rest upon it. Two arrow slits to the east have rotting shutters that no longer serve to keep the damp out of the room.

Though not overly interested in literature, Kazavon did keep a small collection of writings. The books here have been maintained by the castle's haunted aura, but still feel brittle to the touch. Most are historical and geographical works relevant 7 centuries ago, from which the PCs could learn much about the history of Belkzen, Ustalav, and even the reign of the Whispering Tyrant, though this information plays no role in this adventure.

Treasure: One book, entitled *On Vaults and Treasure Chests*, is actually hollowed out and holds a small bag that contains five diamonds worth 500 gp each and a large onyx worth 200 gp. In addition, three scrolls are hidden on the shelf nearby: a *scroll of analyze dweomer*, a *scroll of animate dead*, and a *scroll of freezing sphere*. These items can be found with a successful DC 30 Perception check.

D7 LEDGES

These balconies overlook the castle and surrounding area. Unlike the lower parapets, they have no railings to prevent falls, but serve as excellent landing platforms for flying steeds. Each of these ledges is watched by a gargoyle brute on a nearby perch (see area D8) which, if they see any intruders on one of these ledges, shriek an alarm and swoop down to attack.

D8 GARGOYLE MINARETS (CR 10 TO 15)

Each of these small chambers forms the base of a towering, hollow tower of stone.

Creatures: A pair of gargoyle brutes dwells atop each minaret, which are open to the elements and allow the creatures to come and go with ease without opening any doors. It's unlikely for all eight gargoyles to react to intruders all at once, but feel free to have reinforcements join a battle that seems to be going in the PCs' favor.

GARGOYLE BRUTES (8)

CR 9

XP 6,400 each

hp 117 each (see page 267)

D9 ABANDONED GUARDROOM

The western door to this room is wedged shut from the inside, and the break DC to force the door from outside increases to 29 as a result.

A single ruined table sits in a heap in the center of this otherwise barren room. A gleaming red metal glaive has been impaled into the wood of the western door and wedged into a crack in the floor.

This guardroom was once attended by a small group of bearded devil guardians, but lies empty today.

Treasure: The glaive that is wedging the door shut has, over the many years, become infused with infernal energies left behind by the barbed devils that were slaughtered in the castle when Mandraivus stormed Scarwall. As long as the castle curse remains active, this weapon is an *unwieldy glaive^{UE}*, but once the curse is lifted, it becomes a regular +2 glaive.

D10 CASTELLAN'S CHAMBER

This elegant room's features remain striking and vibrant, as if the chamber had been decorated just yesterday. A stunning canopied bed sits against the north wall, while dressers, writing desks, wine cabinets, and other creature comforts adorn the remainder of the chamber.

This room was once the abode of Scarwall's castellan, Mithrodar. As the current lord of Scarwall, his presence in area C14 keeps this chamber pristine, even though the chained spirit can never again visit his onetime home. Once Mithrodar is slain, this room remains well appointed, but its contents are no longer protected from the passage of time.

Treasure: Although the furniture in this room is elegant, it's relatively bulky and only worth 800 gp in all if the PCs want to go through the trouble of salvaging it. The contents of the wine cabinet are more portable, with seven bottles of preserved Tamrivenan red remaining within. These are incredibly rare, and each bottle is worth 1,500 gp to the right buyer.

D11 SERAGLIO

This chamber holds only a few rough cots and wardrobes containing all manner of women's garb ranging from elegant evening gowns to revealing nightwear, much of which is yellowed and crumbling with age.



Kazavon kept the occasional human woman locked away here, hoping to sire a half-dragon heir someday. Unfortunately (or perhaps fortunately) for his brides-to-be, his more sadistic and gluttonous hungers saw them murdered before he achieved this plan.

Treasure: One of the articles of clothing in the wardrobe has weathered the passage of time better than the others: a suit of +3 mithral glamered chainmail.

D12 GUARDROOM (CR 13)

This sparsely furnished chamber appears to be a guardroom with a single table, two chairs, and a tarnished brazier. Hanging above the table is a bronze gong and striker.

The keep's third floor is the domain of a dangerous outsider, an ashmede devil named Nihil (see area D14). A

gift to Kazavon from Zon-Kuthon, Nihil and her outsiders were gone from Scarwall when Mandraivus and his cabal struck, but have since returned, only to become trapped by Scarwall's curse.

Creatures: The bulk of Nihil's command were devils. At the height of Kazavon's rule, she commanded dozens of them, but now her reserves are down to just a few. Her two remaining barbed devils stand guard in this chamber. After hundreds of years of boredom, they're itching for a fight. The barbed devils keep Nihil apprised of the battle via telepathy, and as soon as one of them falls, the other is ordered to retreat to area D14 to protect their mistress.

BARBED DEVILS (2)

CR 11

XP 12,800 each

hp 138 each (*Pathfinder RPG Bestiary 72*)

D13 LORD'S CAUSEWAY (CR 7)

The railings on this causeway are razor sharp, akin to those in area D5.

Creatures: Perched upon the railings here are five invisible imps that serve the devil Nihil (area D14) as messengers and spies. If they notice the PCs, four of them begin following the party invisibly while the fifth flutters off to warn Nihil of the intruders. If the PCs enter combat with other castle denizens, the imps hang back and use *suggestion* to disrupt tactics by ordering PCs to drop their weapons, run away, or otherwise perform foolish tactical errors.

IMPS (5)

CR 2

XP 600 each

hp 16 each (*Pathfinder RPG Bestiary 78*)

D14 LORD'S TOWER (CR 13)

The door into this tower is secured and locked with a superior lock (DC 40 Disable Device), and is heavily reinforced to keep people out (hardness 5, hp 90, break DC 35).

The interior of this tall, hollow tower is silent and menacing. A full forty feet overhead, an opening at the tower's peak lets in light, as do the arrow slits set into the walls, yet nothing seems capable of dispelling the gloom of ancient evil that looms here. A shallow pool of stagnant



water from past rains has formed in the center of a floor that is largely empty of furnishings. Near the far wall slumps a wide bed swathed in rotten and moldy bedclothes. The bed hangs a few feet off the floor, supported at its corners by chains hanging from a series of iron support beams above. To the side, a large gilt throne stands upon a short dais before a series of manacles inset into the floor. A nearby fire grate, long cold, holds a collection of branding irons and other torturer's tools. A series of alcoves climbs the walls of this tower in an ascending spiral. Within each stands a statuette, art object, or polished skull.

This vast hollow tower served the warlord Kazavon as home. Only his most trusted subjects knew that he was actually a blue dragon, as a consuming madness resulted in him preferring the human form over a draconic one. As a result, his lair is outfitted to accommodate a human as well as provide the space necessary to stretch out a bit away from prying eyes. A successful DC 23 Perception check turns up a few large scales of deep indigo color pushed into out-of-the-way corners, remnants of the chamber's former occupant and identifiable with a successful DC 30 Knowledge (arcana) check as having once belonged to a blue dragon. Despite Kazavon's long absence, the room reeks with the evil presence of the former lord of the castle. Most of the room's furnishings have been ruined by long exposure to the elements—Kazavon insisted on having a skylight accessing the tower top from which he could fly in dragon form—but some of his treasures have survived as described below.

Creature: The ashmedes devils of Hell's deeper circles are relatively rare and almost never encountered on the Material Plane. In Hell, they function as judges and executioners, but on the Material Plane they are typically on missions of murder, sent by higher powers to assassinate heretics, traitors, and failures. The ashmede devil known as Nihil the Ashbringer was gifted to Kazavon by Zon-Kuthon to serve as an enforcer and a personal assassin. She filled this role admirably, creating a network of spies from among the many gargoyles and devilkin that occupied Scarwall during Kazavon's reign in order to keep tabs on all that went on in his realm. As the end drew near, Nihil's spies uncovered a plot involving one of Kazavon's field generals, who apparently was treating with a small group of heroes who were planning an assault on Scarwall. Eager to mete out punishment, she and her devils and gargoyles took flight. It took them several days to reach the fortress at which the supposed traitor was posted, and when the devils arrived, they took their time torturing and killing everyone there.

It wasn't until Nihil felt the sudden stabbing pain of Kazavon's death at the height of the assault that she realized she'd been duped, and that the actual traitor

had been someone even closer to her master: Kleestad the chamberlain. Driven into a mindless frenzy, Nihil slaughtered everyone at the outlying fortress before teleporting back to Scarwall with her devils, only to find the place now under the control of Mandraivus and his cabal. She attacked several times, but was unable to reclaim Scarwall or avenge her master's death. Since each assault further eroded her army's numbers, the devil eventually went into hiding in the surrounding hills as she waited for her gargoyles to return from the long flight. A day after they did, the orcs came to Scarwall. Nihil saw her opportunity, and rather than immediately attack Mandraivus, she came here, to Kazavon's tower, to see what she could gather of his remains or his treasures. She was still here when Mandraivus was slain and Scarwall's curse manifested. Mithrodar seized the ashmede's soul immediately, affixing her to the castle by making her one of his four spirit anchors, and Nihil has remained here ever since.

As with most ashmedes, Nihil appears as a twisted, contorted humanoid with as much iron as flesh to her body. A huge pair of batlike wings unfurls from her back, and she wields a brutal magic scythe in combat. As the PCs begin exploring Scarwall's heights, Nihil pays close attention to various reports from gargoyles and invisible imps, but doesn't immediately enter conflict with the PCs. Telepathy allows her the luxury of real-time reports if the PCs confront her devils, but as long as she remains a spirit anchor, she cannot leave this tower. The fact that she need not eat or drink to survive resulted in a much stricter imprisonment than that imposed upon the umbral dragon Belshallam. As soon as one of her devils perishes, Nihil orders them all to retreat here to protect her.

NIHIL THE ASHBRINGER

CR 13

XP 25,600

Female ashmede devil (*The Book of Fiends* 146)

LE Large outsider (devil, evil, extraplanar, lawful)

Init +7; **Senses** aura sight, darkvision 60 ft., detect magic, see in darkness; **Perception** +19

Aura fear (30 ft., DC 19)

DEFENSE

AC 30, touch 14, flat-footed 27 (+2 deflection, +3 Dex, +16 natural, -1 size)

hp 175 (13d10+104); fast healing 3

Fort +16, **Ref** +7, **Will** +11

DR 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 24

OFFENSE

Speed 40 ft., fly 60 ft. (average)

Melee +1 unholy scythe +21/+16/+11 (2d6+11/19–20/×4), 2 wings +14 (1d6+3)

Space 10 ft.; **Reach** 10 ft.**Spell-Like Abilities** (CL 12th; concentration +15)Constant—*aura sight^{†ACG}*, *detect magic*At will—*charm person* (DC 14), *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only)3/day—*blasphemy* (DC 20), *greater invisibility*, *polymorph*, *prying eyes*1/day—*chain lightning* (DC 19), *discern location*, *forcecage* (DC 20), *horrid wilting* (DC 21), summon (level 4, 1 barbed devil 50%)**TACTICS**

Before Combat As soon as she receives reports that the castle is being invaded by the PCs, Nihil uses *prying eyes* to explore Scarwall's heights in search of the intruders. If she finds them, she watches their tactics to familiarize herself with their capabilities. As soon as it looks like the PCs are about to reach this chamber, she casts *greater invisibility* and attempts to summon a barbed devil to augment her defenses.

During Combat When Nihil attacks, any minions she has nearby attempt to isolate individuals and wear them down before switching to other targets, letting Nihil make as many final kills as possible. As soon as the PCs are all within this chamber, she casts *blasphemy*, followed in the next 2 rounds by *horrid wilting* and *chain lightning*. If one PC in particular seems to be far more dangerous than others (such as a heavily armored fighter with weapons that can penetrate her damage reduction), she uses *forcecage* to separate that character from the battle to be dealt with later.

Morale Nihil is unable to flee as long as she remains a spirit anchor, and thus fights to the death.

STATISTICS**Str** 24, **Dex** 16, **Con** 26, **Int** 17, **Wis** 17, **Cha** 17**Base Atk** +13; **CMB** +21 (+25 sunder); **CMD** 36 (38 vs. sunder)

Feats Flyby Attack, Greater Sunder, Improved Critical (scythe), Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (scythe)

Skills Bluff +19, Diplomacy +19, Fly +17, Intimidate +19, Knowledge (nobility) +12, Knowledge (planes) +13, Perception +19, Sense Motive +19, Stealth +15, Survival +19

Languages Celestial, Draconic, Infernal; telepathy 100 ft.**Gear** +1 unholy scythe, ring of protection +2**SPECIAL ABILITIES**

Fear Aura (Su) A creature that succumbs to Nihil's fear aura cowers in fear for 1 round.

Treasure: Part of Kazavon's ability to successfully rule over his humanoid subjects lay in the fact that very few realized his true nature as a dragon. Many who willingly bow to a cruel tyrant would flinch at knowing service to an evil dragon. Additionally, Kazavon found great pleasure in the human form; the feel of fresh blood

against soft skin was much more pleasing to the warlord than the same against cold scales. Finally, maintaining such a huge army as well as his extravagant needs and lifestyle all worked together to prevent Kazavon from amassing an immense treasury. In some ways, the vast amount of pain and suffering he surrounded himself with served as his hoard, being a wealth of treasures few others could (or would want to) understand.

Yet Kazavon could not completely abandon his kind's innate need to stockpile wealth. Instead of keeping a vast treasury, he compromised by building his hoard into this very chamber, where he could enjoy it without others discovering what it was. Mandraivus knew of the wealth in this chamber, but never had the chance to do anything about it before he met his own doom not long after Kazavon's defeat.

The gilt throne in this room is embedded with dozens upon dozens of gemstones, 200 in all, worth a total of 20,000 gp. The gold that covers his throne is worth an additional 2,500 gp if it is melted or scraped away. Though the many fine furs and fabrics that graced his bed have decayed over the years, the bed is not without value. Even in human form Kazavon could not resist the feel of coins beneath him as he slept. As such, what appears to be a down-stuffed mattress is actually filled with coins (readily apparent to the touch). In total, the mattress holds 460 pp, 15,500 gp, 24,200 sp, and 796,800 cp. The rest of his wealth is represented by the art objects in the alcoves. There are a total of 80 such alcoves, 34 of which hold polished (and now very brittle) skulls. Another 41 hold statues, jewelry, paintings, and other valuables worth a total of 15,300 gp. The remaining five hold magic items: a bejeweled +2 icy burst light mace; a rod of splendor; a scarab of protection (fully charged); a gold-and-ivory, gem-studded lantern of revealing; and a golden circlet. This circlet contains the soul of the skeleton warrior Castothrane (see area D1). Worth 2,500 gp, the circlet allows any who wear it to look through Castothrane's eyes. Since the skeleton warrior is bound in place by the chained spirit, the circlet doesn't grant the user the normal control over its skeleton warrior (as detailed in the *Tome of Horrors Complete*).

Despite all this material wealth, Kazavon's favored treasures were the skulls—trophies claimed from various foes he defeated in battle during his initial conquests as well as while defending his reign at Scarwall. Each skull has been granted a permanent *magic mouth* that states its name when anyone touches it. A successful DC 20 Knowledge (history) check identifies many of the names as those of persons of fame or importance in this region nearly a millennia ago. Notably, one skull says, "Andachi of Tamrivena." Each of the 34 skulls is worth 100 gp to a collector of the grim and grisly.

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An immense iron bell sits on the floor of this room amid the rotten, crumbled remains of a wooden frame that once held it aloft.

The stairs lead down to the courtyard (area **B21**). This bell was once used as an alarm for the castle as well as a signal to alert the occupants to gather in the courtyard for announcements—one peal called for a gathering, while two peals warned of an attack.

Haunt: If intruders enter this room, the immense bell rises up from the ground to unleash two deafening peals to the castle as shrieking spirits race around the room in an indignant fury.

WARNING BELLS

CR 13

XP 25,600

CE haunt (area **D15**)**Caster Level** 13th

Notice Perception DC 30 (to notice the bell vibrating as it prepares to rise into the air)

hp 26; **Trigger** proximity; **Reset** 1 minute

Effect When the bell rings, it does so twice in rapid

succession. The first ring serves to alert all of Scarwall's inhabitants, granting the denizens of the castle a +10 bonus on Perception checks for 24 hours. The second ring is even louder and focuses instead on the intruders in this room, permanently deafening them and dealing 10d6 points of sonic damage to all creatures in area **D15**. A successful DC 22 Fortitude save negates the deafness and halves the damage.

Destruction If the curse affecting Scarwall is lifted, this haunt fades away.

D16 Cupola (CR 13)

This cupola perched atop the main keep has wide windows overlooking its surroundings and two railed balconies extending from either side, yet there does not seem to be any actual access to the keep below via stairs, ladder, or otherwise.

Creature: A banshee haunts this cupola, eternally patrolling the room and stepping periodically out onto one of the balconies to the east or west to survey the surrounding crater, on constant watch for enemies approaching Castle Scarwall from the air. An elven magus named Aerilaya in life, this banshee lived downstairs in

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area **B12**, but has not returned there since becoming undead. Aerilaya still carries an overwhelming hatred of orcs and their kind, even in unlife, and confronted with an orc or half-orc, she targets that creature specifically with her attacks and neglects using her wail at all, becoming speechless and distracted with anger at the sight of her hated enemy. Aerilaya pursues foes for up to 1 mile from the castle before returning to her vigil here.

AERILAYA**CR 13****XP 25,600**Banshee (*Pathfinder RPG Bestiary 2* 41)**hp** 161**D17 UPPER TOWER**

With no floor, this space is 20 feet above area **D14** and 20 feet below the hole that leads to area **D18**.

D18 LORD'S OVERLOOK (CR 11)

This balcony provides access to the upper entrance of Kazavon's lair. The open doorway leads to a sheer drop of 40 feet to the floor below.

Creatures: Nihil's last remaining bone devils are stationed here, with orders to stand guard invisibly. If PCs draw near, the devils immediately fly up to confront them. If a PC enters the tower interior via the opening here, one of the bone devils seals that opening with a *wall of ice*, hopefully trapping that PC inside with Nihil. In any event, the devils keep Nihil apprised of the battle via telepathy, and as soon as one of them falls, the other is ordered to retreat to area **D14** to protect its mistress.

BONE DEVILS (2)**CR 9****XP 6,400 each**hp 105 each (*Pathfinder RPG Bestiary 74*)**E WAR TOWER**

The War Tower is a self-contained portion of Scarwall accessible via its roof or a single door from area **C17**. Here, the leaders of Kazavon's armies plotted campaigns and the recruitment of new soldiers. The War Tower consists of areas **E1–E14**, and appears on the maps on page 275, 299, and 306.

The doors on the War Tower's first and second floor (areas **E1–E8**) all hang open and are unattended. Random encounters here are with the patrol of Scarwall guards from area **E3** or the Nessian hell hounds from area **E5** (50% chance of either); once one of these two encounters is defeated, it doesn't occur again. Random encounters do not occur at all in areas **E9–E13**, and all random encounters that happen in area **E14** are with gargoyle brutes if any still live; otherwise, no random encounters occur here.

E1 WAR TOWER ENTRANCE

Two flights of stairs, one leading up and the other down, provide exits from this entry room, as do a pair of doors to either side, both of which hang open.

The northwest flight of stairs leads up to area **E9**, while the southeast flight of stairs leads down to area **E5**. When the PCs enter this room, the Scarwall guards in area **E3** and the Nessian hell hounds in area **E5** can attempt Perception checks to notice them; any group that succeeds immediately comes to investigate.

E2 DINING HALL

A stout oak table sits in this room, surrounded by crumbling, rotten chairs. Moldy paintings of battlefield scenes hang on the walls.

This room was used by the War Tower officers to gather for meals and relax when they had time off. The 10 paintings on the walls all depict historic battles, yet each one has diverged from accepted historical lore by placing Kazavon in the role of leadership, be it as a vanguard for dwarves on the Quest for Sky or rallying troops in the Shining Crusade. One painting shows what appears to be Kazavon leading an army of crusaders against a demonic host in a blighted land, and a successful DC 15 Knowledge (geography) check confirms the area depicted is the Worldwound, despite the fact that Kazavon's time ended long before the Worldwound opened. The paintings are too ruined to be of any value, but a PC who succeeds at a DC 25 Perception check picks out the artist's signature, revealing that the same man painted all of these images: Zev Ravenka, bishop of Scarwall. How the lich managed to predict the Worldwound, however, isn't unrevealed by the painting.

E3 GUARD ROOM (CR 10)

This is a plain, unadorned guard room.

Creatures: This chamber is watched over by a trio of particularly strong and murderous Scarwall guards—the undead remains of minotaurs that had, in life, proven themselves to be particularly devoted to Kazavon. These three guards spend most of their time standing patiently at attention here, but periodically patrol the rest of the War Tower. They will not pursue foes out of the War Tower.

ADVANCED SCARWALL GUARDS (3)**CR 7****XP 3,200 each**hp 77 each (*Pathfinder RPG Bestiary 294* and see page 272)



E4 WARLORD'S CHAMBER

This once finely decorated meeting chamber has fallen into disrepair. The padded silk cushions on a high-backed chair built from a tangle of bones are ratty, tattered, and spotted with mold, and the desk that sits before it has collapsed partially along one side, spilling a wealth of art objects and statuettes onto the floor. A black-and-red tapestry hangs in tatters behind the throne.

This room was used by Kazavon to meet with his commanders in small conferences as needed. The tapestry that hangs behind the throne was once an elegant work of art depicting Zon-Kuthon, but little remains of it.

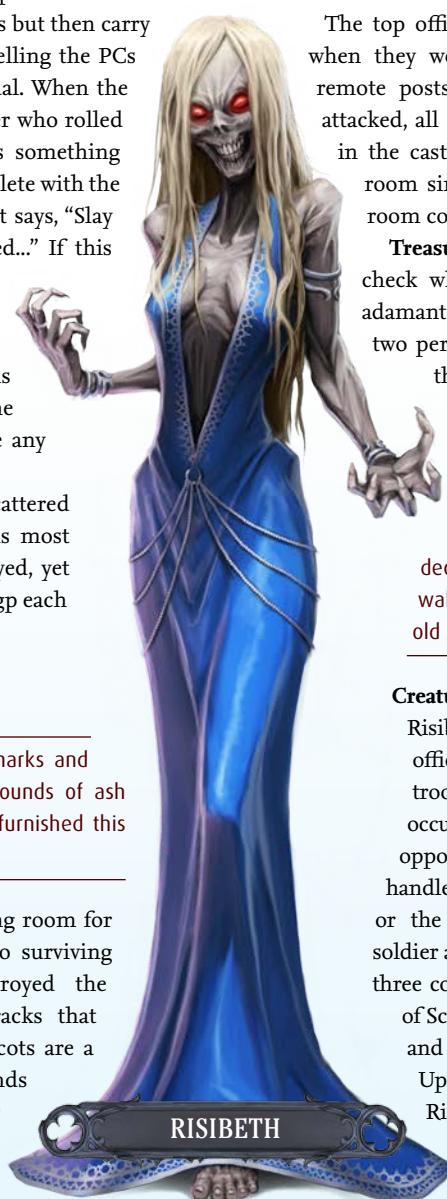
Phantasm: Have the PCs roll Perception checks when they enter this room; note the results but then carry on with the encounter as normal, telling the PCs that no one notices anything unusual. When the PCs leave this chamber, the character who rolled the highest Perception check hears something unusual—a whisper in her ear, complete with the feel of breath against the cheek, that says, “Slay them all and you shall be rewarded...” If this character turns around immediately, for a brief instant she sees a faint misty shape seated in the throne, but one blink later the image is gone. Of course, no reward awaits the PC if she slays “them,” nor is there any indication of who “they” are.

Treasure: A search of the scattered objects fallen from the desk reveals most of them have been broken or decayed, yet two mithral candelabra worth 1,000 gp each remain among the rubble.

E5 SPARRING ROOM (CR 12)

The walls of this room bear scorch marks and smudges of smoke, while several mounds of ash lie strewn about the floor. Whatever furnished this chamber burned long ago.

Creatures: Once used as a sparring room for War Tower soldiers, the tower’s two surviving “mascots” have long since destroyed the sparring dummies and weapon racks that were once located here. These mascots are a pair of advanced Nessian hell hounds that periodically wander into other chambers in the War Tower’s lower two floors. If they confront



foes, their howling and barking swiftly call the attention of the Scarwall guards in area E3 if they remain. The noise is even sufficient to alert Gorstav in area E11 above, although he does not descend to investigate. The hell hounds pursue foes throughout the War Tower, but do not chase prey into other parts of Scarwall.

ADVANCED NESSION HELL HOUNDS

CR 10

XP 9,600 each

hp 150 each (*Pathfinder RPG Bestiary* 294, 173)

E6 OFFICERS' BUNKS

A tangle of collapsed bunks fills this room, and the dank smell of rot lies heavy in the air.

The top officers of Kazavon’s army bunked here when they weren’t out in the field or manning remote posts across Belkzen. When Mandraivus attacked, all of these officers were slain elsewhere in the castle, and over time, the bunks in this room simply fell apart. Moving through this room counts as difficult terrain.

Treasure: A successful DC 20 Perception check while searching this room reveals an adamantine dagger and a +2 buckler, the only two personal items left behind in this room that haven’t rusted or decayed away.

E7 WAR COMMANDER'S QUARTERS (CR 12)

A single bunk, its mattress sagging and decayed, slumps against the southwest wall of this bedroom. A desk covered with old scrolls sits to the north.

Creature: This room served as home to Risibeth, Scarwall’s war commander, the officer responsible for coordinating all troop movements and activities that occurred outside of Scarwall’s walls (as opposed to the hunt commander, who handled skirmisher and individual missions, or the watch commander, who controlled soldier activities inside the castle walls). Of the three commanders, only Risibeth was outside of Scarwall at the time Mandraivus attacked, and she thus survived that slaughter. Upon hearing of her master’s fate, Risibeth approached the orc tribes out of desperation. It was her arrival as much as anything else that resulted

SKELETONS OF SCARWALL

CHAPTER BACKGROUND

PART 1: APPROACHING SCARWALL

PART 2: CASTLE SCARWALL

CHAPTER CONCLUSION

5

in the swift attack on Scarwall by the orcs in the days after the Esoteric Order agents fled Scarwall to the ends of the world with Kazavon's relics, yet she underestimated the grudge the orcs held for Kazavon. When one of the orc priests learned the truth of Risibeth's identity—that she was a blood-drinking, undead sayona posing as a living woman—he used his ability to command undead to seize control of her. The sayona never intended to return to Scarwall, but found herself among the vanguard of the orcs when they attacked the castle a few days later.

Risibeth views the curse of Scarwall as a sort of freedom as a result, for when the curse drove off the orcs, she was freed from their control. Unable to leave Scarwall, the sullen woman would likely remain here in the War Tower basement even if she weren't compelled to do so. The one thing she regrets is the lack of fresh blood to drink, and it has been many centuries since Risibeth has felt "alive." Although Risibeth is as bound to the curse as any other denizen of Scarwall, she has accepted her fate with a

level of melancholic stoicism. She believes that Scarwall is doomed to be forever cursed, and does not expect that even a group of powerful adventurers like the PCs can do much to change that. She feels no compulsion to defend the castle as a result, and confronted by the PCs, finds their zeal and eagerness to do so both amusing and pitiful. Risibeth is, in fact, willing to answer any questions the PCs may have about Kazavon's last days or the doom that came to Mandraivus—yet not for free. Her price is blood. If a PC allows her to drain blood from him for a minimum of 1 round (Risibeth asks for 4 rounds but is open to negotiation), she can assume her living form for 24 hours. In return, she agrees to answer questions the PCs may have; whether she tells the truth is up to you, but you can use this encounter to give the PCs answers to whatever questions you wish them to have. In particular, if they seem lost or overwhelmed by Scarwall, Risibeth's answers and advice can set them on the right course. She doesn't expect them to defeat Mithrodar, but does believe their attempts to do so will be entertaining.

If the PCs leave this encounter with Risibeth still alive, the sayona decides to stalk the party via *invisibility* and *gaseous form*; having tasted blood for the first time in centuries, she's not ready to give up a new supply anytime soon. Once a PC is alone, she uses *dominate person* to lure him back to this room so she can feed from him; she does her best to keep the PC alive but helpless, as a dead PC can't give her any blood.

RISIBETH

CR 12

XP 19,200

Advanced sayona (*Pathfinder RPG Bestiary 4* 288, 231)

hp 195

E8 WAR TOWER ARMORY

Wooden weapon racks and armor stands slump in varying stages of ruin in this nearly empty armory, although three weapons—a shortspear, a sword, and a spiked chain—can be spied among the rubble.

Treasure: Most of the weapons that were once stored here are long missing, but three that were left behind have become suffused with Scarwall's curse.

The cursed weapons include a cursed *backbiter spear*, a berserking sword, and a *-2 cursed spiked chain* (functions otherwise as a *-2 cursed sword*). These cursed weapons become nonmagical once Scarwall's curse is lifted.

E9 UPPER HALL

The doors on this floor and above remain closed and locked (hardness 8, hp 60, break



GORSTAV



DC 26, Disable Device DC 30), unlike those on the War Tower's lower floors.

E10 RECORDS ROOM (CR 13)

Several sagging bookshelves line the walls of this room, while others have crumbled to ruin altogether. A writing desk and a collapsed chair sit in a nook to the south. Old, musty scrolls and books alike lie strewn in disarray, save for one scroll on the desk that seems to be in fine shape.

This served as a records room for all of Kazavon's conquests and triumphs, along with records of significant foes slain, their methods of execution, and master lists of all soldiers who served under his banner. None of the scrolls have survived or contain anything of note, with a single exception—the scroll on the writing desk.

Haunt: The scroll on the desk once contained information about Scarwall's chamberlain, Kleestad, including a description of his duties, his personal history, and information on his compensation for jobs well done. None of this information remains, as bloodstains smeared across the surface of the scroll, seemingly only a few minutes old, obscure most of the text. A reader can make out the name "Kleestad" and "chamberlain" and a few other words here and there to piece together the scroll's original use, but reading the scroll also triggers a dangerous (but very informative) haunt.

CURSE OF THE WORM

CR 13

XP 25,600

CE haunt (area E10)

Caster Level 13th

Notice Perception DC 30 (to see the blood on the scroll start to glisten and soak through the parchment)

hp 26; **Trigger** touch; **Reset** 1 minute

Effect When a character touches the scroll, a sense of panic wells up inside him as the conviction takes hold that he is Scarwall's chamberlain and was just caught by Kazavon in the act of betraying the castle to its enemies. Pain shoots through the PC's feet as he experiences the agony of both ankles breaking, and then experiences a panicked crawl through Scarwall while it's under attack, seeking shelter in a cave deep below ground. Days or weeks seem to pass with nothing but worms to eat and muddy water to drink, and then the PC experiences another painful crawl up to the castle, where he finds a gleaming sword amid dozens of freshly slaughtered orcs and humans. Yet as he grasps the sword, that sense of panic fills him again—this time, he knows it is not Kazavon whom he has betrayed, but Zon-Kuthon himself, and as his body twists and transforms into a monster, the PC flees back into the caverns below with his prize.

All of this seems to take place over several weeks for the victim of the haunt, when in fact only a few seconds pass in real time. As the complex vision ends, the PC must succeed at a DC 23 Will save or be afflicted with a potent curse (as if afflicted by *bestow curse* heightened to 9th level): he thinks of himself as a worm and no longer believes he can or even deserves to walk, and must drop prone and crawl wherever he travels.

Destruction Unlike the other haunts in Scarwall, lifting the castle's curse does not destroy this haunt. To do so, Kleestad himself, in his new incarnation as a pharmakos, must be slain (see area H4).

E11 WAR ROOM (CR 13)

This large room's walls are festooned with ancient, crumbling maps of the surrounding regions marked with fortifications and troop placement. Pushed to one side of the room is a wide table, its top fashioned into a large sandbox containing a number of small wooden tokens apparently representing troop types and concentrations.

The many military campaigns waged by Kazavon were planned in this room, which was the nerve center of the War Tower, and the room that gave the tower its name.

Creature: For many centuries, Gorstav served as a spirit anchor for Mithrodar, but after he was destroyed by the umbral dragon, the castle's curse brought him back as a much diminished undead guardian. Since then, General Gorstav has had little reason to leave this room.

General Gorstav, now a mere juju zombie, resembles a regular zombie but with a grayish cast to his flesh and eyes burning with hate.

GORSTAV

CR 13

XP 25,600

Half-orc juju zombie fighter 13 (*Pathfinder RPG Bestiary 2* 291)
NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 27, touch 14, flat-footed 24 (+10 armor, +1 deflection, +2 Dex, +1 dodge, +3 natural)

hp 154 (13d10+78)

Fort +14, **Ref** +6, **Will** +4 (+3 vs. fear)

Defensive Abilities channel resistance +4, orc ferocity;

DR 10/magic and slashing; **Immune** cold, electricity, *magic missile*, undead traits; **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee +2 *thundering warhammer* +26/+21/+16
(1d8+18/19–20/x3)

Special Attacks weapon training (hammers +3, bows +2, close +1)

TACTICS

During Combat Although Gorstav retains his military training, he fights without emotion of any kind, almost as if he were little more than a construct programmed to mimic an accomplished fighter's skills. He wields his warhammer two-handed in order to maximize his Strength bonus to damage.

Morale Gorstav fights until destroyed.

STATISTICS

Str 22, **Dex** 14, **Con** —, **Int** 8, **Wis** 10, **Cha** 18

Base Atk +13; **CMB** +19 (+21 bull rush); **CMD** 33 (35 vs. bull rush)

Feats Combat Reflexes, Critical Focus, Dodge, Great Fortitude, Greater Weapon Focus (warhammer), Greater Weapon Specialization (warhammer), Improved Bull Rush, Improved Critical (warhammer), Improved Initiative, Mobility, Power Attack, Spring Attack, Staggering Critical, Toughness, Weapon Focus (warhammer), Weapon Specialization (warhammer)

Skills Climb +12, Handle Animal +13, Intimidate +6, Ride +10

Languages Common, Orc

SQ armor training 3, orc blood

Gear +1 full plate, +2 thundering warhammer, belt of giant strength +2, ring of protection +1

E12 GENERAL'S QUARTERS

This once-elegant bedroom is in a shambles, much more than one might expect from mere neglect. No piece of furniture is intact, with the largest remaining section being a portion of headboard from the bed that's been partially wedged into an arrow slit in the southern wall.

This was once the abode of General Gorstav. The half-orc's furious destruction of his belongings was the last (and only) act he performed after being brought back as a juju zombie by the castle's curse. He has not returned to this room since his outburst.

Phantasm: When the PCs enter this room, have them all roll initiative checks. Take whoever rolled the highest away from the table and tell that player that her character has experienced a rush of intense fury, accompanied by a flash of insight—that this room once belonged to someone important at Scarwall, and the remaining headboard is the last bit of recognizable furniture that reminds that person of his or her former existence. Not only that, but the headboard must be destroyed, as it is anchoring the person's spirit to Scarwall. When you return to the game table, have the PCs take their actions in initiative order as if combat has begun, but there is nothing of danger here and the headboard has no strong ties to Gorstav; simply let the PCs play out the results of your mysterious advice. If the player who received

the insight asks you for clarification, tell her that her character can't remember why she felt so angry, but that whatever it was is gone now.

E13 GUARD POST (CR 11)

This room was once manned day and night by guards who were trained to utilize the siege engines should Scarwall ever come under attack.

Creatures: Today, the restless spirits of these guards linger in the form of four spectres that slide out of the walls to attack anyone who enters the room. These undead fight until destroyed.

SPECTRES (4)

CR 7

XP 3,200 each

hp 52 each (*Pathfinder RPG Bestiary* 256)

E14 BATTLEMENTS

The top of this octagonal tower gives a breathtaking view of the crater lake and the stark walls of the volcanic cliffs beyond. A squat stone bunker sits in the southwest portion, while the rest of the area is dominated by three crumbled and ruined siege engines—a pair of catapults and a ballista.

All three of the siege engines have long since fallen into disrepair. The outer walls of the War Tower are particularly smooth, and scaling them requires a successful DC 30 Climb check.

Development: If the PCs haven't defeated all of the gargoyle brutes or the banshee Aerilaya, one of those two likely comes to attack the PCs here if they aren't stealthy in their actions.

F DONJON

Scarwall's donjon, which served as its central fortification and chapel, consists of areas **F1–F14**. Although technically part of the donjon, the unusually shaped Star Tower is considered a different part of the castle. Any random encounters that occur in this area are proximity encounters (see page 273). All encounter locations appear on the maps of the first floor on page 275 or the second floor on page 299.

This donjon, unlike those in most castles, was not set aside as a final bastion, but built as the castle's horrific chapel devoted to Kazavon's patron, Zon-Kuthon. Only the initiated and their sacrificial victims were allowed into these unhallowed chambers, and the victims never emerged. The donjon was firmly under the control of a deadly lich priest of Zon-Kuthon, a man who secretly pledged his service to Kazavon as Scarwall was being constructed—Bishop Zev Ravenka, who was the only inhabitant of Scarwall to rival Kazavon's inhuman cruelty.



The donjon itself was constructed by a special team of laborers, and during construction, only Kazavon and a few shrouded priests were allowed inside. Once construction was completed, the laborers were sacrificed, and only Kazavon and the priests themselves were ever allowed entrance to the donjon thereafter.

The entire donjon (and the nearby Star Tower) is warded via conflicting *forbiddance* effects—one placed by Zev Ravenka, and another placed by Mandraivus's allies to seal the occupants of the donjon in. The interplay between these two spells has resulted in a somewhat unstable pair of magical effects. The *forbiddance* effect within both areas is keyed to the lawful evil alignment, and any non-lawful-evil creature that attempts to enter must succeed at a DC 24 Will save to do so. Failure results not only in standard *forbiddance* damage, but also a *repulsion* effect that pushes the intruder back out. Conversely, any nongood creature that attempts to leave the donjon or the Star Tower must succeed at a DC 24 Will save to avoid damage and the *repulsion* effect from the second *forbiddance* effect. These effects apply only when a creature attempts to enter or exit the donjon or Star Tower from outside (direct travel between the two areas is unaffected). If a creature of the alignment attuned to either spell passes through, the effects falter for 2d4 rounds, during which creatures of any alignment may come and go freely. If the PCs are accompanied by the Brotherhood of Bones, their presence makes entering this part of Scarwall simple. Note that these effects are separate from the castle's curse, and this *forbiddance* effect remains in place even after Mithrodar is destroyed. All of these spell effects function at CL 20th.

Mandraivus and his followers never fully explored the donjon. He intended to make securing it one of his first tasks after his companions scattered with Kazavon's relics, but the orc assault came and finished him off before he had the chance.

F1 GRAND ENTRANCE

This bronze double door is so tarnished that it appears almost black. Gruesome images of devils and priests cavorting among the corpses and tortured souls of the damned are cast in bas-relief on its exterior. A skull and spiked chain overlook the entire scene from the center of the doors. A heavy wheel is set into the center of each door.

In Kazavon's day, these doors could be opened only by bypassing an intricate lock and then turning the wheels. However, scrutiny of the doors and a successful DC 15 Perception check reveals that the stone door jamb has been magically altered (via *stone shape*) to form a seal around the edges of the doors. The central seam has

likewise been sealed with lead. These steps were taken by Mandraivus's men in their attempt to contain the evil inside the donjon until some point in the future when Mandraivus's resources were recovered enough to tackle what they feared was within. The doors can now be opened only by breaking through them (hardness 8, hp 150, break DC 34).

F2 DONJON FOYER (CR 12)

The floor of this foyer is tiled in blood-red marble. An altar resembling a skull, its lower section wrapped in iron chains and its top cut off flat to form a level surface, stands in an alcove to the east. A ten-foot-diameter pool of what appears to be stagnant water, its rim fashioned of white marble, sits in the western alcove opposite the altar.

An examination of the altar reveals a small knife with rusty stains on its blade. The pool of water to the west is 5 feet deep. On reentering the donjon after a visit outside, a priest would cut himself on the knife to release some blood, then bathe in the water to cleanse himself of the “impurities” of the outer world before returning to the sacred chambers within. Any PC who succeeds at a DC 30 Knowledge (religion) check knows what is expected of this obscure Kuthite ritual.

Creature: If none of the PCs cleanse themselves in the manner described above within 3 rounds of a living creature entering the foyer, the waters of the pool churn and thrash before exploding upward in a torrent of rage as a fiendish elder water elemental. The creature fills much of the western portion of the room when it appears, and does not pursue foes out of the area.

If a PC does complete the cleansing ritual as described, the elemental remains dormant in the pool for 10 minutes, during which time anyone can come and go through this room without being contested.

FIENDISH ELDER WATER ELEMENTAL

CR 12

XP 19,200

hp 152 (*Pathfinder RPG Bestiary* 294, 127)

F3 COMMON ROOM (CR 13)

A worn but colorful carpet covers most of the floor of this room, and a number of wooden tables and comfortable chairs are spaced about the chamber for informal gatherings and meals. A small kitchen has been set up by a low stone fireplace alongside a cupboard holding some dishes and utensils as well as a few desiccated remains of foodstuffs.

The bishop and prelate took their meals separately, typically in their own quarters, but the five acolytes of the

chapel used this room as a combination lounge, study, kitchen, and dining area.

Creatures: When the Esoteric Order sealed the donjon, the five acolytes that served here took their own lives during a particularly vile ritual, transforming their spirits into spectres to guard the donjon from intrusion even better than they could in life as mere low-level clerics of Zon-Kuthon. Their black robes and religious accoutrements appear rotten and threadbare with age, even though the material is as ghostly as their flesh. The five have spent the last several hundred years here, waiting for the call to service in the temple below and unaware of the passage of time. If disturbed by the PCs, they shriek and move forward to claw at them, fighting until destroyed.

ADVANCED SPECTRES (5)

CR 8

XP 4,800 each

hp 68 each (*Pathfinder RPG Bestiary* 294, 256)

F4 PRIESTS' CELLS

Each of these dingy, empty cells once acted as a home and private shrine for the acolytes of the Dark Shrine of Midnight (area F11). All five have since become spectres (see area F3) but their bodies remain here as desiccated, brittle skeletons wearing fragments of black robes and rusty links of chain.



MINGORC

Treasure: The gear on the bodies is mostly ruined, but a successful DC 25 Perception check in the northernmost cell uncovers a single dose of *incense of meditation*.

F5 CHAPEL LARDER

A number of glass jars, their contents hidden by murk, sit on shelves in this small larder.

This small chamber served as a private pantry for Prelate Aruth who was a practicing cannibal in addition to being a priest of Zon-Kuthon. Many slaves and prisoners of the chapel ended up on his plate, and several tidbits still remain in the jars here. Within each are pickled human organs.

Phantasm: The first PC to enter this room feels a sudden urge to eat one of the contents of these jars. The compulsion passes quickly, but regardless of how the PC reacts to the disturbing urge, make a show of jotting a “secret note” on a scrap of paper. This note means nothing, but should help to make the PCs nervous.

F6 PRELATE'S SUITE

This chamber is opulently furnished with items of furniture, all swathed in folds of black cloth. A lamp of silver and onyx hangs from the ceiling and a silver-framed mirror hangs on one wall. A table bearing a black cloth still holds silver dishes with dark stains.

Prelate Aruth resided here. He also often partook of his cannibalistic meals—usually an unfortunate slave—in this chamber.

Treasure: The silver-and-onyx lamp is worth 2,500 gp, while the silver-framed mirror is worth 1,500 gp and is suitable for use with scrying spells.

F7 SIDE ENTRANCE

This entrance was generally used by the priests when they wished to come and go from the donjon on personal matters. It was also where servants were allowed into the donjon once per day to clean and provide supplies. The door opening to the parapet has been sealed with *stone shape* and lead in the same way the doors at area F1 are sealed, although the exterior door here is smaller (hardness 8, hp 75, break DC 28).

F8 PORTER'S STATION (CR 13)

A few partially collapsed cabinets lie along the walls of this oddly shaped room. A circular black rug,



its center caked with long-dried gore, lies strewn haphazardly on the floor.

Creature: While servants from the castle itself visited the donjon daily to clean and supply, one special minion was kept within the walls of the chapel to attend to the needs of the clergy at all hours, particularly when it came to carrying struggling sacrifice victims down to the chapel or hauling the bodies back up for disposal. This was the chapel porter, an ash giant named Mingorc who was kept servile via constant charm spells. When the Esoteric Order sealed the donjon, Prelate Aruth sacrificed Mingorc as part of his own ritual to rise as a mummy, but when Scarwall's curse took hold, it animated Mingorc's remains. Now a juju zombie, Mingorc shambled back up to this room to await new orders—ones that will never come. Of course, once he starts bellowing in a fight, Prelate Aruth next door in area **F10** quickly comes to investigate.

MINGORC

CR 13

XP 25,600

Advanced ash giant juju zombie (*Pathfinder RPG Bestiary 3* 290, 126, *Pathfinder RPG Bestiary 2* 291)

LE Large undead

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +20

DEFENSE

AC 29, touch 14, flat-footed 24 (+5 Dex, +15 natural, -1 size)

hp 105 (14d8+42)

Fort +6, **Ref** +9, **Will** +12

Defensive Abilities channel resistance +4, rock catching;

DR 10/magic and slashing; **Immune** cold, electricity, magic missile, undead traits; **Resist** fire 10

OFFENSE

Speed 40 ft.

Melee 2 slams +24 (2d6+15 plus disease)

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

Special Attacks disease (DC 17), rock throwing (120 feet)

TACTICS

During Combat Mingorc stands in the center of the room, where he has fallen into a torpor. The undead giant remains motionless for 2 rounds after any PCs come into view, after which point he rouses and attacks. If the PCs attack before this, they gain an automatic surprise round before Mingorc reacts normally.

Morale Mingorc pursues foes throughout the donjon, but will not exit the structure. Otherwise, he fights until destroyed.

STATISTICS

Str 41, **Dex** 20, **Con** —, **Int** 13, **Wis** 16, **Cha** 14

Base Atk +10; **CMB** +26; **CMD** 41

Feats Catch Off-Guard, Cleave, Great Cleave, Improved Initiative, Point-Blank Shot, Power Attack, Precise Shot, Self-Sufficient, Toughness

Skills Climb +37, Heal +21, Intimidate +19, Perception +20, Survival +21

Languages Common, Giant

SQ oversized weapon, wild empathy +16

F9 PRISON CELL

The iron door to this 10-foot-by-20-foot room has a narrow window set with bars. The room within is empty, save for a thin scattering of moldy straw on the floor.

This cell was used to keep sacrifices on hand for rituals in the chapel. Nothing remains here today.

Phantasm: If the PCs investigate this room by entering it, nothing seems amiss until the party leaves the chamber. The last PC to leave the room is suddenly hit with an overwhelming wave of fear that, if he leaves, he'll be punished even more severely than if he'd remained in the cell to be sacrificed; the name "Zev Ravenka" seems to burn in his mind for a moment. The sensation passes quickly, but make a show about asking if the PC really wants to leave the cell. When the PC finally does exit, pretend to look something up in this book, then shrug your shoulders and continue to play.

F10 PRIVATE CHAPEL (CR 13)

This chamber is shrouded in writhing shadows. A ten-foot-tall humanoid figure stands motionless deeper in the room.

This chamber served as a private chapel for small ceremonies attended to by the prelate to which the other priests were only occasionally invited. Magical darkness fills the chamber, preventing illumination levels within from rising above dim light. A *daylight* spell (or any 4th-level or higher spell with the light descriptor) nullifies this effect for that spell's duration, but does not dispel the darkness.

The tall figure is a 10-foot statue of Zon-Kuthon represented as a cloaked humanoid with a skull for a head and a spiked chain dangling from its eye sockets. Behind the statue is a secret door that gives access to area **G2** of the Star Tower. It is cunningly constructed and requires a successful DC 40 Perception check to locate. Even then, it's locked tight (Disable Device DC 40).

Creature: As with the chapel's acolytes, Prelate Aruth took his own life in ritualistic suicide rather than suffer the indignity of capture when Mandraivus sealed the donjon. Yet unlike the lesser acolytes, Prelate Aruth retained power over his body and maintained his faith and link to the Midnight Lord. Rather than rise as a mere spectre, he came back as a powerful mummy lord; yet even then this existence is little more than that of a glorified guardian. He stands silently behind the statue, stepping

out to attack with his spells as soon as the PCs enter. The prelate wears elaborate robes woven of the darkest silks, and his teeth have been filed to points.

If Prelate Aruth hears combat nearby in area **F8**, he investigates swiftly and joins any fight there.

PRELATE ARUTH**CR 13****XP 25,600**

Human mummy lord cleric of Zon-Kuthon 12 (*Pathfinder RPG Bestiary 5* 176)

LE Medium undead (humanoid, human)

Init +5; **Senses** darkvision 60 ft.; Perception +20

Aura great despair (30 ft., DC 23)

DEFENSE

AC 32, touch 16, flat-footed 30 (+10 armor, +4 deflection, +1 Dex, +1 dodge, +6 natural)

hp 165 (12d8+108)

Fort +17, **Ref** +7, **Will** +15

Defensive Abilities channel resistance +4, death's embrace, *freedom of movement*, rejuvenation; **DR** 10/—; **Immune** cold, electricity, undead traits; **SR** 24

OFFENSE

Speed 20 ft.; *air walk*

Melee +2 *keen spiked chain* +15/+10 (2d4+8/19–20 plus insidious mummy rot) or slam +8 (1d6+2 plus insidious mummy rot)

Special Attacks channel negative energy 10/day (DC 23, 6d6), channel rot, insidious mummy rot, sandstorm wrath (8d8 fire and slashing, DC 23), undead mastery (DC 23)

Cleric Spell-Like Abilities (CL 12th; concentration +17) 8/day—*bleeding touch* (6 rounds), *touch of darkness* (6 rounds)

Cleric Spells Prepared (CL 12th; concentration +17) 6th—*blade barrier* (DC 21), *create undead*⁰, *harm* (DC 21) 5th—*plane shift* (DC 20), *slay living*⁰ (3, DC 20), *spell resistance*

4th—*air walk*, *freedom of movement*, *poison* (DC 19), *shadow conjuration*⁰, *unholy blight* (DC 19)

3rd—*animate dead*, *bestow curse* (DC 18), *deeper darkness*⁰, *dispel magic* (2), *invisibility purge*

2nd—*blindness/deafness* (blindsight only)⁰ (DC 17), *hold person* (2, DC 17), *resist energy*, *sound burst* (DC 17), *spiritual weapon*

1st—*command* (3, DC 16), *obscuring mist*⁰, *sanctuary* (2, DC 16), *shield of faith*

0 (at will)—*bleed* (DC 15), *light*, *mending*, *read magic* **D** domain spell; **Domains** Darkness, Death

TACTICS

Before Combat Prelate Aruth casts *air walk*, *freedom of movement*, *shield of faith*, and *spell resistance*.

During Combat Prelate Aruth prefers to cast spells in melee combat, favoring *slay living* and other touch spells, but does cast *spiritual weapon* on the first round of a fight,

targeting an enemy healer. If he kills a PC and feels he has the upper hand in combat, the prelate isn't above gloating and taking actions in combat that are more for cruelty's sake (such as animating a fallen PC into a zombie) than tactically sound, but when facing dangerous foes, he makes a fighting retreat toward area **F11** so he can gain the support of the bishop therein.

Morale The prelate fights until destroyed but does not pursue foes out of the donjon.

STATISTICS

Str 18, **Dex** 13, **Con** —, **Int** 12, **Wis** 20, **Cha** 24

Base Atk +9; **CMB** +13; **CMD** 25

Feats Blind-Fight, Combat Casting, Command Undead, Craft Magic Arms and Armor, Craft Wondrous Item, Dodge, Improved Initiative, Selective Channeling, Toughness

Skills Intimidate +30, Knowledge (religion) +16, Perception +20, Sense Motive +13, Spellcraft +16, Stealth +5

Languages Common, Shadowtongue

SQ eyes of darkness (6 rounds/day)

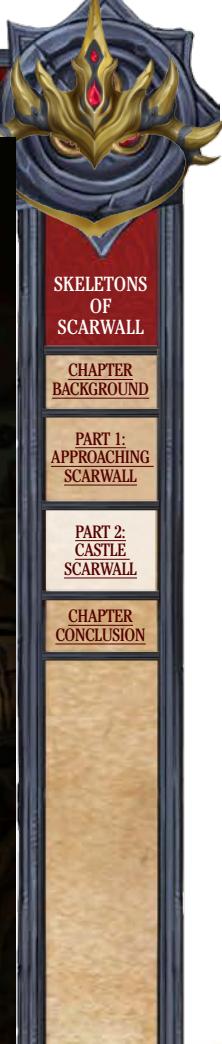
Gear +4 chainmail, +2 *keen spiked chain*, cloak of resistance +2, headband of mental prowess +2 (Wis, Cha), pouch of two dozen onyx gems (worth 2,800 gp total), iron unholy symbol of Zon-Kuthon

F11 DARK SHRINE OF MIDNIGHT (CR 14)

This vast chamber is floored in gray slate and supported by thick pillars of obsidian. Torches mounted on the pillars burn, yet their flames are strangely dim, barely lighting the cathedral-like space. White pinpoints of light seem to dance in the eye sockets of each skull that decorates the pillars. To the northwest, a tall statue of a skull-headed man dressed in dark robes stands behind a black marble altar, on which lies heaped mounds of ashes, bits of bone, and a single skull, its teeth and eye sockets set with glittering gemstones. Jagged, barbed chains dangle from the statue's eye sockets. Thick black curtains hang from the chamber's walls.

This chamber housed the main temple of Zon-Kuthon at Scarwall. The torches on the pillars are similar to everburning torches except they exude a dark illumination that provides only dim light in a 20-foot radius that overwhelms any other light sources brought into their area of effect (4th-level or higher spells with the light descriptor can cancel out the shadows for the spell's duration). Beyond the southwest curtain in area **F11a** is a smaller statue of Zon-Kuthon used in certain ceremonies but is otherwise mundane. The lights in the skulls' eye sockets are unnerving, but are little more than a harmless physical manifestation of the evil in this chamber.

Creature: The night of Mandraivus's raid, Bishop Zev Ravenka received a dark premonition of the invasion from the Midnight Lord. When Mandraivus infiltrated



Scarwall, Bishop Zev Ravenka enacted his plan to protect himself and his chapel, and called upon Zon-Kuthon to ward the entrances and exits with a potent *forbiddance* spell that kept the cabal from entering the donjon. Ravenka assumed that Kazavon would defeat the cabal. When he didn't, the lich's plan backfired as Mandraivus and his spellcasting allies wove *forbiddance* magic of their own to keep the lich and his followers trapped inside. Ravenka ordered his followers to commit ritual suicide so they would rise again as powerful undead to aid him in the coming battle, but rather than eventually face Mandraivus, the bishop was caught off guard by the rise of Scarwall's curse. The donjon became the focus of the resulting explosion of undeath and necromantic power, and Zev Ravenka—himself already undead—underwent an even more vile transformation. His body was blasted apart to dust, and the curse of Scarwall transformed the bishop into a demilich.

Bishop Ravenka's mortal remains are the ashes, bone fragments, and gem-studded skull that sit atop the altar. As long as these remains are not disturbed, the dangerous undead guardian remains quiet, unaware that his chapel has been invaded. Bishop Ravenka is one of the four spirit anchors, but due to his inert state, clever PCs don't need to physically destroy him. As with the other spirit anchors, a

successful casting of *dispel evil* or *dispel law* (or an antimagic effect) removes the spirit anchor, but attempting to do so counts as disturbing the demilich's remains.

ZEV RAVENKA

CR 14

XP 38,400

Male demilich (*Pathfinder RPG Bestiary 3* 66)

hp 142

TACTICS

During Combat It takes the demilich 1 round to fully awaken once his remains are disturbed. During this round, his skull floats into the air, and the ashes and bone fragments scatter as if caught in a vortex around the altar. On the second round, Zev Ravenka chooses a target in range and attempts to trap that creature's soul, continuing to attempt to trap souls every round until he is reduced to fewer than 20 hit points, at which time he uses his *wail of the banshee* spell-like ability. He saves his *greater bestow curse* to use against foes who have attacks that particularly damage him.

Morale Zev Ravenka attacks until destroyed.

Treasure: The demilich's eyes and teeth are all huge rubies. Each of his eyes is worth 2,500 gp, while each of his 10 teeth is worth 1,000 gp. The demilich's ashes cover two

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other valuable objects on the altar, and once the creature awakens and the ashes fly into the air, these become apparent. The first is a *greater strand of prayer beads* and the second is a *+2 speed spiked chain*.

F12 REFECTIONY

A dust-covered table surrounded by several chairs sits in this room. Spaces for seven have been set on the table, yet whatever foodstuffs may have once adorned the plates have long since faded to dust.

Treasure: The bishop, prelate, and five priests took their meals here. When cleared of dust, the silverware on display on the table is worth a total of 2,500 gp.

F13 CHAPEL LIBRARY

A single reading desk sits in the center of this room, while the surrounding walls contain a large number of dusty tomes.

The books in this room once constituted a vast repository of lore concerning the worship of Zon-Kuthon, the Shadow Plane, and various methods of torment and torture. Unfortunately for the Brotherhood of Bones (whose members are very excited to find a library in Scarwall that appears intact), the pages of most of these

books crumble to dust if not handled with care. The preservation and extraction of the lore in these pages would take many months of painstaking work. Whatever secrets might lie in these tomes are left for you to determine, but are beyond the scope of this campaign.

Treasure: Among the many crumblings books and scrolls in this room are three intact *pages of spell knowledge*^{UE}, each of which contains one the following arcane spells: *shadow projection*^{APG}, *shadow evocation*, and *temporary resurrection*^{UM}.

F14 BISHOP'S QUARTERS

This austereley decorated room contains a single iron bedframe (missing its mattress), an iron kneeler studded with short spikes, a gold-plated skull with its cap removed that has been mounted on a stand so that it serves as a font, and a single wooden cabinet that remains upright only because it leans feebly against the wall.

This chamber was once used by Bishop Zev Ravenka, but none have visited the chamber since his transformation into a demilich. The man kept nothing of value (save the skull font) in here. The door to area F14a is made of iron and locked tight (hardness 10, hp 60, break DC 28, Disable Device DC 40); this contains a small stone altar atop which sits the bishop's now-defunct lich phylactery.



Treasure: The gold-plated skull was used to hold unholy water; it's not magical, but is worth 2,500 gp to a collector of grisly decor. Zev's phylactery is a small wooden box decorated with carvings of kytons and skeletons cavorting; it's lost all magical properties but its fine construction makes it worth 4,000 gp.

G STAR TOWER

The Star Tower of Castle Scarwall consists of areas **G1–G8**, which appear on the maps on pages 275, 299, and 324. Any random encounters that occur in this area are proximity encounters (see page 273).

Succeeding at a DC 20 Knowledge (engineering) check while examining the Star Tower (from inside or out) reveals the fact that it is not an original part of Scarwall. It is actually a mind-bogglingly old structure that was ancient beyond reckoning even during the birth of Thassilon. The structure is in fact an immense megalith much like a massive nail driven deep into Golarion, its deepest point reaching far into the Darklands below. Other Star Towers exist elsewhere on Golarion, although most of them are completely buried now. Only happenstance and ancient volcanic activity saw this one exposed to the surface world. These mysterious structures are remnants of an ancient war between Rovagug, the Rough Beast, and the gods of Golarion. While Sarenrae and Asmodeus are the two deities most directly associated with Rovagug's imprisonment (Sarenrae cut open the world to fashion anoubliette for Rovagug and drove him into the prison, while Asmodeus used a special key to lock the Rough Beast within), other gods played parts in the war as well. Zon-Kuthon's role was to reinforce the "stitching shut of the world" with several Star Towers along key nexus points above Rovagug's deepoubliette. These towers were intended to block the faithful of the Rough Beast from being able to contact their deity, but time has not treated the structures well. Most have been destroyed over the millennia, either by tectonic forces or the unknowing acts of Darklands miners or monsters, to the extent that Rovagug's faith has become potent in the world once again. Fortunately, his prison still holds him fast. Recognizing the Star Tower for what it is (as well as its physical strength and near-indestructible nature; see below) requires a successful DC 40 Knowledge (religion) check.

Yet little of this ancient history mattered to Kazavon. He just knew that the site was sacred to the Midnight Lord, and that it would thus make a suitable place for his castle. The Star Tower stands 110 feet tall where it emerges from the waters of the tarn until it peaks at its battlement above the donjon roof, while its foundation plunges many more hundreds of feet into the ground to a deep set of lava tunnels near what was once the ancient volcano's core. There are no obvious methods of entry along this length.

The Star Tower is warded by the same *forbiddance* effect that guards the donjon, and as long as Scarwall remains haunted, these effects cannot be dispelled. The effects linger still after the chained spirit is defeated, but at this point the *forbiddance* effect can be dispelled (CL 20th). Furthermore, even though the stonelike material composing the tower was not as eternal as it could have been, it remains incredibly difficult to damage—a 5-foot section has hardness 20, hp 2,400, and SR 32. There are only three entrances into the Star Tower: the roof entrance (area **G1**), a secret door on the second floor (from area **F10** to area **G2**), and a passage from the Darklands deep below (from area **H2** to area **G8**).

When Mandraivus and his cabal attacked Scarwall, they pursued a badly wounded Kazavon down from the Star Tower roof to area **G7**, where the draconic warlord finally assumed his true form before being slain.

G1 ROOF ENTRANCE

A single stone building with no obvious entrance sits atop this towering star-shaped rooftop. The marble of both the building and the surrounding tower show no seams and are polished to a sheen, almost as if the entire structure were carved from a single immense shaft of stone. Only on the southeastern wall of the small stone building atop this tower is the smooth polish marred. Here, a carving of a ten-foot-wide skull with spiked chains dangling from its eye sockets looks out over the castle below.

The large symbol of Zon-Kuthon on the southeastern wall is a permanent *phase door* that can be triggered to allow access to the room inside only at the touch of a cleric of Zon-Kuthon of no less than 9th level. A successful DC 35 Use Magic Device check can also trigger the door's activation. As long as Scarwall remains haunted, the building remains under a *dimensional anchor* effect, and this *phase door* cannot be opened at all. The chamber inside is empty, save for a curving, 5-foot-wide flight of stairs that leads down to area **G4**.

G2 ANTECHAMBER

The Star Tower was once protected by an appointed curate, and this floor was to be used by him or her for various personal reasons; yet with no curate active in the Star Tower for many years, most of the rooms on this floor have been abandoned. Three secret doors allow access to this room from adjoining chambers. The one to area **F10** is much better hidden than the others (Perception DC 40), while the other two (to areas **G4** and **G5**) can be spotted with successful DC 30 Perception checks. The door to the eastern cell is unlocked. The key to the locked door that leads to the southern cell is long gone (DC 40 Disable Device to open).

G3 PRISONS

Black metal manacles hang from the left and right walls of this triangular room, dangling above an ancient bloodstain to which adhere a few clots of dried flesh.

Each of these rooms was used to hold prisoners for the curate's use, but neither has been occupied in some time.

Treasure: The manacles (two pairs hang in each prison) are made of adamantine, and if removed from the wall (a difficult task, considering the hardness of the Star Tower itself) are worth 1,000 gp per set and function as masterwork manacles.

G4 STAIRWELL

The stairs in this room ascend to the Star Tower's roof entrance (area G1).

G5 CURATE'S CHAMBER

This chamber was obviously once somebody's quarters. It is sparsely furnished with a small table holding a wooden bowl and cup and a pile of bedding lying in the center of the floor where someone appears to have been brutally murdered, judging from old bloodstains that cover a good portion of it.

A strange hermit known only as "the Curate" made this chamber his home during Kazavon's time. A prophet of Zon-Kuthon, he relied on his divine spellcasting abilities to provide food and water for himself as he kept watch over the Star Tower. Kazavon had little patience for the eccentric man, and soon after the construction of Scarwall was completed, he murdered him and ate the remains.

G6 STAIRWELL

A stairwell descends into the depths of the tower (area G7) from this unadorned chamber.

G7 CHAMBER OF THE WELL (CR 14)

The walls and floor of this chamber have a strange organic texture, appearing almost like black mummified flesh streaked with glistening swaths of ancient blood. Four pillars carved to look like coils of entwined arteries and spinal cords support the ceiling, with nails and surgical tools embedded in these pillars at key and painful-looking positions. At the base of the stairs is a ten-foot-diameter open shaft, entirely filled with thick bluish mist.

This level of the Star Tower was constructed to harness the devotional energy of the worshipers of Zon-Kuthon to power the entire structure as a ward to help block the

prayers of Rovagug's faithful. With the Star Tower failing, the once-living walls of this chamber have died and become mummified.

This chamber is also where Mandraivus and his cabal finally confronted Kazavon, who fled into this corner of his lair in hopes that, here at the heart of his power, he could resist Mandraivus and his holy sword. That hope died when Mandraivus and his allies managed to force Kazavon (very much against his will) into his true form. With his mobility limited, the Esoteric Order was able to finally defeat the dragon.

The shaft is filled with cold blue fog, and while it is only 50 feet deep, any creature that falls into it experiences a plummet of unexpected and vertiginous length, as if falling for miles and miles. Each round the fall continues, the falling character must attempt a DC 20 Will save. Once a character succeeds at this save, she suddenly finds herself landing in area G8, taking 5d6 points of falling damage per round she perceived herself to be falling (maximum 20d6). A character that can fly must attempt the same Will save each round she continues to fly down into the pit, but on a success, finds herself in flight in area G8 and takes no falling damage. No matter how long a flying character has been flying down, she always finds that the rim of the shaft above is no more than 30 feet up.

Creature: Several weeks after Scarwall's curse awakened, Zon-Kuthon sent one of his minions, a nightwing named Ildervok, to this chamber to await the arrival of a replacement curate to induct into service. For hundreds of years, the immense shadowy undead has waited patiently for a new candidate to arrive. When the PCs enter this chamber, the nightwing greets them, speaking to them telepathically while invisible, and welcoming them to the Star Tower. He then idly asks which of them wishes to take on the honor and glory of becoming the Star Tower's new curate. The nightwing would certainly much prefer someone volunteer for it, and hopes to find someone who's already a worshiper of Zon-Kuthon. Either Shadowcount Sial or Laori Vaus would make perfect candidates (see Development on page 327). If neither of them are present, Ildervok selects the character whose alignment or personality most closely matches that of Zon-Kuthon (a lawful evil sadist is the best choice) as his nominee to court for the role. If asked what being the curate entails, Ildervok is brief and somewhat metaphorical in his reply: "The curate is the living soul of this Star Tower. The curate watches over the Star Tower and lives until the End Times—or until violence necessitates a replacement. The curate is the Star Tower. It is an honor even to be considered for the role, and to be selected and reject it is to spit in the Midnight Lord's eye."

If no characters volunteer, the nightwing swiftly grows angry. He demands that one of the PCs step forth to



become a curate, and if none do, his patience snaps and he attacks. Ildervok hopes to force one of them to beg for his life (or for the life of another), a mercy the nightwing is all too willing to grant in return for acquiescence and a trip to the Midnight Lord's palace on the Plane of Shadow.

Becoming a curate is a process that requires the character to voluntarily accept Zon-Kuthon as his patron and to accompany Ildervok to the Plane of Shadow via *plane shift* to be indoctrinated in the Midnight Lord's palace. This is a grueling, torturous process intended to convince the victim to agree, if only to escape the threat of greater torture. The result is a near-mindless devotee of Zon-Kuthon who is then returned to this Star Tower, now immortal (save for death by violence) as long as he does not leave the confines of the tower itself. Since the acquisition of a new curate is the only way Ildervok can escape his servitude here (apart from being forced off the plane by an effect like *banishment*), the nightwing is naturally eager to see someone assume the role.

A character taken away by Ildervok is effectively out of the campaign. You may wish to create a new set of adventures in which the other PCs pursue a stolen ally into the Shadow Plane to rescue him, but that is beyond the scope of Curse of the Crimson Throne.

ILDERVOK

CR 14

XP 38,400

Nightwing nightshade (*Pathfinder RPG Bestiary 2* 203)

hp 195

Development: Either of the Brotherhood of Bones members who may be traveling with the PCs would make ideal candidates for the role of curate; unfortunately, as honorable as the post may be, it's also not something they would wish for themselves, since to become the curate is to abandon all other goals, ambitions, and pleasures. If either Shadowcount Sial or Laori have become an Ally, the Enemy has bristled at the Ally's easy friendship with the PCs and feels that the Ally has drifted from the faith. The Enemy proclaims as much at this time, telling the Ally that agreeing to the role of curate is the only way to atone for straying from the Midnight Lord's side. Afraid that rejecting the idea would give the Enemy's words strength, the Ally turns the argument back at the Enemy, accusing him or her of constantly obstructing their overall goal of seeing the fangs of Kazavon returned to Nidal. The argument swiftly blooms into a fight between the two. The PCs are free to take sides as they wish, but the nightwing merely hangs back and watches in amusement. As soon as it becomes obvious to the Enemy that he or she is about to die, he or she sees no other option but to accept the role of curate, and begs Ildervok for protection from the Ally and the PCs.

Ildervok will come to the Enemy's aid, but if the PCs slay the Enemy, the nightwing breaks off the fight and offers the role of curate to the Ally one last time. If Sial remains alive, he finally relents and accepts the task. Laori, however, does not wish this role and will ask the PCs to help protect her from being taken away by the Nightwing against her will.

If the nightwing takes Sial away (or if the PCs help restrain Laori), Ildervok admits at this point that he knows the PCs are here to reclaim *Serithial* and hope to use it to drive Kazavon's spirit from Queen Illeosa, something he has learned from visions sent recently by the Midnight Lord himself. Ildervok reassures the PCs that they have nothing more to fear from Zon-Kuthon. He desires that Kazavon's spirit be removed from the petty young queen as much as anyone, for such a fate does not befit even a fragment of one of his mightiest warlords. Ildervok tells the PCs the blade has been taken, but it is not far from here. He states it is currently held in the clutches of the "Children of Rovagug" deep below the Star Tower, and that by stepping into the shaft, the PCs will be transported to these deep chambers where *Serithial* has languished for so many years.

G8 DEEP CHAMBER

The air in this empty chamber is cold and still. The jagged walls of the tower are broken to the northeast by a single stone door, and the floor is polished to a reflective sheen. Thirty feet above, the ceiling is completely obscured by a roiling bank of glowing blue mist.

A character who climbs or flies up into the mist above suddenly finds herself emerging from the edge of the shaft in area G7, despite the fact that this chamber is nearly 1,500 feet underground. This is the Star Tower's foundation, and the door once provided access to an ancient temple of Zon-Kuthon. This temple was not built of the same ageless material as that of the Star Tower, and volcanic activity and the passage of ages have erased most remnants of this complex but for a few twisting caverns and a large underground lake. This door is heavy, but can be opened with a successful DC 16 Strength check.

H SCARWALL CAVERNS

The Scarwall caverns are accessible via the lowest chamber within the Star Tower. These caverns are lightless, and consist of areas H1–H4, all depicted on the map on page 324. Any random encounters that occur in this area are proximity encounters (see page 273) with the gugs from area H3. At your discretion, though, another Darklands native may have wandered up into the caverns via area H2.

H1 CAVERNS

The walls of these tunnels look moist, yet are strangely dry to the touch, being covered with a sheen of glittering mineral deposits. The ceiling averages fifteen feet in height.

This short network of caverns is unlit and slopes downward slightly as one travels toward area H3. Although once serving as part of a temple to Zon-Kuthon, the remaining tunnels are now settled by a small group of gugs. There are four gugs currently dwelling in the caverns, and while most of them spend the majority of their time in area H3, periodically one wanders into these caves; there's a 20% chance of encountering a lone gug in this tunnel as a result.

H2 ENTRANCE TO SEKAMINA

This corridor ends at a fifteen-foot-wide shaft that plummets into the darkness. A faint warm breeze flows up from the pit, carrying with it strange mineral scents. What appears to be a set of three-foot-wide handholds runs down along the closest side of the shaft—a crude, primitive ladder, perhaps, but judging by the length between holds, one sized for a creature almost three times as large as a man.

This shaft drops over 500 feet into the Darklands realm of Sekamina, opening into a warren of caverns inhabited by additional gugs. Clambering down the side of the shaft requires many successful DC 10 Climb checks if the gug ladder is used (DC 20 otherwise). The gug warren below is too far away for the gugs here to rely upon for reinforcements, but if the PCs fail to retrieve *Serithial* on their first try, any gugs they have slain are replaced within a few hours of their death by more from below.

H3 SACRED LAKE (CR 15)

The rank odor of decay, filth, and wet fur clings to this cool chamber with a palpable tenacity. The chamber is an immense, twenty-foot-high cavern that fades into the dark to the north. A wide rocky shelf sits in the southern portion of the cavern, and upon this shelf are four crude, domed hovels, each nearly twenty feet tall and built from rough stone blocks mortared together with a nasty mix of mud, hair, and assorted debris. Each stone hovel has a large arched opening into its darkened interior. To the east, a silent lake of black water stretches into the distance. Few ripples disturb its surface, giving it the appearance at times of a massive sheet of polished obsidian. Far out in the water to the northeast, a single point of light glows just above the surface, a bright star with a radiance that illuminates several stony islands about seventy feet out

in the lake, though the source of the glow isn't discernible from shore.

Creatures: For many years, this chamber has served as a site of religious significance for the warren of gugs that dwell deeper in Sekamina (see area H2 above). Lurking in the lake is an immense and monstrous creature (see area H4 below) that the gugs have come to view as one of the many god-children of Rovagug. Periodically, a gug might toss a sacrifice into these waters so they can gather and watch the inhabitant of the lake feed. But for the most part, these four gugs see themselves as the lake's guardians, dwelling here to ensure that their god's slumber in the lake is not disturbed.

The gug hovels are dirty and hold little more than their few collected treasures, disgusting clumps of shed fur, and the bony remains of many past meals. Four gugs dwell here currently, and while infighting and bickering is common among their kind, they set all differences aside as soon as intruders are detected, immediately attacking in an all-out rush to establish feeding rights over the slain. They fight to the death to protect their sacred lake and its denizen. Faced with foes who use flight to avoid melee combat, these gugs have a large supply of javelins they can hurl at enemies, but rely primarily on their booming howls of anger to rouse Kleestad from the lake to attack flying foes.

GUGS (4)**CR 10****XP 9,600 each****hp 127 each (*Pathfinder RPG Bestiary 2* 151)****Ranged** javelin +11 (1d8+7)

Treasure: Scattered among the gug dwellings are a total of 19 assorted gemstones worth 250 gp each. One of the gugs recently caught a svirfneblin in the deep caves below this area while on a hunt, and the deep gnome's mostly eaten body still lies in the westernmost hovel, along with much damaged gear (little of which remains functional). The gnome's still-working Small +3 aberration-bane heavy pick lies against the northern wall where the gug threw it after accidentally slashing his tongue on the surprisingly sharp weapon.

H4 THE INHABITANT OF THE LAKE (CR 15)

Originally formed as a magma chamber before the volcano went extinct, the chamber has slowly filled over the ages with water cloudy with sediment. The lake's submerged walls are a nearly 200-hundred-foot vertical drop to a longer waterway that winds through the ground for miles. The point of light out in the lake is, in fact, the blade *Serithial*, embedded point-first into a stony rock outcropping in the lake's northeast area.



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Creature: As detailed in the Chapter Background, Zon-Kuthon cursed Kleestad for betraying Kazavon, transforming him into a horrific wormlike monstrosity called a pharmakos and casting him down into this pit to guard *Serithial*. Of course, now that the holy sword is required to “cleanse” Kazavon from Queen Ileosa, Zon-Kuthon no longer cares if Kleestad continues to guard it. In a way, the PCs are now Kleestad’s executioners, arriving on the scene to carry out a duty (unknowingly or otherwise) to end the life of this traitor.

If the PCs venture out on the water, step foot on the stony rock that holds the sword in its grip, or otherwise attempt to retrieve the sword, *Serithial* senses them and its glow grows brighter. If there are any worshipers of Iomedae in the party, they hear a faint singing in their ears and a sudden feeling of urgency from the weapon. Unfortunately, after his long association with the weapon, Kleestad senses these changes as well, and quickly slithers to the lake’s surface to investigate. He also emerges if the gugs on the shore howl and roar at flying PCs.

Kleestad is a disgusting creature that is part immense worm and part humanoid. He is just over 80 feet in length, with sickly pale flesh infested with rot and pustules. Dozens of spiky legs twitch along the length of his body, while his upper torso, bloated and pallid, is still vaguely human. Kleestad’s first act upon erupting from the lake

is to use his breath weapon on the largest concentration of PCs. He then moves in to engage them in melee, using *air walk* as needed and focusing his wrath on anyone who seems to be attempting to take *Serithial*. If he survives the fight, Kleestad pursues foes to the end of the world to reclaim the blade.

KLEESTAD

CR 15

XP 51,200

Pharmakos (see page 475)

hp 232

5

Treasure: Although *Serithial* has been embedded in the stone of the rocky islet here, it can easily be withdrawn and claimed by any creature (although the weapon prefers to be claimed and wielded by a good-aligned character—see page 435 for more details on this powerful artifact).

The lake is deep enough that *detect magic* doesn’t reveal the additional treasures that lie 200 feet down—offerings made by the gugs over the years to Kleestad. Many of these offerings, thrown into the lake from the shore after being taken from duergar, drow, and other denizens of the Darklands, have decayed over time. However, three magical items lie strewn across the lake bed for those persistent enough to seek them out: a +2 speed battleaxe, a *rod of wonder*, and a mithral *staff of life* with 5 charges.

CHAPTER CONCLUSION

With the destruction of the chained spirit Mithrodar and the claiming of the sacred blade *Serithtial*, the PCs have accomplished a marvelous feat. Yet for all the terrors and trials they endured in Castle Scarwall, what awaits them back in Korvosa will prove their greatest test yet. Still, exploring, enduring, and surviving the curse of Scarwall and its horrific occupants is a task worth celebrating, and you should give the PCs a well-deserved chance to rest and recover before moving on!

Unlike the other chapters in this Adventure Path, the completion of this chapter has little direct impact or repercussion on the overall campaign plot, other than by providing the PCs with a weapon capable of besting Queen Ileosa. Once the PCs have recovered *Serithtial*, they are ready to return to Korvosa. Armed with the weapon that laid Kazavon low before, they can sunder the *Crown of Fangs* and truly defeat the queen. Yet they have already struck a potent blow against the ancient warlord's legacy, for Scarwall now lies empty of the unquiet dead. One of Belkzen's most notorious ruins is now merely that—a ruin. The orcs of Belkzen discover the castle has become habitable soon enough, and before the end of the year several tribes are warring for control of the structure. Yet for the PCs, the clash of bickering orc tribes should be the furthest thing from their minds, as they have a city to save.

OPTIONAL: A SWIFTER SCARWALL

This chapter is a significant stylistic departure from the previous chapters of Curse of the Crimson Throne, in that it focuses entirely on the exploration of an enormous castle. Even the final chapter, which features another large castle as an adventure site, doesn't expect the PCs to spend a significant amount of time exploring rooms. When the assault on Castle Korvosa occurs, the PCs are more likely to make multiple surgical strikes into the fortification, and battles there will tend to spread quickly as the castle's defenders mobilize to confront the PCs.

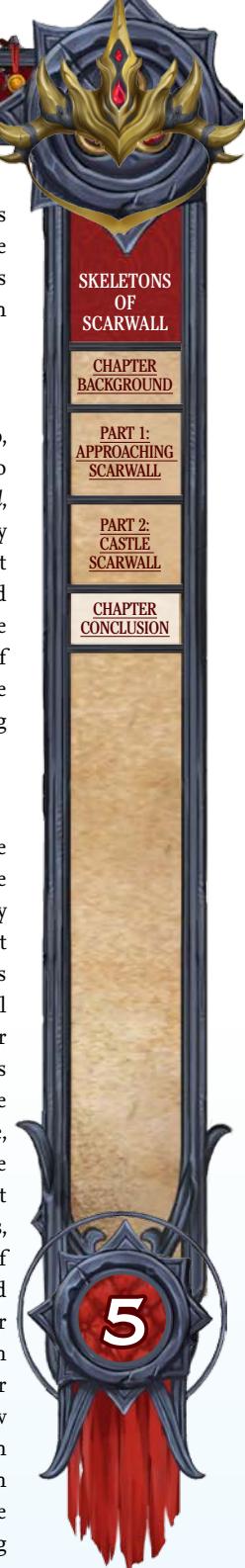
This isn't quite the case in Scarwall, which is presented in a much more classic "dungeon crawl" format. Few monsters will rouse themselves to join battles in neighboring rooms, and the entire chapter is constructed in a way so as to all but force the PCs to explore much of the castle in order to defeat its creatures, lift its curse, and recover the sword they seek. Compared to the attack on Castle Korvosa (during which the PCs are likely to have maps of the castle layout in order to aid their assault), for some groups, the exploration of Scarwall may well end up

feeling more like a slog than high adventure, especially if the PCs are eager to return to their beloved Korvosa or worry about what dire acts the queen may be inflicting upon the city while its heroes are "distracted" by a haunted castle hundreds of miles away.

You know your group best, and if you feel they're eager for an extended dungeon crawl or the old-school experience of exploring a haunted castle, let them take their time wandering through the halls and rooms of Scarwall. Care has been taken to ensure that as many rooms and locations in Scarwall as possible have significant events, treasures, or combats to justify each and every encounter. But if you feel your group is eager to return to Korvosa, you can modify the contents of this chapter in several ways to speed things along and make it less of an endurance test. In such a case, consider using some or all of the following options to expedite this chapter.

Simplify the Chained Spirit: One easy way to simplify this chapter is to reduce or entirely remove the presence of spirit anchors in Scarwall. At its simplest, lifting Scarwall's curse may be as easy as confronting Mithrodar in area C14 and defeating him, with no need to first defeat the spirit anchors to which he's tied. Alternatively, you can say that only one or two spirit anchors need to be defeated before the PCs can confront Mithrodar and finish him off. Once the chained spirit is eliminated and the curse on the castle is gone, many of its guardians and haunts vanish, making exploration of the castle much easier.

Remove Phantasms: The phantasms included in this chapter are intended to add flavor to otherwise empty rooms, and help the PCs learn a bit about Castle Scarwall's history in an interactive and unusual way. They can take time to resolve, though, particularly if your players tend to get distracted easily. You can speed the exploration of Scarwall by removing all phantasms from this chapter (if you do so, feel free to gloss over these rooms if the PCs come across them). Just give a brief description and let the players know that there's little more to learn from the room so they can move on to the next encounter.



Manage Random Encounters: By limiting or even entirely removing random encounters from Scarwall, you can speed play along as well; in this case, combats in this chapter will end up being focused on set encounters. This may result in the castle feeling “underpopulated,” but if that doesn’t bother your PCs and they prefer the faster pace, removing or decreasing random encounter frequency could be a good thing.

Allow Side Trips Back Home: High-level PCs have plenty of methods of fast travel like *teleport* or *wind walk*. If the PCs have allied with the Brotherhood of Bones, Laori can use *shadow walk* to help them come and go between Korvosa and Scarwall. Certainly, the tactic of teleporting back to Korvosa to rest, recover, and resupply before teleporting back to Scarwall makes a lot of sense. If the PCs have the resources to do so, let them! This gives you an excellent opportunity to keep Korvosa front and center in the game, after all. You can use the PCs’ frequent visits back to Korvosa to relieve any concerns that they might miss out on a big event or occurrence, and you might well find that such frequent trips back home even extend the amount of time the players (and thus their characters) may be comfortable spending in Scarwall. You can also consider having the raid on Deathhead Vault from the third part of Chapter 4 or the events from the first part of Chapter 6 play out during these trips back home, blending scenes from all three chapters together. Some encounters may end up being too difficult or too easy for your group, depending on their level and the order in which they tackle the encounters in question, but as long as you stay loose and are willing to adjust the encounters along the way, this can be a particularly rewarding method to tie Scarwall to the rest of the campaign’s story arc.

Move the Goal: One final way you can shorten this chapter is by merely moving where *Serithtial* is hidden away. Instead of leaving it in the deep caverns, placing the blade in the treasure of one of Scarwall’s more powerful foes located aboveground in the castle proper shortens the amount of time the PCs are required to spend in the castle. You don’t have to make this decision immediately either. Keep an eye on your players’ interest levels, and if you feel they’re getting tired of the castle and are eager to “get on with the story” and return to confront Ileosa in Korvosa, then perhaps *Serithtial* is discovered in the next significant encounter as treasure.

In this case, you should consider having the weapon’s powers not be blocked by Scarwall’s curse. This way, the PCs can liberate the magic sword and leave the castle’s curse in place, perhaps for a later excursion or maybe even for an entirely different party of adventurers.

THE FINAL GOAL

Regardless of how you present Scarwall to your group, keep in mind that in the end you need to ensure two things occur: the PCs need to retrieve the blade *Serithtial*, and they need to earn enough experience points so that by the time they’re assaulting Castle Korvosa they’re at least extremely near 16th level, if they haven’t already reached it. Assuming both of these conditions are met by the time your group completes this penultimate chapter of Curse of the Crimson Throne, how they get there is irrelevant—as long as you all have fun along the way!

REDEMPTION

When the PCs encounter the nightwing in area G7, their alliance with Laori and Sial inevitably changes. It’s unlikely that Shadowcount Sial remains alive or on the Material Plane after this encounter resolves, but Laori Vaus has a stronger chance to come through intact and alive, especially if the PCs choose to support her choice to not

become the curate. Regardless, this brush with a direct emissary of Zon-Kuthon gives the Brotherhood agent much to think about. Whether or not the agent’s faith is shaken or bolstered by this encounter depends in large part on how the PCs have interacted with the character up until now. In Laori’s case in particular, she may view this as a turning point, and if a PC has been particularly friendly or supportive of her, she may well choose to abandon her faith for a new deity. Laori’s path to redemption should be a long one—at the very least lasting through the end of this campaign.

But in the end, if she does change faiths, she likely views the PCs as friends forever.

