

# KARULL



# Krull

A D20 Campaign Setting and Adventure for Character Levels 7 - 9

**By Michael Tresca**

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# Introduction

*"Beyond our time, beyond our universe, there is a planet besieged by alien invaders, where a young king must rescue his love from the clutches of the beast. Or risk the death of his world."*

– Krull, Novelization

## Summary

A futuristic invader attacks a fantasy milieu; the heroes must fight back to defend their home and their legacy.

## Campaign in Brief

This campaign is a D20 fantasy supplement. It requires use of the Dungeon Master's Guide and Player's Handbook to play. It is compatible with the [Spelljammer](#) campaign setting. It can also be used with the [Dragonstar](#) campaign setting.

The Beast's Black Fortress crosses the void of space, hopping from planet to planet. Once the Black Fortress lands, Slayers spill out of its womb, burning villages and towns, torturing and slaying everyone in their path. The Beast will accept nothing less than genocide in its conquest of every planet for its own, dark purposes. What it does with a planet once it takes over is unknown, but it's clear that the Beast and its Slayers have powers far outstripping the cultures they invade.

## The Role of the Heroes

There are several ideal situations to introduce the player characters (PCs). Two examples include: an armed guard contingent protecting the prince, or a ragtag band of bandits and mercenaries who later swear their allegiance to the king in a battle of survival. Prince Colwyn is not picky about who will be in his "army" -- he's desperate enough to consider anyone who isn't with the Beast. This sort of campaign is recommended for a more combat-oriented group. If there are spellcasters, none of them should have a means of teleportation.

## Theme

The Beast and his minions have an eerie, science fictionish bent, although there is not actually anything to indicate that they use

technology. The Slayers are alien, the Black Fortress looks like a scene out of *Aliens* (the movie) and everything looks like a desiccated skeleton. With the Beast's Black Fortress flying through space, it could easily invade any game world. The Beast's tactics are inelegant but effective, as the Slayers are immune to most environmental hindrances (asphyxiation, poisons, food, fatigue, etc.). While not particularly powerful singly, an army of these beings will easily outstrip even a well-armed contingent of knights through sheer numbers alone.

## Background

Krull is a land with two suns. For the most part, it resembles a medieval world, but there is a distinct lack of symmetry throughout the architecture, even the weapons (note the five-pointed Glaive). Magic is not omnipresent. The only wizard of significance is blithely unaware of the Slayers attacks and entirely unwilling to use his powers to fight them. Krull is not a magic-heavy world.

By the time the Beast's Black Fortress lands on Krull (and it actually lands, as it is a spacefaring, presumably spelljamming, device), many planets have been taken over already. Frustrated by the resistance, the Beast falls upon a plan to disrupt Krull's sovereignty. The two squabbling kings of the most powerful kingdoms, King Thuroid and King Eirig, have decided to put their differences aside to unite against the invader in a battle of survival. Their children, Prince Colwyn and Princess Lyssa, will marry and by doing so, unite the two kingdoms into a force powerful enough to thwart the Beast's conquest. This is a real threat to the Beast's complete domination of Krull is unacceptable: he decides to kidnap the princess and by doing so, keep both kingdoms in turmoil long enough so the Slayers can destroy the two kingdoms before they have the opportunity to unite against him.

# Races

*"You've been with us for a long way now, Rell. Travel amongst us then. For all men need company."*

*"Yes. All men."*

**-- Colwyn to Rell, Krull, Marvel Comic Adaptation**

## Cyclops

Long ago, the Cyclops lived on a world far from Krull, and had two eyes. Then they made a bargain with the Beast, giving up one eye in return for the power to see the future. But they were cheated. The only future they were allowed to see was the day of their own death.

A Cyclops has a single, large eye dominating the center of its forehead. Shaggy black or dull, brown hair falls in a tangled mass about its head and shoulders. Its skin tone varies from ruddy brown to muddy yellow, and its voice is rough and sharp.

- **+1 Strength, +2 Wisdom, -1 Intelligence, -2 Charisma.**
- **Large size.**
- **Cyclops base speed is 40 feet.**
- **+7 racial bonus to Armor Class.**
- **-2 racial penalty to Will saves due to fatalistic outlook.**
- **+5 racial bonus to Hit Points at 1st level.**
- **Automatic Languages:** Common and Giant.
- **Bonus Languages:** Terran and Undercommon.
- **Favored Class:** Ranger.



# Classes

"You've been with us for a long way now, Rell. Travel amongst us then. For all men need company."

"Yes. All men."

## -- Colwyn to Rell, Krull, Marvel Comic Adaptation

### Eiring Guard

**Hit Dice:** d8

### Requirements

**Base Attack Bonus:** +6

**Alignment:** Any Lawful

**Listen:** 6 ranks

**Spot:** 6 ranks

**Search:** 6 ranks

**Feat:** Weapon Focus (in a polearm), Weapon Focus (in a melee weapon), Improved Initiative, Toughness

**Class Skills:** Concentration, Diplomacy, Intimidate, Listen, Search, Sense Motive, spot, Use rope

**Skill Points Gained Each Level:** 2 + Intelligence modifier

### Class Features

**Incredible Intuition:** The Eiring Guard adds the listed bonus to Sense Motive, Listen Spot and Search. Furthermore, they are capable of locating traps like a rogue, though they possess no ability to disarm them

**Unwavering Loyalty:** The Eiring Guard cannot be persuaded, magically or otherwise to betray his employer. This does not render him

immune to charm or compulsion, but does prevent the person from forcing the Eiring Guard to do anything in betrayal of his employer while under their influence.

**Detect invisible:** The Eiring Guard may detect invisibility with a silent act of will as a supernatural ability as many times per day as noted on the table. This functions as the spell in all ways save for components.

**Uncanny Dodge:** this functions as the rogue ability, and levels in this class stack with levels of rogue, or other classes with uncanny dodge, for this ability

**Find secret doors:** Eiring Guards can locate secret doors as easily as an elf. This is not generally a duty of the class, but they are highly perceptive.

**Zone of Truth:** Once per day, the Eiring Guard can use a zone of truth as a spell like ability with a caster level equal to his Eiring Guard class level

**Deflect Attack:** The Eiring Guard can deflect attacks as though he had that feat and combat reflexes. If he actually has both feats, he may deflect double the normal amount of attacks, or use AoO normally, plus as many deflections. He cannot use this ability to gain additional AoO in any other way. This virtual feat cannot be used unarmed.

Level	Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	Incredible Intuition +5, Unwavering Loyalty
2	+2	+3	+3	+3	Detect invisible 1/day, Uncanny Dodge (Dex bonus to AC)
3	+3	+3	+3	+3	Find secret doors
4	+4	+4	+4	+4	Incredible Intuition +10, Uncanny Dodge (Cannot be flanked)
5	+5	+4	+4	+4	Detect invisible 2/day
6	+6	+5	+5	+5	Zone of Truth, Uncanny Dodge (+2 versus Traps)
7	+7	+5	+5	+5	Incredible Intuition +15
8	+8	+6	+6	+6	Detect invisible 3/day, Uncanny Dodge (+3 versus Traps)
9	+9	+6	+6	+6	Deflect Attack
10	+10	+7	+7	+7	Incredible Intuition +290, Uncanny Dodge (+4 versus Traps)

# Feats

## **DEFLECT ATTACK [General]**

You can be more aggressive when fighting defensively.

**Prerequisite:** Str 13+, Int 13+, Power Attack, Sunder, Expertise

**Benefit:** When you are Fighting Defensively, your opponent provokes an Attack of Opportunity just before attacking you. Since you are Fighting Defensively, your Attack of Opportunity has a -4 penalty to attack.

If the opponent attacks you with a weapon, your Attack of Opportunity can only be used as a

Sunder attack against the weapon that is used to attack you. If the opponent attacks you with an unarmed attack or a natural weapon, you attack the unarmed strike or natural weapon, effectively making an Attack of Opportunity against your opponent.

If your attack actually damages the opponent's weapon (or the opponent, in the case of an unarmed strike or natural weapon), subtract the damage dealt to the weapon or opponent from the damage you would sustain from their attack. In this way, it is possible to negate the damage from an opponent's attack.



# Equipment

"Once the Glaive was a powerful weapon. In the right hands, it can be so again."

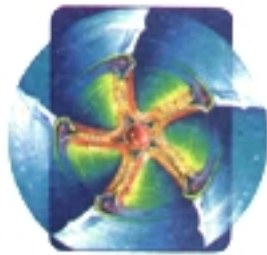
"Don't worry, I'll come back with it."

"If you don't come back with it, Colwyn, you'll not come back at all!"

-- Ynyr to Colywn, Krull, Marvel Comic Adaptation

## The Glaive

This artifact is a +5 bladed throwing weapon. The Glaive requires the Exotic Weapon Proficiency feat to use. It only causes 1d6+5 damage if wielded in hand-to-hand combat. The Glaive has the following powers:



- **Damage:** Damage inflicted is 1d6\*5 (x2), with the Glaive's magical bonus added thereafter.
- **Returning:** The Glaive can be thrown with a 10 foot range increment and returns through the air back to the creature that threw it. It returns on the round following the round that it was thrown just before its throwing creature's turn. It is therefore ready to use again that turn.
- **Dancing:** Instead of returning to the wielder, the Glaive can be mentally directed to attack in midair with a hand gesture. This requires the thrower's concentration, and he can do nothing but direct the Glaive. Mentally directed attacks can happen as often as twice a round.
- **Dispelling:** If the wielder of the Glaive wins initiative against a spellcaster, the Glaive can interrupt any spell that has a physical presence (*fireballs, lightning bolts, magic missile, color sprays, etc.*) as per dispel magic (usable every round as a standard action) at the class level of the wielder. (Only the counterspell is possible, not the targeted dispel or area dispel versions of dispel magic.)

- **Sharpness:** On a very high hit roll, the Glaive will sever an extremity -- arm, leg, tail, tentacle, whatever (but not head) -- determined by random dice roll, taking into account the Glaive's +5 bonus:

Opponent is	Modified Score to Sever
Normal/Armored	15-18
Larger than human size	19-24
Solid metal or stone	25

Caster Level: 20<sup>th</sup>; Weight: 5 lb.

## Sands of Life

This sand acts as protection against all temporal beings from the Demiplane of Time. When contained within an hourglass, the owner must ensure that the sand is always flowing to keep Time denizens from reaching him or her. It creates an invisible 10 –ft. radius barrier, centered on the hourglass. Forcing the barrier against creatures whom the artifact keeps at bay strains and collapses the field. If the sand is removed from the hourglass, it flows out of the user's hands and with it, his life. The user loses 1 hit point per minute until he dies. This process is irreversible.

Caster Level: 17th; Prerequisites: Craft Wondrous Item, *time stop*; Market Price: 306,000 gp; Weight: 3 lb.

## Slayer Spear

These +1 shortspears fire *magic missiles* that inflict 1d4+1 points of damage. An attack roll is required. Each missile costs one charge. A maximum of two may be expended in one round. Each spear contains 80 charges.

Caster Level: 3rd; Prerequisites: Craft Magic Arms & Armor, *magic missile*; Market Price: 3,052 gp; Weight: 5 lb.

# Adventure

*"It had begun with arrival: The Black Fortress – star-spanning citadel of the dreaded Beast – had lowered itself upon Krull, casting a shadow like a giant, grasping hand and landing with an impact that threatened to split the planet wide!"*

- Krull, Marvel Comic Adaptation

## Scene 1: The Pass

Anyone with the Knowledge (history) skill knows this prophecy:

*"The Beast would come to our world, the world of Krull, and burning villages would darken the sky, and the cries of the dying would echo through deserted valleys. A girl of ancient name shall become queen, that she shall choose a king, that together they shall rule our world. And that their son shall rule the galaxy."*

The war has not been going well. King Thuroid and Prince Colwyn have led an entire army to punch through the Granite Mountains to reach King Eirig's castle and conduct the marriage. The Beast knew they were coming, and the Slayers have a stranglehold on the pass.

**Slayers (500), Medium-size Construct:** CR 2; HD 8d10; hp 44; Init +0, Spd 30; AC 18; Atk +1 shortspear melee (1d6+1), +0 shortspear ranged (1d6); SA slayer spear; SQ SR 4, blindsight, construct; AL NE; Fort +2, Ref +2, Will +2; STR 12, DEX 10, CON ---, INT 10, WIS 11, CHA 10.

If the player characters are bodyguards or knights to the King, the fighting will be grim. Three hundred will die. Only a very small contingent of men will manage to break away: the King, the Prince, and three other men.

If the PCs decide to stay and fight, they must battle up to eight slayers at a time. There is effectively an unlimited supply of slayers (nearly a thousand). PCs who are knocked to negative hit points are stabilized by Ynyr. Slayers are not interested in killing people – they just want to control the pass.

## Scene 2: The Wedding

The wedding is to take place that evening. But it is not to be. Just as the Flame of the Ancients is to be exchanged from bride to groom, the Beast's Slayers march on the stronghold and easily cut a swath through the poorly defended.

**Slayers (500), Medium-size Construct:** CR 2; HD 8d10; hp 44; Init +0, Spd 30; AC 18; Atk +1 shortspear melee (1d6+1), +0 shortspear ranged (1d6); SA slayer spear; SQ SR 4, blindsight, construct; AL NE; Fort +2, Ref +2, Will +2; STR 12, DEX 10, CON ---, INT 10, WIS 11, CHA 10.

The player characters may be the Prince or Princess' bodyguards, but they are doomed to fail. Alternately, the player characters could be one of twenty of King Eirig's men, whom he sent to assist King Turoid. They return to a smoking ruin. Or they arrive with Ynyr from the battle at Granite Mountain.

Like the above scenario, the PCs fight up to eight slayers at a time. The Slayers keep coming in waves until they achieve their goal: kidnap Princess Lyssa and kill the two Kings. If the PCs are knocked into negative hit points, the Slayers move on and Ynyr stabilizes them.

Ynyr has a plan. To defeat the Beast, an artifact of great power is necessary. That power is the Glaive!

## Scene 3: The Granite Mountains

Ynyr knows the location of the Cavern of the Glaive. It is denoted by a bright white mountain. It is Colwyn who is fated to get the Glaive unless the Game Master deems otherwise. Climbing the mountain is treacherous.

Characters in conditions of low oxygen, such as on top of a mountain, must roll a Fortitude saving throw each hour (DC 15, +1 per previous

check), taking 1d6 points of subdual damage each time they fail.

A character who sustains any subdual damage from lack of oxygen is automatically fatigued. These penalties end when the character recovers the subdual damage he took from low oxygen.

**Altitude Sickness:** Long-term oxygen deprivation due to high altitude affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 20,000 feet, he must make a Fortitude save (DC 15, +1 per previous check) or take 1 point of temporary damage to all ability scores.

At the top of the mountain, in the depths of a volcano, is an unpleasant test: whoever is worthy of the Glaive must thrust their hand up to the elbow into molten lava.

Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per round. Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round).

An immunity or resistance to heat or fire serves as an immunity to lava or magma. However, a creature immune to heat might still drown if completely immersed in lava.

Once the Glaive is retrieved, the next step is to find the Beast's Black Fortress. The problem is that with each sunrise (there's two suns on Krull remember so presumably they both rise at the same time), the Black Fortress moves to another random location on the planet. It's never the same place twice. This requires two things: knowledge of the Beast's whereabouts, and a very fast means of getting there. Ynyr knows one way - the Emerald Seer.

## Scene 4: The Robbers

If Ynyr is with the party, he knows a faster way that saves a half-day of travel through the Granite Mountains.

This path crosses Ergo the Magnificent, who bumbles into the party. Ergo may not be necessary if there is already a spellcaster in the party.

Perceptive PCs may notice that Rell is stalking the party. But they've got other problems to worry about, because ten robbers ambush the party.

**Male human Rog1 (8):** CR 1; Size M; HD 1d6; hp 6; Init +4 (+4 Improved initiative); Spd 30 ft.; AC 10; Attack +0 melee, or +0 ranged; SV Fort +0, Ref +2, Will +0; AL N; Str 10, Dex 11, Con 10, Int 10, Wis 10, Cha 10. **Equipment:** Swords, spears, flails, and axes.

Led by Torquil the Bandit, these men escaped prison when the Beast attacked it. They agree to join Prince Colwyn when he shows them the key to their freedom, which only the Prince carries. If the PCs are of the roguish type, they could join Colwyn's quest here.

## Scene 5: The Emerald Seer

Ynyr finally leads the party to the Emerald Seer. The path to the Seer is hidden by magic. Ynyr knows its location, but spells for detecting secret doors will also do the trick.

Within, the Emerald Seer and his apprentice, Titch, use the emerald crystal ball to scry on the whereabouts of the Black Fortress. But the Beast has powerful magic protecting the location of his fortress -- spellcasters greater than the Seer have tried this very same tactic.

Anyone who attempts to scry the Black Fortress is disrupted by the Beast's claw erupting from the scrying device, or if it's a spell, the caster must make a Will save (DC 30) or be knocked unconscious for 1D6 rounds.

The Beast's magic is too great, but the Emerald Seer does know of a place where the planetary forces of Krull itself are so focused that any scrying spell will work, even against the Beast.

## Scene 6: The Great Swamp

Scrying gave the parties location away, and now the Beast is tracking them.

**Overland Movement for Swamps:**  
Trackless x1/2

**Spotting Distance:** 3d6 x 10 ft. (105 ft.)

His Slayers have already positioned themselves beneath the swamp, and they use this to attack with surprise.

**Slayers (15), Medium-size Construct:** CR 2; HD 8d10; hp 44; Init +0, Spd 30; AC 18; Atk +1 shortspear melee (1d6+1), +0 shortspear ranged (1d6); SA slayer spear; SQ SR 4, blindsight, construct; AL NE; Fort +2, Ref +2, Will +2; STR 12, DEX 10, CON ---, INT 10, WIS 11, CHA 10.

Rell reveals himself to aid the party, but Darro dies in the fracas.

Worse, a Changeling inserts itself into the party's ranks during the confusion and replaces the Emerald Seer.

**Changeling, Medium-Size Shapechanger:**

CR 3; HD 4d8+4; hp 22; Init+1; Spd 30; AC: 15; Atk 2 slams +4 melee (1d6+1); SQ: Alter self, immunities; AL NE; Fort +5, Ref +5, Will +6; STR 12, DEX 13, CON 12, INT 13, WIS 14, CHA 13; Skills: Bluff +12\*, Disguise +12\*, Listen +11, Sense Motive +6, Spot +8; Feats: Alertness, Dodge.

He attempts to assassinate Prince Colwyn, and if the party doesn't figure it out first, Rell warns them just in time. If the Changeling does not successfully attack the Emerald Seer, the party can move on to find a means of transportation to reach the Black Fortress' whereabouts. If the Emerald Seer is killed, then Ynyr knows an alternative: The Widow of the Web.

## Scene 7: The Widow of the Web

The party travels to Widow's Mount, a mountain that holds the Web within it (see the rules for high altitude, above). Ynyr insists on going alone, but if anyone else tries to enter the web, the Crystal Spider that guards it attacks them.

**Vermin, Spider, Huge Web** CR 4; Huge Vermin; HD 10d8+10 (Vermin); hp 55; Init +3; Spd Climb 20, 30; AC 16; Atk +9 base melee, +8 base ranged; +9 (2d6+6, Bite); SA: Poison (Ex), Web (Ex); SQ: Vermin; AL N; SV Fort +8, Ref +6, Will +3; STR 19, DEX 17, CON 12, INT --, WIS 10, CHA 2. Skills: Climb+16, Hide+2, Spot+7.

By begging with the Widow, Ynyr is let in to see her at the cocoon in the Web. This place is her punishment for killing her newborn child in despair when Ynyr left her (who didn't know he had a son, and left her for some service to an unknown cause). It is sequestered in a section of the Demiplane of Time. Her name is also Lyssa, thus fulfilling the prophecy that "a girl of ancient name shall become queen." The Widow knows of this prophecy, as does Ynyr.

Web-spinning spiders often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed at a Spot check (DC 20) to notice a web; otherwise

they stumble into it and become trapped as though by a successful web attack. It requires an Escape Artist check (DC 28) or a Strength check to break (DC 34). Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 14 hit points and sheet webs have damage reduction 5/fire. A monstrous spider can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Ynyr shows the Widow the beauty of her soul, and she in turn sacrifices her life by cracking open her Hourglass and giving him the *sands of life*. Without the hourglass' protection, the Crystal Spider eats her.

Ynyr returns from the Demiplane of Time to deliver her message: the next daybreak, the Black Fortress will appear in the Iron Desert. Then he too expires. But the Iron Desert is a thousand leagues away!

## Scene 8: Rainbow Canyon

Rell knows of one way to get there in time: Fire-Mares. These horses can cover a thousand leagues in a single day.

**Fire Mares (20), Large Magical Beast (fire):**

CR 4, HD 4d10; hp 34; Init +1; Spd 50; AC: 14; Atks Bite +2 melee (1d8+2), 2 hooves +7 melee (1d6+4 and fire); SA: flaming hooves; SQ: Speed, fire subtype, scent; Fort +7, Ref +5, Will +2; STR 18, DEX 12, CON 16, INT 2, WIS 13, CHA 12; Skills: Listen +7, Spot +7

Saddling them is another issue. It takes a successful Handle Animal (DC 24) and Use Rope (CD 24) check to saddle each one of these horses. Spooking them is a bad thing, as they shoot off with fire under their hooves at lightning speeds.

## Scene 9: The Black Fortress

With the Fire-Mares, the party arrives at the Black Fortress without a moment to spare. They have only ten rounds to gain access, and the Slayers have the advantage.

**Slayers (20), Medium-size Construct:**

CR 2; HD 8d10; hp 44; Init +0, Spd 30; AC 18; Atk +1 shortspear melee (1d6+1), +0 shortspear ranged (1d6); SA slayer spear; SQ SR 4, blindsight, construct; AL NE; Fort +2, Ref +2, Will +2; STR 12, DEX 10, CON ---, INT 10, WIS 11, CHA 10.

The face of the Black Fortress is mostly smooth with rocky outcroppings. Someone must draw their fire. Rell volunteers. Slayer spears hit Rell repeatedly, but he continues undaunted, killing the Slayers at the opening.

**Black Fortress Walls:** Break Thickness 5 ft.; DC 65; Hardness 8; HP 900; Climb DC 20.

The womb-like opening attempts to close as the PCs try to enter -- Rell stands in their way, using his great strength to keep them open long enough for anyone to pass. He must make a Strength check (DC 25) each round. Once he fails, it slams shut, killing him.

## Scene 10: The Showdown

The interior of the Black Fortress is nightmarish and alien -- there are no doors, as openings in the walls appear at a Slayer's telepathic command. Traps abound and the very place attempts to kill the players. It does its best to separate the party through trap after trap.

**Spiked Pit Trap (100 Ft. Deep):** CR 6; no attack roll necessary (10d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

**Crushing Wall Trap:** CR 10; no attack roll required (20d6); Search (DC 20); Disable Device (DC 25).

**Falling Block Trap:** CR 5; +15 melee (6d6); Search (DC 20); Disable Device (DC 25). Note: Can strike all characters in two adjacent specified squares.

Ultimately, it's up to the PCs and/or Colwyn to face The Beast. He has Lyssa with him.

**The Beast, Large Outsider:** CR 13; HD 13d8+65; hp 123; Init +5; Sp 40; AC 30; Atks 2 claws +19 melee (1d6+7); SA Spell-like abilities, fear aura, summon slayers; SQ Damage reduction 25/+2, SR 28, regeneration 5, see in darkness, telepathy; AL NE; Fort +13, Ref +9, Will +13; STR 25, DEX 13, CON 21, INT 20, WIS 20, CHA 16; Skills: Bluff +17, Climb +20,

Concentration +19, Disguise +17, Hide +4, Jump +19, Knowledge (arcana) +20, Listen +21, Move Silently +17, Search +21, Spellcraft +21, Spot +21; Feats: Cleave, Great Cleave, Improved Initiative, Power Attack

But the Glaive alone is not enough, and ultimately the Flame of the Ancients must be summoned to destroy the Beast. If one of the PCs takes the role of Colwyn, they can summon it by finishing the wedding ceremony.

The wielder of the Flame of the Ancients can unleash a holy flame once per round as per the *flame bolt* spell equal to a caster of 20<sup>th</sup> level. This ability lasts for 10 rounds.

Defeating the Beast causes the Black Fortress to collapse upwards, and the entire area begins to suffer from the effects of *reverse gravity*. All doors seal however -- the only way out is by brute force, which the Flame of the Ancients can provide.

**Black Fortress Walls:** Break Thickness 5 ft.; DC 65; Hardness 8; HP 900; Climb DC 20.

## Scene 11: The Aftermath

There is no clear indication that the Beast is truly dead, he has only retreated. The Slayers dissolve wherever they were, dependent upon the telepathic commands of the Beast. In time, King Colwyn and Queen Lyssa will be able to reclaim their kingdom, primarily through their use of the prophecy.

The players can help them forge the new kingdom. Or, if they have spelljamming capabilities, they can pursue the Beast to his home turf. He's conquered other worlds, what of them? And is there just one Beast, or is there a commander for each planet? And what of the Beast's homeworld, where did it come from...and can it be defeated? Perhaps that is for their child to decide, after all, the prophecy states:

*"And that their son shall rule the galaxy."*

# NPCs

*"Hmph. My name is no jest, beanpole. It's very well to have a short name when you're twenty feet tall, but small people need large names to give them weight."*

-- Ergo to Rell, Krull, Marvel Comic Adaptation

## Colwyn

Prince Colwyn is known for his battle prowess, but relatively unknown as a ruler in his father's shadow. That all changes once the King dies, and from that point on Colwyn is driven to rescue the princess and reclaim his kingdom. Colwyn is extremely stubborn and narrow-minded in his battle against all odds -- just the right mindset for desperate men in desperate times.

**Male human Nob5/Ftr4:** CR 8; Size M (5 ft., 6 in. tall); HD 5d8+5 + 4d10+4; hp 55; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.; AC 16 (+5 mw chainmail, +1 Dex); Melee longsword +12/+7 (1d8+8/crit 19-20); SV Fort +6, Ref +3, Will +9; AL NG; Str 19, Dex 13, Con 12, Int 12, Wis 18, Cha 17.



**Skills and feats:** Appraise +5, Bluff +9, Climb +10, Craft +3, Forgery +10, Gather information +8, Hide +1, Intimidate +7, Knowledge +8, Knowledge (arcana) +10, Listen +4, Move silently +1, Ride +8, Spot +4, Swim +12; Combat reflexes, Improved initiative, Mounted combat, Quick draw, Skill focus (forgery), Skill focus (knowledge (arcana)), Weapon focus (longsword), Weapon specialization (longsword).

**Equipment:** masterwork longsword, masterwork chainmail.

## Emerald Seer

Although the Emerald Seer is blind, he is a gifted seer. He can see the effects of any divination spell he casts, as well as his Emerald, which acts as a crystal ball. Forced into hiding because of his talents, the Emerald Seer has begun tutoring an apprentice so that his gift may live on. He also counsels Rell in his pursuit of Slayers.

**Male human Wiz9:** CR 9; ECL 9; Medium-size Humanoid (human); HD 9d4+18; hp 38; Init +1; Spd 30 ft; AC 16 (+5 bracers of armor, +1 Dex); Melee +3 quarterstaff +8 (1d6+4); SA spells; SQ summon familiar; AL NG; SV Fort +5, Ref +4, Will +10; Str 12, Dex 12, Con 15, Int 20, Wis 18, Cha 12.

### Skills and Feats:

Alchemy +6, Climb +3, Craft +15, Hide +1, Knowledge +14, Knowledge (arcana) +15, Knowledge (nature) +17, Knowledge (history) +11, Listen +4, Move Silently +1, Perform +3, Pick Pocket +3, Profession +6, Scry +15, Speak Language +3, Spellcraft +14, Spot +4; Armor Proficiency (light), Craft Wondrous Item, Empower Spell, Extend Spell, Spell Mastery (divination), Silent Spell, Spell Focus (divination).



**Wizard Spells Prepared (4/6/5/4/3/2):** 0th -- *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance.* 1st -- *comprehend languages, detect secret doors, detect undead, identify, mage armor, magic missile, shield, shocking grasp.* 2nd -- *alter self, detect thoughts, glitterdust, locate objects, melf's acid arrow, see invisibility, summon monster ii, web.* 3rd -- *clairaudience/clairvoyance, fireball, gentle repose, haste, invisibility sphere, lightning bolt, tongues.* 4th -- *arcane eye, detect scrying, locate creature, scrying.* 5th -- *contact other plane*

**Equipment:** +3 quarterstaff, +5 bracers of armor, crystal ball (telepathy).



## Ergo (the Magnificent)

Ergo the Magnificent is short in stature, tall in power, narrow of purpose, and wide of vision. He also happens to be a consummate coward and is forever hungry (he has a special fondness for gooseberries). Ergo considers himself to be one of the nobility, although he is anything but. Although he is not a particularly adept spellcaster, when Ergo puts his mind to it (and has his spells available) he can shapeshift into a multitude of forms. At heart, he's a good man, but he's more than a little unnerved by the plight of Krull.

### Male human Wiz7:

CR 7; Size M (6 ft., 1 in. tall); HD 7d4+14; hp 31; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +1 melee, or +4 ranged; SV Fort +4, Ref +3, Will +5; AL CG; Str 6, Dex 13, Con 15, Int 14, Wis 11, Cha 12.



**Skills and feats:** Alchemy +10, Climb -1, Concentration +12, Hide +1, Knowledge (nature) +12, Knowledge (religion) +10, Listen +0, Move silently +1, Profession +7, Scry +8, Spot +0; Brew Potion, Combat Casting, Quicken Spell, Spell Mastery (transmutation), Scribe Scroll, Spell Focus (transmutation).

**Wizard Spells Known (4/5/4/2/1):** *Oth -- arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance. 1st – enlarge, expeditious retreat, feather fall, jump, reduce, shield, shocking grasp, spider climb. 2nd – alter self, bull's strength, cat's grace, endurance, rope trick. 3rd – blink, haste, gaseous form, slow. 4th – polymorph other, polymorph self.*

## Lyssa

Despite playing the obedient princess, it was Lyssa who decided to marry Colwyn, recognizing that their union would provide Krull with the strength necessary to throw off the Beast's yoke. This fulfills the prophecy, "*that she shall choose a king.*" Once captured by the Beast, she tries to remain brave, but ultimately she is helpless to do anything to save herself.

**Female human Nob9:** CR 8; Size M (5 ft., 5 in. tall); HD 9d8; hp 47; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +9/+4 melee, or +7/+2 ranged; SV Fort +3, Ref +4, Will +6; AL

NG; Str 16, Dex 12, Con 10, Int 13, Wis 11, Cha 17.

### Skills and feats:

Appraise +9, Diplomacy +15, Forgery +5, Handle Animal +6, Hide +1, Knowledge (nobility) +12, Knowledge (history) +9, Listen +2, Move Silently +1, Sense Motive +9, Speak Language +9, Spot +2, Wilderness Lore +10; Alertness, Endurance, Leadership, Skill Focus (diplomacy), Skill Focus (diplomacy).



## Rell

A kind but shy cyclops, Rell has tracked the Beast to Krull and is determined to play his part. Since he already knows the precise nature of his death, he has followed his destiny to die fighting against the Slayers and lay down his life for the good of the many.

### Male Cyclops

**Rgr5:** CR 10; Size L (9 ft., 1 in. tall); HD 8d8+40 + 5d10+25; hp 123; Init +2 (+2 Dex); Spd 40 ft.; AC 21 (+2 Dex, -1 Size, +7 Natural, +3 hide); Melee trident +11 (1d8+9/crit x2); SA favored enemies, spells; SV Fort +15, Ref +5, Will +6; AL NG; Str 22, Dex 14, Con 20, Int 11, Wis 17, Cha 11.



**Skills and feats:** Animal Empathy +16, Craft +9, Hide +6, Listen +16, Move Silently +7, Profession +10, Ride +18, Search +6, Spot +21, Wilderness Lore +20; Alertness, Power Attack, Ride-By Attack, Spirited Charge, Toughness, Toughness, Track

**Equipment:** masterwork trident, hide.

## Robbers

The robbers are desperate men who have escaped their bonds during a Slayer attack. They have no cause and are just trying to survive, but are willing to gravitate towards a leader who can give them a cause. Faced with genocide, defending their homes seems like a noble way to die. Their names are: Bardolph, Darro, Kegan, Menno, Nennog, Oswyn, Quain, and Rhun. Of them all, only Torquil and one other robber survives the experience.



**Male human Rog1:** CR 1; Size M; HD 1d6; hp 6; Init +4 (+4 Improved initiative); Spd 30 ft.; AC 10; Attack +0 melee, or +0 ranged; SV Fort +0, Ref +2, Will +0; AL N; Str 10, Dex 11, Con 10, Int 10, Wis 10, Cha 10.

**Equipment:** Swords, spears, flails, and axes.

## Titch

Titch is the Emerald Seer's apprentice. He's still far too young to be of much help, but he may one day prove to be a great advisor to the unborn prince.

**Male human Wiz1:** CR 1; Size M (6 ft., 1 in. tall); HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10; Attack +0 melee, or +0 ranged; SV Fort +0, Ref +0, Will +2; AL NG; Str 10, Dex 11, Con 11, Int 12, Wis 11, Cha 10.

### Skills and feats:

Concentration +2, Hide +0, Knowledge (Religion) +5, Listen +0, Move Silently +0, Profession +4, Scry +3, Spellcraft +5, Spot +0; Combat Reflexes, Enlarge Spell, Scribe Scroll.



**Wizard Spells Known (3/2):** *Oth -- Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance. 1st -- Expeditious Retreat, Identify, Mage Armor, Spider Climb.*

## Torquil

A hardened criminal, Torquil can't help but admire the prince's determination. He is a sensible man, but he finds himself swept up in the battle for his world. In the big scheme of things, even the most desperate men can become heroes, and the quest brings out the best in him.

### Male human Rog8:

CR 8; Size M (6 ft., 1 in. tall); HD 8d6+8; hp 36; Init +8 (+4 Dex, +4 Improved initiative); Spd 30 ft.; AC 14 (+4 Dex); AC 17 (+5 chainmail, +2 Dex); Melee battleaxe +9/+4 (1d8+4/crit x3); SA sneak attack; SQ evasion, uncanny dodge; SV Fort +3, Ref +10, Will +6;



AL N; Str 16, Dex 19, Con 13, Int 12, Wis 19, Cha 12.

**Skills and feats:** Concentration +3, Decipher Script +11, Diplomacy +12, Disguise +11, Escape Artist +14, Forgery +11, Hide +4, Intimidate +11, Listen +4, Move Silently +4, Profession +15, Spot +4, Tumble +12, Use Magic Device +12, Use Rope +15, Wilderness Lore +6; Combat Reflexes, Dodge, Improved Initiative, Mobility.

**SA - Sneak Attack (Ex):** Torquil deals +4d6 damage against an opponent with a discernable anatomy who is denied a Dex bonus or is flanked.

**SQ - Uncanny Dodge:** Dex bonus to AC, can't be flanked.

**Equipment:** battleaxe, chainmail.

## Widow of the Web

The Widow of the Web also shares the name Lyssa, the same name of the princess. This fulfills the prophecy, "*that a girl of an ancient name shall become queen.*" She was the wife of Ynyr, but was cursed by the gods when in a fit of despair, she killed her newborn son after Ynyr left her. She lives out her life in a cocoon at the center of the Crystal Spider's Web, awaiting her fate.

### Female human Wiz7:

CR 7; Size M (5 ft., 3 in. tall); HD 7d4+28; hp 47; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +4 melee, or +4 ranged; SV Fort +6, Ref +3, Will +6; AL N; Str 12, Dex 12, Con 18, Int 19, Wis 12, Cha 12.



**Skills and feats:** Climb +4, Craft +12, Gather Information +1, Hide +6, Knowledge +10, Knowledge (arcana) +12, Knowledge (nature) +6, Knowledge (religion) +12, Listen +3, Move Silently +1, Profession +2, Ride +4, Spellcraft +14, Spot +1; Blind-Fight, Empower Spell, Heighten Spell, Scribe Scroll, Spell Focus (divination), Still Spell.

**Equipment:** *sands of life.*

**Wizard Spells Known (4/5/4/3/2):** *Oth -- arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance. 1st -- cause fear, change self, charm person, identify, silent image, sleep, summon*

*monster i. 2nd -- endurance, ghoul touch, invisibility, knock, misdirection. 3rd -- blink, dispel magic, gentle repose haste, secret page, slow. 4th – bestow curse, dimension door, R's mnemonic enhancer.*

## Ynyr

Ynyr comes out of the Granite Mountains when he recognizes King Colwyn is in need of his help. He knows the lay of the land and the more powerful beings that can assist in defeating the Beast.

He knows more about the artifact known as the Glaive than any other person. Ynyr was once



married to Lyssa, the Widow of the Web. He was called away to duty and never knew she bore him a son.

**Male human Drd4:** CR 4; Size M (6 ft., 0 in. tall); HD 4d8+4; hp 28; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +7 melee, or +4 ranged; SV Fort +5, Ref +2, Will +5; AL N; Str 18, Dex 13, Con 13, Int 13, Wis 13, Cha 18.

**Skills and feats:** Animal Empathy +10, Concentration +7, Diplomacy +11, Handle Animal +11, Heal +8, Hide +1, Intuit Direction +3, Knowledge (local history) +10, Listen +1, Move Silently +1, Spot +1; Blind-Fight, Improved Unarmed Strike, Skill Focus (knowledge (local history)).

**Druid Spells Per Day: 5/4/2**

# Monsters

"What manner of monster--?!"

"The manner that will kill you, young king!"

-- Colwyn to a changeling, Krull, Marvel Comic Adpatation

## The Beast

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### Large Outsider

**Hit Dice:** 13d8+65 (123 hp)

**Initiative:** +5 (+1 Dex, +4 Improved Initiative)

**Speed:** 40 ft

**AC:** 30 (+1 Dex, -1 size, +20 natural)

**Attacks:** 2 claws +19 melee

**Damage:** Claw 1d6+7

**Face/Reach:** 5 ft by 5 ft/10 ft

**Special Attacks:** Spell-like abilities, fear aura, summon slayers

**Special Qualities:** Damage reduction 25/+2, SR 28, regeneration 5, see in darkness, telepathy

**Saves:** Fort +13, Ref +9, Will +13

**Abilities:** Str 25, Dex 13, Con 21, Int 20, Wis 20, Cha 16

**Skills:** Bluff +17, Climb +20, Concentration +19, Disguise +17, Hide +4, Jump +19, Knowledge (arcana) +20, Listen +21, Move Silently +17, Search +21, Spellcraft +21, Spot +21

**Feats:** Cleave, Great Cleave, Improved Initiative, Power Attack

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**Challenge Rating:** 13

**Treasure:** Standard coins; double goods; standard items

**Alignment:** Neutral evil

The Beast is an alien, hateful thing that is bent on world conquest. Its heart pulses with an

unholy light, and its mouth is filled with sharp fangs. Its brain seems to be exposed. Its hateful red eyes see everything, and through telepathy it controls its Slayers from the Black Fortress.

### COMBAT

**See in Darkness (Su):** The Beast can see perfectly in darkness of any kind, even that created by deeper darkness spells.

**Telepathy (Su):** The Beast can communicate telepathically with any creature within 100 feet that has a language.

**Spell-Like Abilities:** At will: *fireball*, as the spell cast by a 17th-level sorcerer (save DC 13 + spell level).

**Fear Aura (Su):** As a free action, the Beast can create an aura of fear in a 20-foot radius. It is otherwise identical with fear cast by a 15th-level sorcerer (save DC 19). If the save is successful, that creature cannot be affected again by the Beast's fear aura for one day.

**Summon Slayers (Sp):** Twice per day the Beast can automatically summon two slayers.

**Regeneration (Ex):** The Beast takes normal damage from holy and blessed weapons of at least +3 enchantment.

## Changeling

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### Medium-Size Shapechanger

**Hit Dice:** 4d8+4 (22 hp)

**Initiative:** +1 (Dex)

**Speed:** 30 ft.

**AC:** 15 (+1 Dex, +4 natural)

**Attacks:** 2 slams +4 melee

**Damage:** Slam 1d6+1

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Qualities:** Alter self, immunities

**Saves:** Fort +5, Ref +5, Will +6

**Abilities:** Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13

**Skills:** Bluff +12\*, Disguise +12\*, Listen +11, Sense Motive +6, Spot +8

**Feats:** Alertness, Dodge

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**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Neutral Evil  
**Advancement:** By character class

Changelings are members of the Beast's army. They can change their appearance to look like anyone they wish.

#### COMBAT

**Alter Self (Su):** A changeling can assume the shape of any Small or Medium-size humanoid. This works like alter self as cast by an 18th-level sorcerer, but the changeling can remain in the chosen form indefinitely. It can

assume a new form or return to its own as a standard action.

**Immunities (Ex):** changelings are immune to sleep and charm effects.

**Skills:** A changeling receives a +4 racial bonus to Bluff and Disguise checks. \*When using alter self, a changeling receives an additional +10 circumstance bonus to Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

## Fire-Mares

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### Large Magical Beast (fire)

**Hit Dice:** 4d10+12 (34 hp)  
**Initiative:** +1 (+1 Dex)  
**Speed:** 50 ft  
**AC:** 14 (+1 Dex, -1 size, +4 natural)  
**Attacks:** Bite +2 melee, 2 hooves +7 melee  
**Damage:** Bite 1d8+2, hoove 1d6+4 and fire  
**Face/Reach:** 5 ft by 5 ft/10 ft  
**Special Attacks:** flaming hooves  
**Special Qualities:** Speed, fire subtype, scent  
**Saves:** Fort +7, Ref +5, Will +2  
**Abilities:** Str 18, Dex 12, Con 16, Int 2, Wis 13, Cha 12  
**Skills:** Listen +7, Spot +7

**Challenge Rating:** 4  
**Treasure:** None  
**Alignment:** Neutral

These wild horses are difficult to catch and even more difficult to tame. Their dappled hides give no hint to their extraordinary powers of speed. Saddling such creatures is a difficult task. Anyone wishing to do so must roll a rope use proficiency check at a penalty of 8.

#### COMBAT

**Fire Subtype (Ex):** Fire immunity, double damage from cold except on a successful save.

**Scent (Ex):** Fire-mares can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. Fire-mares can pinpoint locations only within 5 feet.

**Flaming Hooves (Su):** Fire-mares move so fast, flames jet from their hooves. A blow from a fire-mare's hooves sets combustible materials alight.

**Sprint (Ex):** Once a round, a fire-mare can take a charge action to move ten times its normal speed (500 feet). Fire-Mares can cover a thousand leagues in a day (3000 miles!) in this fashion.

## Slayers

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### Medium-size Construct

**Hit Dice:** 8d10 (44 hp)  
**Initiative:** +0  
**Speed:** 30 ft  
**AC:** 18 (+8 natural)  
**Attacks:** Shortspear +1/-4 melee, shortspear +0/-5 ranged  
**Damage:** Shortspear 1d6+1, shortspear 1d6  
**Face/Reach:** 5 ft by 5 ft/5 ft  
**Special Attacks:** Slayer spear  
**Special Qualities:** SR 4, blindsight, construct  
**Saves:** Fort +2, Ref +2, Will +2  
**Abilities:** Str 12, Dex 10, Con ---, Int 10, Wis 11, Cha 10

**Challenge Rating:** 2  
**Alignment:** Neutral Evil

Slayers appear as humanoids dressed in blackish-green armor. Their armor is uniform and they all wield the same spear-type weapons.

#### COMBAT

**Blindsight:** Using nonvisual senses, such as sensitivity to vibrations, scent, acute hearing, or echolocation, a slayer maneuvers and fights as

well as sighted creatures. Invisibility and darkness are irrelevant, though slayers still can't discern ethereal beings. A slayer does not need to make Spot or Listen checks to notice creatures within 60 feet.

**Construct:** Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

# Links

*"This way! Hurry! Rell's bought us entrance! Torquil, use your axe! Brace the opening and--"*

*"No, my friend. To each his fate."*

**--Rell to Colwyn just before he died, Krull, Marvel Comic Adaptation**

## Books

- [Dragonstar: Galactic Race](#)
- [Dragonstar: Guide to the Galaxy](#)
- [Dragonstar: Imperial Supply](#)
- [Dragonstar: Raw Recruits](#)
- [Dragonstar: Starfarer's Handbook](#)
- [Krull](#)
- [Spelljammer: Advanced Dungeons and Dragons Adventures in Space](#)
- [Spelljammer: Dungeon Master's Screen](#)
- [Spelljammer: Monstrous Compendium Appendix](#)
- [Spelljammer: Practical Planetology](#)

- [Spelljammer: Realmspace](#)
- [The Complete Spacefarer's Handbook](#)

## Movies

- [Krull](#) -- VHS
- [Krull](#) -- DVD

## Web

- [Internet Movie Database](#)
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# About the Author

Michael Tresca

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Michael "Talien" Tresca is a writer, communicator, speaker, artist, and gamer. He has an 11-year-old D&D role-playing campaign, Welstar, which is one of the six worlds in [RetroMUD](#) and where many of his short stories take place. Michael has published three D20 modules: "[Tsar Rising](#)", "[All the King's Men](#)," and "[The Dancing Hut](#)" from MonkeyGod Enterprises. He has written numerous supplements, including "[Frost and Fur](#)" and "[Abyss](#)," also from MonkeyGod Enterprises, "[Mercenaries: Born of Blood](#)" from Otherworld Creations, and "[Combat Missions](#)" from Paradigm Concepts. Michael has also contributed to "[Relics](#)" from AEG and "[The Iron Kingdoms Campaign Guide](#)" from Privateer Press. Michael has also written magazine articles for Spectre Press' [Survival Kit](#) series, [Dragon Magazine](#), [Scrollworks](#), and [D20 Weekly](#). He has written a multitude of reviews of role-playing and computer games for [RPG.net](#), [Gamers.com](#), [Allgame.com](#), and [Talien and Maleficent's Bazaar](#). Michael has presented at various panels, including [Dragon\\*Con](#), [I-Con](#), and [Bakuretsucon](#). When he's not writing, Michael can be found as his alter ego, Talien, on [RetroMUD](#) as an administrator. Michael lives in Connecticut with his wife, who is an editor, and his cat, who is fluent in English.



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