

A D&D 5e & PATHFINDER-COMPATIBLE ADVENTURE FOR 4-7 PLAYERS OF LEVELS 1-20

DARK-ONE

**VOL.
1**

THE BOOK OF DARK SECRETS

20-SHORT ADVENTURES



CREDITS ~ D&D 5E

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THE DEVIL'S SANDBOX

Nearly a century ago, enterprising mages from distant lands were allowed to visit the copper mines of Kharnia Keep. Adhering to the belief that this metal added to the potency of certain magical items and weapons, it was of no great surprise that many mages were more than willing to make the trek to the heart of The Lagrotha Desert, in hopes of bringing back the purest copper that could be found. The guest mages were supervised by The Meckorhum, the watchers of the mines. These were the founders of the precious metal that quite generously shared their wealth with anyone that came promising only peace. Occasionally, a lucky prospector would make himself a small fortune by striking into one of these copper veins. They would then sell their bulk in smaller lots to the many traders and merchants that lived in the surrounding lands. Besides being allowed but a single visit for every 10 year span, the copper miners were held to a promise by passing on the word that Kharnia Keep's *true function* was that of a sanctuary which was created to protect travelers from the elements, but also from dying of hunger or thirst. For decades, Kharnia Keep provided an endless source of food, water and shelter for these wayfaring adventurers and fortune hunters.

This oasis that had helped so many nomads, traveling merchants and adventurers for a hundred years was also well-known for its lights. Deep into the night, aqua blue lights would flash from the keep into the night sky. These lights were supposedly responsible for the magical transmutation process that would convert wrought iron into the purest and most refined copper available. This legend, whether true or false, has been embraced by thousands of people that live and dwell both far and near.

As of three weeks ago, all adventurers that were scheduled to pass through this oasis have vanished completely. None of the two dozen

wayfarers ever made it to their destinations. Some of the more hearty and toughened desert folk that live near the keep have reported that the once beautiful lights that would shine forth on a nightly basis have now been *replaced*. Replaced by deep and rolling thunderclouds that would form overhead and periodically unleash lightning bolts and swirling magical energies down upon the keep. *Dark energies*.

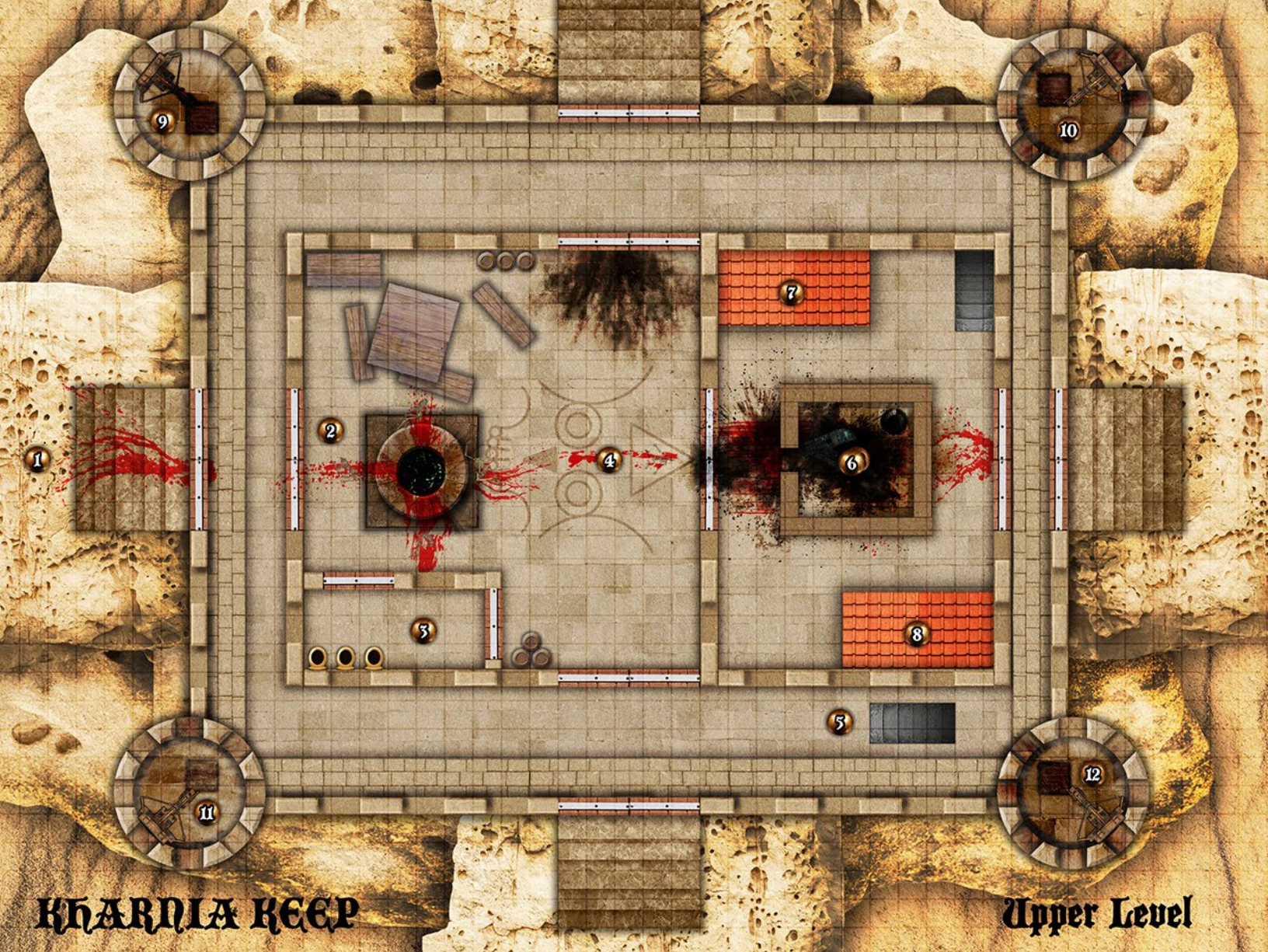
Rumors have also spread that the mad Lich DANZIBUS has turned this once safe haven into one of his many *foul* lairs where he continues to conduct a wide variety of deranged experiments. These experiments all seem to have one master objective - to continue to raise and create stronger and more powerful forms of undead to unleash upon the unsuspecting world.

The nearby desert folk have trekked to nearby towns to tell of these unsettling and unexpected happenings. These rumors have made their way to traveling members of THE ORDER OF ATHAGOS. This holy order has sworn to track down and destroy the most dangerous and maniacal rulers, warlords and kings from bringing death and destruction to this world. These appointed society members have chosen you to investigate Kharnia Keep to find out what has happened to these missing adventurers and to put an end to whatever has caused their likely demise. In exchange for undertaking this quest, the adventurers have been assured they will be allowed to keep any of the treasures or magical items that they may find in the keep, including the food and water-creating relic THE HORN OF PLENTY, and the mysterious CIRUPREMI KEY - a solid copper sigil that is said to have the ability to transform iron into the purest copper, with but a layman's touch.









KHARNIA KEEP

Upper Level

1. KHARNIA KEEP'S WEST ENTRANCE -

You've trekked for days, accompanied by 2 scouts from the nearest village. The experience of riding a camel was something you weren't quite expecting, and while it was difficult at first, you soon settled into learning this new skill for this adventure, and for the future. On the third day, you reach the sand dunes that the scouts have been pointing to for the last 2 hours. As you reach the top of this dune, you finally see it, Kharnia Keep. The stronghold itself is a 120-foot by 150-foot structure set in the very center of what appears to be a raised crossroads of sorts cut into the sand itself.

Approaching from the west side of the keep, you notice that before you is a bridge that looms 100 feet long. What is unsettling about the sight is

the bridge has no guard rails and it is a good 120-foot drop to the ground below.

Perhaps the most visually impressive item of note regarding the keep is the stairs that loom before you. The steps themselves are enormous. Almost too large to climb up. As you close in on the imposing structure, you become even more unsettled the closer you get. As you pass beneath a natural archway, the skin on the back of your heads tingles. At first you think it's the blistering sun scorching down upon you, but you soon realize it's more than that. From the tower's shadows, you see something stir and then it is clear that this is not a mirage or heat waves playing with your vision, but humanoid figures loping clumsily from the shadowy depths. These human-sized figures are no men, however.

BONES OF KHARNIA KEEP

5 SKELETONS

AC 13 ~ HP 13 ~ Spd 30

STR 10, DEX 14, CON 15, INT 6, WIS, 8, CHA 5

Senses DV 60 ft, Perc 13, Challenge 1/4 (50 XP)

ACTIONS **Shortsword +4 to hit, reach 5 ft., one target.**

Hit: (1d6 + 2) piercing damage.

2 REVENANTS

AC 13 ~ HP 136 ~ Spd 30

STR 18, DEX 14, CON 18, INT 13, WIS, 16, CHA 18

Senses DV 60 ft, Perc 13, Challenge 5 (1,800 XP)

ACTIONS **Fist. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning dam.**

3 REVENANTS

AC 13 ~ HP 136 ~ Spd 30

STR 18, DEX 14, CON 18, INT 13, WIS, 16, CHA 18

Senses DV 60 ft, Perc 13, Challenge 5 (1,800 XP)

ACTIONS **Fist. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning dam.**

DEATH KNIGHT

AC 20 ~ HP 180 ~ Spd 30

STR 20, DEX 11, CON 20, INT 12, WIS, 16, CHA 18

Senses DV 120 ft, Perc 13, Challenge 17 (18,000 XP)

ACTIONS **Longsword. +11 to hit, reach 5 ft. 1 target.**

Hit: 9 (1d8 + 5) slashing damage.

5 SKELETONS

CR 1/3 ~ AC 16 ~ HP 4

STR 15, DEX 14, CON —, INT —, WIS, 10, CHA 10

Init +6, Senses DV 60, Perception +0, XP 135

Speed 30, Base Atk +0, CMB +2, CMD 14

Melee **scimitar +0 (1d6)**

12 SKELETAL CHAMPIONS

CR 2 ~ AC 21 ~ HP 17

STR 17, DEX 13, CON —, INT 9, WIS, 10, CHA 12

Init +5, Senses DV 60, Perception +6, XP 600

Speed 30, Base Atk +2, CMB +5, CMD 16

Melee **mwk longsword +7 (1d8+3/19-20)**

7 GAKI

CR 7 ~ AC 20 ~ HP 74

STR 16, DEX 15, CON —, INT 9, WIS, 12, CHA 18

Init +6, Senses DV 60, Perception +13, XP 3,200

Speed 30, Base Atk +6, CMB +9, CMD 22

Melee **2 claws +9 (2d6+3), bite +9 (2d6+3 + grab)**

3 SKELETON WARRIORS

CR 14 ~ AC 27 ~ HP 121

STR 22, DEX 13, CON —, INT 8, WIS, 12, CHA 14

Init +5, Senses DV 60, Perception +9, XP 38,400

Speed 30, Base Atk +13, CMB +19, CMD 31

Melee **+2 bastard sword +25/+20/+15 (1d10+16/17-20)**

A successful search yields the following treasures these skeletal creatures carried before their untimely deaths:

TREASURE - 1 - 75 cp, 25 sp, 5 gp.

TREASURE - 2 - 120 cp, 120 sp, 60 gp. Mwk Longsword with copper wire handle and pearl pommel 90 gp.

TREASURE - 3 - 120 sp, 80 gp, 120 pp. +1 Longsword. Copper belt inlaid with silver 125 gp.

TREASURE - 4 - 15 copper bars branded with Kharnia emblem worth 90 gp each. +2 Silver Longsword.

At least not anymore. What lumbers from the dark corners of the keep are men long dead. Mouldering and crumbling corpses clumsily lurch forth eager to engage with you in combat.

DM/GM NOTES - A search of *any* kind will most definitely unveil the treasures that these dead men still hopelessly carry.

2. BLOODY WELL AND SKELETONS -

After defeating the undead guardians at the base of the castle, you carefully lumber your way up the massive stone steps that lead up to the western gate. As you reach the top, you notice that the wind makes the telltale sound of when

it whips through an open portal. You notice that both of the 10-foot wide double doors are *singed* and have been crudely placed back in place. Both doors hang partially open and slanted, and the wind does indeed howl through these gaps.

You push open the once strong doors easily. Both doors open, seemingly proud to display what you see next. A human soldier kneels less than 10 feet away from you. This soldier is also a skeleton. Its bones unnaturally whitened and blanched from the merciless desert sun. You've seen skeletons before, even mere moments ago, but this skeleton does not come to life, but even stranger than that is that this corpse is entirely without a head. In fact, as you look a moment longer, you see that there are 4 more headless





THE PETS OF DANZIBUS

GIANT SCORPION AC 15 ~ HP 52 ~ Spd 40

STR 15, DEX 13, CON 15, INT 1, WIS, 9, CHA 3
Senses **blindsight 60 ft**, Perc 13, Challenge 3 (700 XP)
ACTIONS Claws +4 hit, 5 ft., Hit: (1d8 + 2) bludge-
dam. Sting +4 hit, 5 ft., Hit: (1d10 + 2) pierc. damage.

4 GIANT SCORPIONS AC 15 ~ HP 52 ~ Spd 40

STR 15, DEX 13, CON 15, INT 1, WIS, 9, CHA 3
Senses **blindsight 60 ft**, Perc 13, Challenge 3 (700 XP)
ACTIONS Claws +4 hit, 5 ft., Hit: (1d8 + 2) bludge-
dam. Sting +4 hit, 5 ft., Hit: (1d10 + 2) pierc. damage.

12 GIANT SCORPIONS AC 15 ~ HP 52 ~ Spd 40

STR 15, DEX 13, CON 15, INT 1, WIS, 9, CHA 3
Senses **blindsight 60 ft**, Perc 13, Challenge 3 (700 XP)
ACTIONS Claws +4 hit, 5 ft., Hit: (1d8 + 2) bludge-
dam. Sting +4 hit, 5 ft., Hit: (1d10 + 2) pierc. damage.

2 BEHIRS AC 17 ~ HP 168 ~ Spd 50

STR 23, DEX 16, CON 18, INT 7, WIS, 14, CHA 12
Senses DV 60 ft, Perc 16, Challenge 11 (7,200 XP)
ACTIONS Bite +10 to hit, reach 10 ft., 1 target. Hit:
(3d10 + 6) piercing damage. **Lightning Breath.**

A successful search yields the following treasures littered upon the bloody and filthy floor of this latrine:

TREASURE - 1 - 13 cp, 19 sp, 7 gp, 3 pp. A turquoise bracelet with copper inlay worth 60 gp.

TREASURE - 2 - 22 cp, 43 sp, 56 gp. A gold ring with silver swirls and set with an emerald worth 90 gp.

TREASURE - 3 - 18 cp, 25 sp, 42 gp, 13 pp. An anklet made of gold inscribed with various bird sigils worth 120 gp.

TREASURE - 3 - 19 cp, 28 sp, 44 gp, 17 pp. 3 Scrolls - Cure Serious Wounds, Purify Water & Water Breathing.

skeletons that eerily decorate this large and open courtyard. A total of 4 decapitated skeletons surround a 20-foot square well. Each of these victims rests eternally in some exaggerated form of death. They obviously died in excruciating pain, and the fact that 4 blood trails leading up and onto the lip of the well makes you think, *What happened to those severed heads?* To your left, a large table and benches are scattered. Massive scorch marks have permanently stained the flagstones and double doors at the north side of the courtyard. There is another closed door immediately to your right and yet another disturbing sight lies before you. Burned into the floor of the open courtyard is an enormous sigil of a skull with a triangular third eye. Lying with an arched back,

3 GHOST SCORPIONS CR 1/2 ~ AC 12 ~ HP 13

STR 10, DEX 11, CON 14, INT —, WIS, 10, CHA 2
Init +0, Senses DV 60, Perception +4, XP 200
Speed 30, Base Atk +1, CMB +0, CMD 10 (22 vs trip)
Melee 2 claws +2 (1d3), sting +2 (1d3 + poison)

9 GIANT SCORPIONS CR 3 ~ AC 16 ~ HP 37

STR 17, DEX 13, CON —, INT 9, WIS, 10, CHA 12
Init +0, Senses DV 60, Perception +4, XP 800
Speed 50, Base Atk +3, CMB +8, CMD 18 (30 vs trip)
Melee 2 claws +6 (1d6+4 + grab), sting +6 (1d6+4 + poison)

2 EMPEROR SCORPIONS CR 11 ~ AC 24 ~ HP 142

STR 16, DEX 15, CON —, INT 9, WIS, 12, CHA 18
Init +1, Senses DV 60, Perception +5, XP 12,800
Speed 50, Base Atk +11, CMB +26, CMD 37 (49 v trip)
Melee 2 claws +18 (2d6+11 + grab), sting +18 (2d6+11 + poi)

3 EMPEROR SCORPIONS CR 11 ~ AC 24 ~ HP 142

STR 16, DEX 15, CON —, INT 9, WIS, 12, CHA 18
Init +1, Senses DV 60, Perception +5, XP 12,800
Speed 50, Base Atk +11, CMB +26, CMD 37 (49 v trip)
Melee 2 claws +18 (2d6+11 + grab), sting +18 (2d6+11 + poi)

in a *sickening* form that matches the shape of the triangle perfectly is another skeleton. A blood trail extends 40 feet and originates from the well. It is obvious this man was slashed and cut many times as he tried to escape. 2 more double doors are directly in front of you - set into the east wall. Scorch marks have stained these doors as well, yet the doors are still standing.

3. THE HORRIBLE PETS OF DANZIBUS -

The broad and bold door pushes open easily. Yet another unlocked door. The room inside is pitch black, but the sun overhead illuminates enough of the room to see inside to the wall opposite to you. This is a latrine of sorts, judging by the smell. You hear a clatter and crunching of some

CRYPT OF KHARNIA KEEP

refuse in the corner. Something *large* stirs in the dark corners. Another faint blur of motion catches your eyes to the other corner. At the same time, an inhuman sound angrily forces its way from the things moving about. The huge creatures happen to have *numerous legs*, and from the murky corners, these huge beasts lunge forth, *eager for their next living meal*.

DM/GM NOTES - These **giant scorpions** are the proud aftermath of Danzibus' handiwork. They are kept here as a temporary breeding ground until the evil Lich finds a larger and more appropriate location for their growth, both in numbers, and in size. Stats of the creatures here can be found at: **The Pets of Danzibus**.

4. TRAPPED COURTYARD - The skeletal corpse stretched out and made to fit the third eye of the huge skull sigil bothers you. All of the skeletons were obviously *posed*. Posed and with no locked doors. Someone has set this up for a perverse sense of enjoyment that few sane beings could ever imagine. *He's showing off*.

DM/GM NOTES - The triangle that makes up the skull sigil in the courtyard has been painstakingly cut and carved away to become a **PIT TRAP**. This pit will open on a 1-4 on a d6 roll and will open to deposit anyone standing upon this triangle. The fall is an 80-foot drop and the PC(s) will surely land on the hard copper-plated ramp in the depths below at **area 13 Guardians of The Well**.

5. STAIRCASE - The staircase here is nearly 10 feet wide and disappears into the depths below.

DM/GM NOTES - This staircase leads to **area 17, The Thing Under The Stairs**.

6. BLASTED CHAMBER - The bottom level of this 25-foot square structure has been blown to pieces. A fireball of considerable strength appears to have destroyed what might have been a guard post to guard the lower and upper levels of this tower. There may be 6 or 7 charred and dismembered skeletons strewn about. *Nothing could have survived a blast such as this*.

7. REST AREA - The unmistakable stench of death and decay pervades your nostrils. This 15-foot by 25-foot red-roofed structure shows little sign of struggle, but seems to *now* be a storage area for dead bodies. A half-dozen soldiers have been dumped and piled into the northwest corner of this chamber. This area was at one time a rest and sleeping haven for travelers.

8. THE CRYPT - You open the door to this 15-foot by 25-foot red-roofed structure, and it is clear to you that this chamber is a crypt of some sort with sarcophagi lined against the south wall. All of the lids of the sarcophagi are clearly missing, leaving just the bottom half and whatever is inside. As you ponder the idea of inspecting the contents of the burial vessels, you notice scraping sounds coming from each. Mummified faces wrapped in tattered, yellow linen peer out at you. Deep and hollow groans, as if from someone suffering a dull but very real pain, seem to beckon to you. The mummified beings begin to clime from their resting places, arms painfully reaching, eager for your throats.

9-12. THE 4 TOWERS - Each of these towers has been burned by magical means. It's difficult to tell if this was by fire or by lightning, but one thing is for certain. What used to be patrolling here *is no more*, for each tower bears the outlines of no less than 2 guards, now permanently etched and burnt onto the stone tower floor.

THE POISONED WELL AND SPRING

MUMMY AC 11 ~ HP 58 ~ Spd 20

STR 16, DEX 8, CON 15, INT 6, WIS, 10, CHA 12
Senses DV 60 ft, Perc 10, Challenge 3 (700 XP)
ACTIONS Rotting Fist +5 to hit, reach 5 ft., 1 target.
Hit: (2d6 + 3) bludg. dam. + (3d6)necrotic damage.

3 MUMMIES AC 11 ~ HP 58 ~ Spd 20

STR 16, DEX 8, CON 15, INT 6, WIS, 10, CHA 12
Senses DV 60 ft, Perc 10, Challenge 3 (700 XP)
ACTIONS Rotting Fist +5 to hit, reach 5 ft., 1 target.
Hit: (2d6 + 3) bludg. dam. + (3d6)necrotic damage.

2 MUMMY LORDS AC 17 ~ HP 97 ~ Spd 20

STR 18, DEX 10, CON 17, INT 11, WIS, 18, CHA 16
Senses DV 60 ft, Perc 14, Challenge 15 (13,000 XP)
ACTIONS Rotting Fist +9 to hit, reach 5 ft., 1 target.
Hit: (3d6 + 4) bludg. dam. + (6d6)necrotic damage.

3 MUMMY LORDS AC 17 ~ HP 97 ~ Spd 20

STR 18, DEX 10, CON 17, INT 11, WIS, 18, CHA 16
Senses DV 60 ft, Perc 14, Challenge 15 (13,000 XP)
ACTIONS Rotting Fist +9 to hit, reach 5 ft., 1 target.
Hit: (3d6 + 4) bludg. dam. + (6d6)necrotic damage.

HUECUVA CR 2 ~ AC 17 ~ HP 16

STR 13, DEX 14, CON —, INT 4, WIS, 12, CHA 12
Init +6, Senses DV 60, Perception +5, XP 600
Speed 30, Base Atk +2, CMB +3, CMD 15
Melee 2 claws +4 (1d6+1 + disease)

2 MUMMIES CR 5 ~ AC 20 ~ HP 60

STR 24, DEX 10, CON —, INT 6, WIS, 15, CHA 15
Init +0, Senses DV 60, Perception +16, XP 1,600
Speed 20, Base Atk +6, CMB +13, CMD 23
Melee slam +14 (1d8+10 + mummy rot)

5 MUMMIES CR 5 ~ AC 20 ~ HP 60

STR 24, DEX 10, CON —, INT 6, WIS, 15, CHA 15
Init +0, Senses DV 60, Perception +16, XP 1,600
Speed 20, Base Atk +6, CMB +13, CMD 23
Melee slam +14 (1d8+10 + mummy rot)

2 MUMMY LORDS CR 10 ~ AC 24 ~ HP 103

STR 20, DEX 14, CON —, INT 10, WIS, 20, CHA 20
Init +2, Senses DV 60, Perception +5, XP 9,600
Speed 30, Base Atk +6, CMB +11, CMD 25
Melee slam +11 (1d6+7 + insidious mummy rot)

Searching the mummified creatures themselves, as well as the sarcophagi of these undead yields the following:

TREASURE - 1 - 125 cp. A golden cane with an eagle as the handle made of copper and onyx bands worth 125 gp.

TREASURE - 2 - 300 cp, 240 sp, 300 gp. **Bracelet of Protection +1.**

TREASURE - 3 - 1,000 cp, 500 sp, 800 gp, 500 pp. **Medallion of Thoughts.**

TREASURE - 4 - 25 copper bricks branded with Kharnia emblem worth 200 gp each. **Bracelet of Protection +2.**

13. THE POISONED WELL AND SPRING - You enter into this massive cavern and the first thing that you notice is an underground spring. A well rests upon a small island in the center of this spring. The walls of this 120-foot by 80-foot grotto have been hacked away with tools. Seemingly, every inch has been hacked away in the effort to extract precious copper. There are 2 bridges connecting the islands together near the northwest corner and south side of this natural chamber. At first, you thought it was the light and the charring upon the well's ledge, but you know it's true. Not just by looking at it, *but the stench* coming from the once pure spring fills you with a momentary sense of sadness, but also feelings of dread. You ask yourself, *Who would poison such a blessed place?*

Almost as if in answer to your involuntary thoughts, you are startled by:

GREEN HAG - "So, you've come to pluck my pretty little mushrooms, didn't you? *Didn't you!*? You won't get my water, either!"

A filthy, green, old crone charges at you. It's eyes wide with rage and unmistakable madness!

EFREETI - Appearing from the well, and manifesting from gaseous form, a massive and well-muscled man dressed in bright red and black silk clothing appears before you. The man has a thin mustache that extends far to either side of his cheeks. He has a mirthful smile as well, and

KHARDIA KEEP

Lower Level

his lips form into a smirk as he speaks,

“Ahhh, *I know who you are, and I know why you’ve come. It’s true, you know, what you’ve heard about him. What you’ve heard about that madman Danzibus. I am a divine being of considerable power, and here I am - trapped - by this deranged lunatic. I have a proposition for you, my friends. If you can get me out of here, I will grant you a wish. Anything you want, anything you desire. It will be yours! Just say the word, and it will be done! So says Avroderro!*”

DM/GM NOTES - *He’s lying.* Avroderro really plans on warping any wish that may be made. He will then attack the party. *He is one of Danzibus’ more exotic lovers!*

BEHIR - A group of bright, blue dragonlike creatures with 12 legs slithers from the southeast corner of the cavern chamber. The beasts skuttle effortlessly, almost gracefully over the iron-shod wooden bridge that connects the islands. The beasts looked starved.

DM/GM NOTES - The copper-plated walkway that connects area 13 with areas 14-17 is not of any worth or value, but for potential combat purposes, this walkway is slanted at a 15 degree angle upward to the locked (**Arcane Lock**) double doors that leads to the barracks, living quarters and honorary chapel in areas 14-17. Sadly, Danzibus has polluted and poisoned the waters here so that it can only be restored in small amounts by using some form of *purify food and water* spell.

GUARDIANS OF THE WELL

GREEN HAG AC 17 ~ HP 82 ~ Spd 30

STR 18, DEX 12, CON 16, INT 13, WIS, 14, CHA 14
Senses DV 60 ft, Perc 14, Challenge 3 (700 XP)
ACTIONS Claws +6 to hit, reach 5 ft., one target.
Hit: 13 (2d8 + 4) slashing damage.

2 ANNIS HAGS AC 17 ~ HP 75 ~ Spd 40

STR 21, DEX 12, CON 14, INT 13, WIS, 14, CHA 15
Senses DV 60 ft, Perc 15, Challenge 6 (2,300 XP)
ACTIONS Bite +8 to hit, reach 5 ft., one target.
Hit: 15 (3d6 + 5) piercing damage.

EFREETI AC 17 ~ HP 200 ~ Spd 40

STR 22, DEX 12, CON 24, INT 16, WIS, 15, CHA 16
Senses DV 120 ft, Perc 12, Challenge 11 (7,200 XP)
ACTIONS Scimitar +10 to hit, reach 5 ft., one target.
Hit: (2d6 + 6) slashing damage plus (2d6) fire damage.

2 BEHIRS AC 17 ~ HP 168 ~ Spd 50

STR 23, DEX 16, CON 18, INT 7, WIS, 14, CHA 12
Senses DV 60 ft, Perc 16, Challenge 11 (7,200 XP)
ACTIONS Bite +10 to hit, reach 10 ft., 1 target. Hit:
(3d10 + 6) piercing damage. Lightning Breath.

GREEN HAG CR 5 ~ AC 19 ~ HP 58

STR 19, DEX 12, CON 12, INT 15, WIS, 13, CHA 14
Init +1, Senses DV 90, Perception +15, XP 1,600
Speed 30/30 swim, Base Atk +9, CMB +13, CMD 24
Melee 2 claws +13 (1d4+4 + weakness)

EFREETI CR 8 ~ AC 21 ~ HP 95

STR 23, DEX 17, CON 18, INT 12, WIS, 14, CHA 15
Init +7, Senses DV 60, Perception +15, XP 4,800
Speed 20/40, Base Atk +10, CMB +17, CMD 31
Melee mwk falchion +16/+11 (2d6+9/18-20)

NOBLE EFREET CR 10 ~ AC 28 ~ HP 136

STR 23, DEX 17, CON 18, INT 12, WIS, 14, CHA 15
Init +7, Senses DV 60, Perception +18, XP 9,600
Speed 20/40, Base Atk +13, CMB +20, CMD 34
Melee 2 slams +18 (1d8+6 plus 1d6 fire)

4 BEHIR CR 8 ~ AC 21 ~ HP 105

STR 23, DEX 12, CON 21, INT 7, WIS, 14, CHA 12
Init +1, Senses DV 60, Perception +8, XP 4,800
Speed 40, Base Atk +10, CMB +18, CMD 29
Melee bite +15 (2d6+9 plus grab) Breath (7d6 electric)

A successful search yields the following treasures these skeletal creatures carried before their untimely deaths:

- TREASURE - 1 - A burlap bag filled with wild and wacky mushrooms, toadstools and colorful fungi!
TREASURE - 2 - 186 sp, 161 gp. Copper orb with criss-crossing bands of gold and inlaid with ivory worth 1,800 gp.
TREASURE - 3 - 111 gp, 234 pp. +1 Shield with 2, +1 Daggers inserted into outside shield sheaths.
TREASURE - 4 - 5 Behir eggs that will hatch in 12 days worth 2,500 gp apiece to the right merchant.

14. FORMER BARRACKS - You enter into this 60-foot by 40-foot barracks and notice what used to be a very large card table and benches. This area has been blasted by some form of destructive magical spell and the scorch marks cover an area roughly 35 feet across. A pair of hard leather shoes can be seen beneath the charred table. *The sentries here didn't even see this coming.* They didn't even know or have any chance. 4 bunkbeds with oversized footlockers are along the northern wall and a saircase leads back up to the upper level.

DM/GM NOTES - Each of the 4 footlockers holds 250 blocks of iron. These are used to transmute to copper at 150 cp each bar. See CIRUPREMI KEY.

15. CHAPEL OF THE BULL - You're unsure about who or what this altar is dedicated to, but one thing is for sure. The telltale skull sigil of the Lich Danzibus has been magically burnt onto the chapel floor here. At the east side of the wall, a marble dais leads up to a blank wall, save for a full-sized minotaur's skull crafted from solid copper. One of the minotaur's horns is missing. It now rests upon a rich, purple silk throw pillow that rests against the wall directly below the copper skull.

DM/GM NOTES - This detached horn is THE HORN OF PLENTY. It has the powers to create 45 lbs of food and 30 gallons of water, as per the spell for both RPGs. Copper skull worth 450 gp.

THE THING UNDER THE STAIRS

2 GIBBERING MOUTHERS AC 9 ~ HP 67 ~ Spd 10

STR 10, DEX 8, CON 16, INT 3, WIS, 10, CHA 6
Senses DV 60 ft, Perc 10, Challenge 2 (450 XP)
ACTIONS Bites +2 to hit, reach 5 ft., one creature.
Hit: (5d6) piercing damage.

5 GIBBERING MOUTHERS AC 9 ~ HP 67 ~ Spd 10

STR 10, DEX 8, CON 16, INT 3, WIS, 10, CHA 6
Senses DV 60 ft, Perc 10, Challenge 2 (450 XP)
ACTIONS Bites +2 to hit, reach 5 ft., one creature.
Hit: (5d6) piercing damage.

10 GIBBERING MOUTHERS AC 9 ~ HP 67 ~ Spd 10

STR 10, DEX 8, CON 16, INT 3, WIS, 10, CHA 6
Senses DV 60 ft, Perc 10, Challenge 2 (450 XP)
ACTIONS Bites +2 to hit, reach 5 ft., one creature.
Hit: (5d6) piercing damage.

15 GIBBERING MOUTHERS AC 9 ~ HP 67 ~ Spd 10

STR 10, DEX 8, CON 16, INT 3, WIS, 10, CHA 6
Senses DV 60 ft, Perc 10, Challenge 2 (450 XP)
ACTIONS Bites +2 to hit, reach 5 ft., one creature.
Hit: (5d6) piercing damage.

In the dead Captain's footlocker are the following treasures:

TREASURE - 1 - 123 cp, 33 sp, 55 gp, 22 pp. A leatherbound book of original art by amateurs worth 3 gp.

TREASURE - 2 - 120 cp, 120 sp, 60 gp. A solid copper sun dial resting on mahogany wood and inlaid with gold 145 gp.

TREASURE - 3 - 240 sp, 188 gp, 66 pp. +2 **Bayonet**. Copper helmet inlaid with silver studs 190 gp.

TREASURE - 4 - 5, 7" x 3" bars of Copper engraved with raven's head worth 100 gp. 2 Potions Cure Serious Wounds.



GIBBERING MOUTHER CR 5 ~ AC 19 ~ HP 46

STR 10, DEX 17, CON 24, INT 4, WIS, 13, CHA 12
Init +3, Senses A-AV 60, Perception +12, XP 1,600
Speed 10, Base Atk +3, CMB +3, CMD 16
Melee 6 bites +7 (1d4 plus grab)

3 GIBBERING MOUTHERS CR 5 ~ AC 19 ~ HP 46

STR 10, DEX 17, CON 24, INT 4, WIS, 13, CHA 12
Init +3, Senses A-AV 60, Perception +12, XP 1,600
Speed 10, Base Atk +3, CMB +3, CMD 16
Melee 6 bites +7 (1d4 plus grab)

FORMLESS SPAWN CR 10 ~ AC 22 ~ HP 126

STR 23, DEX 29, CON 22, INT 15, WIS, 12, CHA 15
Init +9, Senses A-AV 120, Perception +13, XP 9,600
Speed 40, Base Atk +9, CMB +17, CMD 36
Melee bite +17 (2d6+6 plus grab), 4 tentacles +17 (1d6+6)

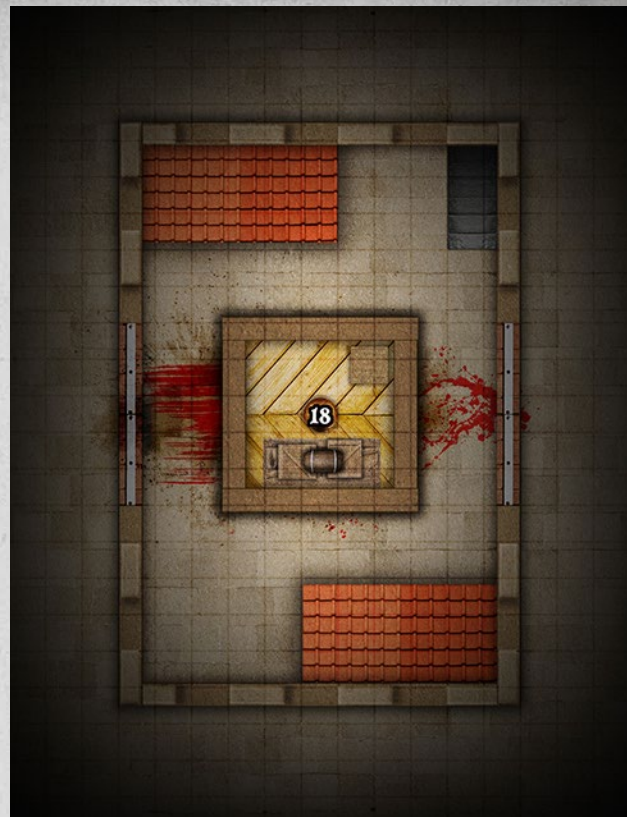
FLYING POLYP CR 14 ~ AC 29 ~ HP 207

STR 28, DEX 15, CON 24, INT 19, WIS, 20, CHA 21
Init +6, Senses DV 60, Perception +26, XP 38,400
Speed 30/60, Base Atk +13, CMB +24, CMD 42
Melee 4 tentacles +21 (1d8+9/19-20 plus grab)

16. LATRINE AND EMPTY CRATES - The crates outside of this latrine are completely empty yet loosely nailed shut. It appears that someone or something is getting ready to pack.

17. THE THING UNDER THE STAIRS - What used to be an oversized mahogany desk has now been blasted and charred by powerful magic. A well-made bed with a footlocker is here as well as a staircase that leads back to the upper levels. A groan comes from a hollow cut into the stairs. A hideous, inhuman groan. It calls again. Hundreds of voices seem to pierce not only your eardrums but your very soul. What slithers from beneath the stairs drives you to near madness. A mass of humans, flesh, eyes, ears and mouths.

TREASURE TOWER



And the mouths, *they're all gibbering* - all at once. Your eyes grow in horror as this accursed being of the darkest Gods *slithers forth*.

18. TREASURE TOWER - You ascend - the charred spiral staircase up to the highest point in the castle, the main tower. You pry back the hatch and crawl up inside the turret chamber and see before you the only part of the keep that has not been blasted by way of a powerful magical combat spell. The floors are made of polished maple wood that tapers to multiple points and is pointing to the west. You see a stack of crates pushed against the south wall topped with a chest. You also see motions coming from the corners of the room. Something's moving, but it's not alive. Magical, mechanical constructs move in to kill *with a mind not their own*.

A distinctive burning red skull sigil can be seen on the chests of each construct.

GUARDIANS OF THE TOWER

4 ANIMATED ARMORS AC 18 ~ HP 33 ~ Spd 25

STR 18, DEX 12, CON 16, INT 13, WIS, 14, CHA 14
Senses **Blindsight 60 ft**, Perc 6, Challenge 1 (200 XP)
ACTIONS Slam +4 to hit, reach 5 ft., one target.
Hit: (1d6 + 2) bludgeoning damage.

3 FLESH GOLEMS AC 9 ~ HP 93 ~ Spd 30

STR 19, DEX 9, CON 18, INT 6, WIS, 10, CHA 5
Senses DV 60 ft, Perc 10, Challenge 5 (1,800 XP)
ACTIONS Slam +7 to hit, reach 5 ft., one target.
Hit: (2d8 + 4) bludgeoning damage.

3 CLAY GOLEMS AC 14 ~ HP 133 ~ Spd 20

STR 20, DEX 9, CON 18, INT 3, WIS, 8, CHA 1
Senses DV 60 ft, Perc 9, Challenge 9 (5,000 XP)
ACTIONS Slam +8 to hit, reach 5 ft., one target.
Hit: (2d10 + 5) bludgeoning damage.

2 IRON GOLEMS AC 20 ~ HP 210 ~ Spd 30

STR 24, DEX 9, CON 20, INT 3, WIS, 11, CHA 1
Senses DV 120 ft, Perc 10, Challenge 16 (15,000 XP)
ACTIONS Slam +13 to hit, reach 5 ft., one target.
Hit: (3d8 + 7) bludgeoning damage.

2 CARYATID COLUMNS CR 3 ~ AC 14 ~ HP 36

STR 18, DEX 9, CON —, INT —, WIS, 11, CHA 1
Init -1, Senses DV 60, Perception +0, XP 800
Speed 20, Base Atk +3, CMB +7, CMD 16
Melee mwk longsword +8 (1d8+4/19-20)

4 CLOCKWORK SOLDIERS CR 6 ~ AC 20 ~ HP 64

STR 28, DEX 15, CON —, INT —, WIS, 11, CHA 1
Init +6, Senses DV 60, Perception +0, XP 2,400
Speed 30, Base Atk +8, CMB +17, CMD 31
Melee +1 halberd +18/+13 (1d10+13/x3)

2 CLOCKWORK ASSASSINS CR 13 ~ AC 27 ~ HP 119

STR 22, DEX 26, CON —, INT —, WIS, 11, CHA 1
Init +12, Senses DV 120, Perception +0, XP 25,600
Speed 40, Base Atk +18, CMB +24, CMD 44
Melee +1 rapier +25/+20/+15/+10 (1d6+7/15-20)

2 CLOCKWORK FIENDS CR 17 ~ AC 32 ~ HP 146

STR 32, DEX 26, CON —, INT —, WIS, 11, CHA 1
Init +12, Senses DV 60, Perception +0, XP 102,400
Speed 30, Base Atk +23, CMB +34, CMD 54
Melee 2 claws +34 (2d6+11 plus bleed), 2 wings +29 (1d8+5)

A successful search yields the following treasures these skeletal creatures carried before their untimely deaths:

- TREASURE - 1 - 1,500 cp, 800 sp, 500 gp. Bag of marbles made of copper, silver, electrum, gold and platinum 120 gp.
TREASURE - 2 - 1,720 cp, 1,200 sp, 600 gp. Copper dinner plate collection (12) of a lion's head worth 125 gp apiece.
TREASURE - 3 - 800 gp, 660 pp. A solid gold apple with a bite taken out of it worth 1,080 gp.
TREASURE - 4 - 1,200 gp, 1,200 pp. 10 Ivory tusks bound in copper worth 1,000 gp each.

DM/GM NOTES - Upon defeating the magical constructs, the treasures are the PCs for the taking. **The Cirupremi Key has 29 charges.** It is the DM/GM's discretion if it is possible to recharge this item that can convert iron bars to pure copper. Each pound of iron will yield a magically dense and 100% pure copper bar worth 100-1,000 gp apiece.

This concludes the short adventure **THE DEVIL'S SANDBOX.** *There will be many more to come.*

One final item truly captivates you and captures your attention. It's a smooth sigil sculpture made from solid copper, and it stands about 8 inches wide by 12 inches high. You can feel its power as you pick it up and heft the relic.

As you claim the fabled Cirupremi Key, it feels good and heavy in your hands. On the wall directly behind the artifact, a slimy, red substance begins to ooze from the wall itself. Wicked and crudely crafted letters and words begin to form on the wall's surface. Somehow, somehow, you can also hear a laughter. A sick, and sinister laugh that sounds like a cross between a hyena and one that has clearly suffered a serious metal break. Somehow you know who this is - who it is that is laughing from somewhere unseen. Somehow you know that the mad Lich Danzibus is laughing at you, and it is a knowing laugh. A mocking laugh coming from someone that holds a secret that only he knows. A deadly secret. You've survived this adventure, but will you survive the next one?



We shall meet again
I ASSURE you.

And MUCH sooner
than you think.

Danzibus

CREDITS

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