**Scarwall Threats:**

**Dread**: All living creatures in the castle gain an immediate sense of foreboding and a feeling of being watched. If sleep DC 20 Will save or fatigued.

**Aura of Menace**: Detect Undead/Evil make a DC 25 Will save or stunned 1 round.

**Unhallow**: Permanent *unhallow*. Turn checks -4, rebuke +4. Dim anchor non-inhabitants CL 20th, returns 1d4 after dispelled.

**Soultrapping**: On death DC 23 Will save or be bound to castle, *soul bind* CL 20th, see page 19. If remain for 1 week, DC 22 Will save to avoid being bound, hedged prison binding.

**Gargoyle Brutes:** 12, **Human Skeletons:** 44, **Human Zombies:** 32

**Scarwall Guard:** 12

**Wandering Monsters:**  Sleep 100% chance of meeting, Fortified 40%

**Random Encounters:**

|  |  |  |  |
| --- | --- | --- | --- |
| d% | Encounter | Average EL | Source |
| 1-20 | Lesser Undead – 1d8 |  | page 22 |
| 21-40 | Ghostly Manifestations |  | page 22 |
| 41-60 | 1 Scarwall Guard | 6 | page 22 |
| 61-75 | Pegg & Loute | 8 | page 23 |
| 76-80 | 1d6 Greater Shadows | 11 | MM 221 |
| 81-85 | 1 Dread Wraith & 1d8 Wraiths | 12 | MM 258 |
| 86-100 | Proximity Encounter |  |  |

**Proximity Encounter:** Creature from a nearby room wanders out of the room

**Scarwall Features:**

**Interior Walls:** 1 ft thick, Hardness 8, hp 180, Break DC 35, Climb 15

**Outer Walls:** 3 ft thick, Hardness8, hp 540, Break DC 55, Climb 15

**Exterior Walls**: Climb 25

**Wood Doors:** 2 in thick, hardness 5, hp 20, Break DC 25, Open Lock 30,

**Floors:** Smooth Flagstone

**Roof:** Wood with tin sheathing, hardness 1-, hp 60, Break DC 25, Climb 20

**Ceiling Height:** 15 ft

**A**. Barracks: Larger barracks contain rows of bunks (often double bunks) and footlockers containing rotted bits of armor, chunks of weapons, and other trash. Smaller barracks were once single bedchambers used by lieutenants or sergeants in Kazavon’s army, yet they remain equally abandoned. There’s a 20% chance that there are 1d8 skeletons and zombies (divided evenly) in a barracks when it is entered for the first time.

**B**. Guard Post: This chamber once served as a guard post, but now all that remains are a few discarded bits of armor and perhaps a table and a few broken chairs. These guard posts were once manned by soldiers tasked with protecting something important in a nearby room. There’s a 15% chance that there is a Scarwall guard (see page 22) in a guard post when it is entered for the first time.

**C.** Servants’ Quarters: The servants during Kazavon’s reign were little more than slaves. Their chambers served them as barracks, kitchens, and latrines. Dusty, sagging bunks and broken furniture are all that remains in these chambers. There’s a 20% chance that there are 1d8 skeletons and zombies (divided evenly) in a servant’s quarters when it is entered for the first time.

**D**. Sparring Chamber: Several chambers in the castle were used by Kazavon’s troops to spar and exercise. Today, all that remains in these rooms are bits of broken weaponry and armor, and perhaps a battered target dummy or two.

**E**. Pantry: These pantries contain collapsed shelves, fragments of crates and other containers, stacks of crumbling firewood, and plenty of dust.

**F**. Bath: These chambers contain crumbling shelves, ruined wooden washbasins, and other necessities that have fallen into disrepair.

**G**. Private Audience Chambers: Although Kazavon and his followers rarely had an interest in meeting with outsiders, they typically did so in one of these smaller meeting rooms. The chairs and desks are now crumbling.

**H.** Guest Room: Very few guests stayed overnight in Scarwall during Kazavon’s reign. These rooms each contain a dust-covered dressing table, a sagging chair, and a dilapidated bed.

**I**. Torture Chamber: The majority of Kazavon’s guests ended up in one of Scarwall’s numerous torture chambers. These are generally small rooms designed to torment single victims, or small groups of no more than four. Decrepit iron maidens, crumbling racks, and rusting cages are the decor here.

**J**. Storage: Everything from firewood to clothes to tools to drinking water were once stored in these rooms—now, only crumbled rust and debris remain.

**K**. Armory: The armories of Scarwall were among the first rooms the orcs looted when they first took residence here. As such, these chambers, once filled to capacity with weapons and armor, are now completely empty save for the occasional empty and toppled weapon rack.

**L**. Parapet: These areas are open to the air, and provide commanding views of the surrounding landscape. Note that exploration of these parapets is likely to attract unwanted attention from the gargoyles who roost on the roofs above.

**M**. Dining Hall: All that remains in these mess halls are partially collapsed tables and broken chairs.

**N.** Smithy: The forges in the castle smithies have weathered the passage of time well, but most of the tools here have rusted or rotted to uselessness.

**O**. Minaret: Several of these hollow towers grace Scarwall’s heights. Within is a lattice of stone supports that serve as shelters for Scarwall’s sizable flock of four-armed gargoyle brutes. There are, in all, 12 gargoyle brutes dwelling in Scarwall. There’s a 35% chance of encountering a gargoyle brute in a minaret.

**P.** Statue Perch: These decorative stone perches protrude from the sides of Scarwall’s towers. Each one features a non-magical stone statue of a gargoyle brute.

**Q**. Gargoyle Perch: These stone perches hold actual gargoyle brutes who use their freeze ability to appear indistinguishable from the normal statues on other perches.

**R**. Garderobe: This is a small, dusty latrine.

**S**. Stairs: Each flight of stairs in Scarwall is indicated by a code: “S1,” “S2,” “S3,” and so on. All stairwells bearing the same tag are connected between floors.

**T**. Trap Door: As with stairways, trap doors are marked bytags to indicate where the connections between floors lie. Unless indicated otherwise, wooden ladders (preserved by Scarwall’s curse) allow access between areas connected by trap doors.

**Defeating Spirit Anchors**

The haunted aura of Scarwall persists largely due to the presence of the chained spirit Mithrodar. He has anchored his existence in Scarwall to four powerful commanders. As long as all four of these commanders survive, Mithrodar cannot be truly defeated. As long as Mithrodar exists, Scarwall is destined to remain a cursed and haunted place, and only when this curse is lifted can the PCs finish their mission to retrieve Serithtial.

As the PCs defeat the spirit anchors, the overwhelming evil in the castle begins to falter. This manifests as detailed below.

**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 tower that their realm is in danger. From this point on, until all four spirit anchors are defeated, undead in Scarwall gain +4 turn resistance in addition to effects of unhallow. (Undead that already have turn resistance have their bonus increased by +4).

**Two Spirit Anchors Defeated**: The aura of menace in Scarwall vanishes; detect evil and detect undead now function normally.

**Three Spirit Anchors Defeated**: Spirits contained in the castle walls can no longer escape to roam the halls— greater shadows, dread wraiths, and wraiths can no longer be encountered as wandering monsters.

**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.

**Replacing Anchors**: Mithrodar can try to replace a defeated spirit anchor with a number of evil creatures in Scarwall, including Sergeant Lashton (page 19), the corpse orgy (area 4), Malatrothe (area 7), one of the cinder ghouls (area 11), any of the gargoyle brutes (page 17), a barbed devil (area 24), a bone devil (area 33), General Gorstav (area 34), or Prelate Aruth (area 37). Ildervok cannot be anchored, since the nightwing is here directly on Zon-Kuthon’s will and thus enjoys protection from this fate. Either Laori Vaus or Shadowcount Sial could make for interesting spirit anchors as well. Hopefully, the PCs defeat Mithrodar before he has a chance to reclaim a new anchor

**Gargoyle Brutes**

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**Scarwall Guards**

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**Human Skeletons**

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**Human Zombies**

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