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Banquet of Blood

12th Level Characters



PUBLISHING



5 of 6

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PENDERGRAFT



Banquet of Blood

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BY ROBERT GRESHAM, JOHN WHITE, AND FELIX

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Tearing through the canopy of the blighted Endiel Forest stand the frozen-capped Shrike Mountains. Choked by icy mists, the slopes house frost giants, hags, and most dangerous of all: Mortalbane. The ancient ghastrlord resides deep within the cursed Rose Palace, plotting his vengeance against the galaxy.

ADVENTURE BACKGROUND

For centuries Mortalbane researched ways he could reverse his undead condition. Failing, he finally resolved to destroy the beings he felt were responsible for his fate: The Mi-go. Blaming the aliens for abandoning him on Celmae he focused on finding a way to return to the stars. It took years before he found his path to vengeance. Through foul magical rituals, Mortalbane crossed into the plane of Dreams and contacted beasts from Celmae's moon who teased him with cosmic secrets. They provided him with the knowledge he needed to build a new spacecraft, but rightfully fearing betrayal by his nosferatu lieutenants, he kept it beyond the wall of sleep.

He tasked the nosferatu with finding the wreckage of his old ship, the *Wayward Rogue*, and to recover the power cores that remained within. It took centuries more, but they found the ruined craft and were able to secure the cores from the fire elemental medusa who now laired there. Now Mortalbane busies himself with the final stages of his ship's construction, while his nosferatu servants guard his slumbering physical body.

However, his servants have their own plans. They have little faith in Mortalbane's ability to actually leave the planet, and plot to trap his consciousness within the Realm of Dreams. They managed to kidnap a powerful druid from a magically protected grove within Endiel Forest, now forcing her to seal the gates between the physical and slumbering

world.

Lead by V'rimmi the Undying, the nosferatu plot not only to imprison Mortalbane, they've put into motion a scheme to summon The Wendigo; demon-lord brother to the god Krokaar, to bury the continent of Brynnndell with ice.

ADVENTURE SYNOPSIS

The party begin their ascension of the Shrike Mountains, encountering an old cabin with a sinister secret. After a harrowing fight, they find the unconscious Jura Brightleaf, a druid from the village of Silver Stream, the sacred grove they learned about from the Endiel Witch. They return her to the village and learn that the high-shaman, Tuva, has been taken by Mortalbane's vampires. Jura begs the PC's to rescue Tuva, promising them a powerful treasure in return that can help defeat the ghastrlord once and for all.

The PC's ascend the mountains where they might encounter a tribe of frost giants, hostile air-elementals, a death knight mounted on a skeletal wyvern, and a coven of hags who worship the Wendigo. Once the party arrives at the Rose Palace, they discover the castle doors guarded by an insane undead artist and an iron golem. After they gain entry to the keep, they face a multitude of undead and construct sentries before finding Tuva and V'rimmi performing a ritual to summon the Wendigo. The PC's must stop them before the demon lord arrives, bringing snowy, frozen death.

Once V'rimmi is defeated, the PC's learn that Mortalbane's consciousness resides within the Realm of Dreams where he is finishing the construction of his spacecraft. If he leaves the planet, he will bring about the Ravenous Ruin, fulfilling a two-thousand-year-old dwarven prophecy foretelling the death of all sentient life in

in the universe. Tuva informs the party that she can take them to the physical gate to the Realm of Dreams, back at Silver Stream village.

The PC's begin Banquet of Blood at level 11th and should reach 12th level before the final encounter with V'rinni the Undying. To ensure they are proper level before this showdown, add additional encounters within the rose palace featuring a mix of iron golems and nosferatu.

CHAPTER ONE: SILVER STREAMS AND THE GATE OF DREAMS

The characters begin within the Endiel Forest. Although many haunts and the banshee are gone (*see the Ravenous Ruin part 4: Forest of Starving Spirits*) the woods remain a very dangerous place. It is night as the party approaches the mountain. Read or paraphrase the following.

Before you the Shrike Mountains tear through the forest canopy like broken bones ripping through skin. Their jagged slopes look like the rotten teeth of a titanic predator. Snow caps their silent, shadowed peaks.

CABIN IN THE WOODS CR 13

As the PC's prepare their plans on how to scale the mountain, they notice a strange cabin in the woods. Upon investigating, they may attempt a DC 31 Perception check to notice that the cabin is not what it appears to be.

Read or paraphrase the following as the PC's approach the structure.

Just inside the tree line you can see a small structure. The front door lays wide open and a fire smolders within throwing dancing shadows around the inner walls. Nearby thick vines grow chaotically from the ground, but their stalks appear hacked at by something large.

If the PC's notice the mimic, read the following.

The cabin's moist and mottled walls seem askew to the simple thatched roof. As your eyes scan the structure you notice that the discolored wood looks more like stretched and scarred flesh, with an enormous, anguished face grimacing to hold its alien, inhuman expression. The thatched roof begins writhing and undulating like a swarm of voracious insects.

Long ago, a necromancer delved into secrets he shouldn't have, within the small cabin he'd built here. Unknown to him, a giant, insane mimic destroyed his home and masqueraded as the structure, curious about the wizard's magical studies. The necromancer called upon the power of the haunted Endiel forest and summoned forth a daemon to do his bidding, but the spell failed and killed both the mimic and the necromancer, turning them into undead. Bound to the woods, they steal souls for alien reasons known only to them.

The Cabin in the Woods

Failed-Apotheosis, Dread-Devourer Mimic CR 11

XP 12,800

NE Huge undead aberration (extraplanar, augmented shapechanger)

Init +4; Senses blindsight 30 ft., darkvision 60 ft.; Perception +21

DEFENSE

AC 34, touch 9, flat-footed 34 (+26 natural, -2 size)

hp 126 (11d8+77)

Fort +12, Ref +3, Will +8

DR 5/—; Immune acid; SR 21; channel resistance +4; spell deflection; Essence 13

OFFENSE

Speed 20 ft., climb 10 ft., swim 10 ft.

Melee 4 slams +23 (1d12+10 + energy drain 1), or devour soul +23 (touch, 12d6+17 as *slay living*)

Space 15 ft.; Reach 15 ft.

Special Attacks adhesive, crush, horrific appearance

Spell-like Abilities: The Cabin can use the following spells at will by spending essence points (Caster Level 17): *animate dead* 4th, *circle of death* 6th, *confusion* 4th, *control undead* 7th, *create undead* 6th, *deeper darkness* 3rd, *desecrate* 2nd, *dominate monster* 9th, *horrid wilting* 8th, *inflict serious wounds* 3rd, *lesser planar ally* 4th, *plane shift* 7th (self only, costs five essence points), *ray of enfeeblement* 1st, *true seeing* 6th. The save DCs are Charisma-based.

TACTICS

Before Combat The Cabin waits for the approach of opponents while luring curious prey closer; it knows it cannot chase down most creatures and does not move or attack until its prey is already "inside".

During Combat The Cabin uses its horrific appearance, then strikes out at opponents, grappling and using its adhesive, and crushes the life from its foes while constantly shifting to better terrain with its indomitable movement. It commands its devourer thrall to attack foes trying to free its prey.

Morale The Cabin attempts to plane shift if brought below 30 hp. The phantom lock trap (See previous adventure) deposits it in a random location somewhere within the forest.

STATISTICS

Str 40, Dex 12, Con -, Int 16, Wis 19, Cha 16

Base Atk +8; CMB +25; CMD 36 (cannot be tripped)

Feats Great Fortitude, Improved Initiative, Improved Natural Attack (slam), Skill Focus (Perception), Power Attack, Weapon Focus (slam)

Skills Acrobatics +9, Climb +34, Disguise +11 (+31 when mimicking objects), Knowledge (dungeoneering) +14, Linguistics +4, Perception +29, Stealth +9; Racial Modifiers +8 to Acrobatics, Perception, and Stealth, +2 alchemical bonus to Climb, +20 Disguise when mimicking objects +33 skill points

Languages Common, Aklo, Abyssal, Giant

SQ bioluminescence, gillfoot, hypersenses, mimic shape

SPECIAL ABILITIES

Adhesive (Ex) The Cabin exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it, and automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the Cabin is alive without removing the adhesive first. A weapon that strikes the Cabin is stuck fast unless the wielder succeeds on a DC 25 Reflex save. A successful DC 25 Strength check is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but the Cabin can still grapple normally. The cabin can dissolve its adhesive at will, and the substance breaks down 5 rounds after it dies. The save DC is Strength-based.

Bioluminescence (Ex) The Cabin can choose to shed light from any part of its body, ranging in intensity from a soft glow like that of a candle (shadowy illumination in a 5-foot radius) to the full brightness of a torch (bright light in a 20-foot radius and shadowy

illumination for an additional 20 feet). The Cabin may duplicate any color of light it so desires, even creating multiple colors, and may cancel or resume use of this ability at will as a free action.

Command Devourers (Su) As a free action, a dread devourer can automatically command all normal devourers within 30 feet (as the *command undead* spell). Normal devourers never attack a dread devourer unless compelled.

Crush (Ex) The Cabin deals 1d12+10 points of damage with a successful grapple check.

Devour Soul (Su) By making a touch attack as a standard action, The Cabin can deal 12d6 + 17 points damage as if using a *slay living* spell. A DC Fortitude save reduces this damage to 3d6 + 17 points damage. The soul of a creature slain by this attack becomes trapped within the Cabin. The creature cannot be brought back to life until the Cabin's destruction (or a spell deflection— see above) releases its soul. The Cabin can hold a number of souls equal to its HD. A trapped soul provides the Cabin with 5 essence points for each Hit Die possessed by the soul. The Cabin must expend essence points when it uses a spell-like ability equal to the spell's level (spell levels for its spell-like abilities are included as a superscript).

Gillfoot (Ex) The Cabin has a climb speed 10 and swim speed 10. It may always take a 5-foot step in any combat round, even if difficult terrain or other factors reduce its speed. The Cabin may take this 5-foot step whether it is on land, climbing, or swimming. It can breathe water as easily as air.

Horrific Appearance (Su) The Cabin's natural form is a shifting weave of spurting tendrils, melting human visages, and tortured organs trapped within a web of alien light and slashing bones. This ability functions as a gaze attack; the creature may activate or suppress the ability as a free action. Any creature within 30 feet must save (Fortitude DC 15) or take 1d4 points of Strength drain, 1d4 points of Dexterity drain, and 1d4 points of Constitution drain; a successful save means a creature cannot be affected by the Cabin's horrific appearance for 24 hours. The DC is Charisma-based. When using its horrific appearance, the Cabin cannot use its mimic shape ability.

Hypersenses (Ex) The Cabin's entire body is a primitive sensory organ. This gives it blindsense with a range of 30 feet, and it cannot be flanked.

Mimic Shape (Ex) As a Huge creature, the Cabin can assume the general shape of any object that fills roughly 1,200 cubic feet (10 feet by 10 feet by 12 feet), such as a treasure hoard, a stout cottage, or a vast doorway. The minimum size of any single dimension of the Cabin is 6 feet.

Spell Deflection (Su) If any of the following spells are cast at the Cabin and overcome its spell resistance, they instead affect a trapped soul: *banishment*, *chaos hammer*, *confusion*, *crushing despair*, *detect thoughts*, *dispel evil*, *dominate person*, *fear*, *geas/quest*, *holy word*, *hypnotism*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, or any form of charm or compulsion. While none of these effects harms the soul, the caster makes a DC 25 caster level check when a spell is deflected— success indicates that the trapped soul is released from its prison, and the creature whose body it belonged to can now be restored to life as normal.

Development After defeating the devourers, the PC's discover the unconscious body of a half-elven woman. She is badly injured (-5 hp) but alive. Once revived, she greets the characters, introducing herself as Jura Brightleaf; a druid living nearby in a sacred, magically protected grove (the same grove the PC's may have heard about from the insane ramblings of the Endiel Witch in the previous adventure). She requests an escort back to the grove, promising to answer any questions they have and to provide a secure respite from the forest.

Jura Brightleaf

hp 28 (currently -5)

Pathfinder Roleplaying Game NPC Codex



Devourer CR 11

XP 12,800

hp 133

Pathfinder Bestiary

SILVER STREAM VILLAGE

The forest continues before you, menacing and silent. The trail you've been treading thins out, disappearing into treacherous brambles covered with claw-like thorns. Jura takes a confident step into the vines, and whispers in elvish. The foreboding woods begin to shimmer and fade, an ancient village replacing them. Jura turns to your group and beams.

"Welcome to Silver Stream Village," she says and then strides forward. Entering the village two half-elf guards greet you. They welcome Jura home, asking about her mother, but Jura frowns and shakes her head. No more questions are asked. She leads you past several old elvish structures, and an ominous stone obelisk, into a long building formed from several intertwined trees.

"This is my home. Please, enjoy my hospitality as thanks for my rescue. Make yourself comfortable. I'll prepare some private chambers shortly"

The party is free to rest or explore Silver Stream as they like, though they likely have questions for Jura.

She tells them that she is the daughter of the village leader, Tuva Brightleaf, whose been abducted by agents of the Mortlabane. She was searching for a secure path up the mountain but encountered the horrific cabin and its resident. She laments that she can't just use magic to fly to the castle, because of the Servants of the Wendigo; hostile and cruel air elementals who attack any intruders. If asked about teleportation magic, she mentions that Mortlabane's arcane traps divert attempts, sometimes trapping users within solid stone.

When asked about the protections of the grove, she admits she doesn't know how the magic works, only that it's existed for hundreds of years, and that evil and undead creatures cannot enter. Attempts over the years to expand the village failed as they found only the current area was protected.

Exploring the village, the party encounter many children; excited to see strangers and requesting trinkets from beyond Silver Stream. Not accustomed to traders of any kind, goods are limited to those the small settlement needs to survive: mostly farming and hunting equipment along with some produce. Though wary of outsiders, adults know that evil beings cannot enter Silver Stream, so they regard the characters with no hostility.

All residents are half-elves, and have a shared familiarity. If the characters use Diplomacy to gather information, they learn that vampires kidnapped Tuva when she left the village a month ago, and many fear she's dead. Jura refuses to entertain the thought and left to find her mother two days ago, and some thought she encountered the same fate. The PC's may also find someone willing to part with fully charged, druidic wand of cure serious wounds.

If asked about the obelisk, the villagers, including Jura, believe it's the source of the magic protecting Silver Stream, though identify spells can't confirmed this. Sleeping near the black stone imparts lucid, sometimes prophetic dreams, though some have experienced nightmares so horrific they suffered mental breakdowns.

Once Jura has prepared rooms for the PC's, she creates a meal equivalent to a *heroes feast* spell for them before she retires for the evening. In the morning she prepares another *feast*, this time pleading with the group to go rescue her mother. She is positive she still lives, held prisoner by Mortlabane. She knows the ghaslford is a frequent visitor to the Realm of Dreams, and her mother knows the rituals that open the gates. Jura believes this is why Mortlabane hasn't yet killed



Silverstream Village

CG Village

Corruption -3; **Crime** +0; **Economy** -4; **Law** -1; **Lore** -1; **Society** -7

Qualities magically attuned, under siege

Danger -10; **Disadvantages** secluded

DEMOGRAPHICS

Government Magical

Population 82 (Half Elf 100%)

Noteable NPCs

Jura Brightleaf

MARKETPLACE

Base Value 350 gp; **Purchase Limit** 1,750 gp; **Spellcasting** 6th

Minor Items 2d4; **Medium Items** 1d4; **Major Items** None

KEY

1. THE BLACK MONOLITH

2. GENERAL GOODS TRADER

3. TUVA AND JURA'S HOME

her. She wishes to accompany the party but realizes she must remain behind to guide Silver Stream Village in case her convictions are wrong about her mother. If they succeed, Jura promises to give them her sword *Heartseeker*, a sun blade.

Story Award: Completing this quest and gaining *Heartseeker* earns the PC's XP as if they had overcome a CR 11 encounter.

LEAVING THE VILLAGE CR 13

When the party set out to scale the Shrike Mountains, they are immediately ambushed by a squad of Nosferatu who have the village under surveillance. They've been tasked by V'rinni with ensuring no one from the grove attempts to rescue Tuva. The thick canopies of the Endiel forest provide enough shadows for the nosferatu to conceal themselves from the sun.

Nosferatu Spy CR 10 (3)

XP 9,600 each

Elf Nosferatu Rogue 9

CE Medium augmented undead humanoid (elf, undead)

Init +10; **Senses** darkvision 60; low-light vision, scent; **Perception** +24

DEFENSE

AC 27, touch 14, flat-footed 23 (+5 armor, +8 natural, +4 Dex)

hp 80 (9d8+27) **fast healing** 5

Fort +6, **Ref** +12, **Will** +5; +2 vs. enchantments

Defensive Abilities channel resistance +4; **DR** 5/wood and piercing;

Resist cold, electricity, sonic 10; evasion, improved uncanny dodge, trap sense +3; **Immune** sleep; undead traits

Weaknesses nosferatu weaknesses

OFFENSE

Speed 30 ft.

Melee +1 rapier +13/+8 (1d6+1/18–20) or claws +12/+12 (1d6+1/x2)

Ranged dagger +12/+7 (1d4/19–20)

Special Attacks blood drain, dominate (DC 18), sneak attack +5d6, telekinesis

TACTICS

Before Combat The spies use stealth to observe the village perimeter undetected.

During Combat The nosferatu prefer to use dominate, sneak attacks and disarm combat maneuvers against opponents. They utilize stealth and their *invisibility* potions to gain the most benefit from their sneak attacks. On successful disarms, they use telekinesis to further fling weapons away from their owners. They work in tandem to take down individual opponents, using their blood drain to kill once they have eliminated combat threats.

Morale If reduced below 15 hp, the nosferatu flee via its swarm ability to its lair, 4 miles away. Once healed, they will report to V'rinni about the party's involvement.

STATISTICS

Str 12, **Dex** 22, **Con** -, **Int** 16, **Wis** 14, **Cha** 18

Base Atk +6; **CMB** +10 (+14 disarm); **CMD** 20 (22 vs. disarm)

Feats Agile Maneuvers, Alertness, Combat Expertise, Deceitful, Greater Disarm, Improved Disarm, Improved Initiative, Lightning Reflexes, Skill Focus Perception, Skill Focus Stealth, Weapon Finesse

Skills Acrobatics +16, Bluff +16, Diplomacy +14, Disable Device +16, Disguise +16, Escape Artist +16, Knowledge (local) +14, Perception +24 (+8 racial), Sense Motive +19 (+8 racial), Sleight of Hand +16, Stealth +28 (+8 racial)

Languages Common, Aklo, Dwarven, Elven

SQ elven magic, rogue talents (bleeding attack +5, finesse rogue, quick disable, surprise attack, spider climb, swarm form, telepathy, trapfinding +4, weapon familiarity)

Combat Gear potion of *invisibility* (2), potion of *tongues*; **Other Gear** +2 studded leather, +1 rapier, +1 dagger, thieves' tools, 373 gp

Special Attacks

Blood Drain (Ex) A nosferatu can suck blood from a helpless, willing, or grappled living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, draining 1d4 points of Constitution and Wisdom each round the pin is maintained. On each round it drains blood, the nosferatu gains 5 temporary hit points that last for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points).

Dominate (Su) A nosferatu can crush a humanoid opponent's will as a standard action. Anyone the nosferatu targets must succeed at a Will save or fall instantly under the nosferatu's influence, as though by a dominate person spell (caster level 12th). This ability has a range of 30 feet.

Telekinesis (Su) As a standard action, a nosferatu can use telekinesis (caster level 12th).

Special Qualities

Spider Climb (Ex) A nosferatu can climb sheer surfaces as though under the effects of a spider climb spell.

Swarm Form (Su) As a standard action, a nosferatu can change into a bat swarm, centipede swarm, rat swarm, or spider swarm. The nosferatu gains the natural weapons and extraordinary special attacks of the swarm it has transformed into. The swarm has the same number of hit points as the nosferatu. While in swarm form, a nosferatu can't use its claw attacks or any of its special attacks. It retains the defensive abilities, weaknesses, and special qualities it gains from being a nosferatu, counts as an undead creature, and can use any of the swarm's abilities and defenses. It can remain in swarm form until it assumes another form or until the next sunrise.

Telepathy (Su) A nosferatu can communicate telepathically with any creature within 60 feet that speaks the same language it does. In addition, a nosferatu can use this ability to communicate with any animal, magical beast, or vermin.

CHAPTER TWO: SCALING THE SHRIKES

The player characters have several options to scale the Shrike Mountains to reach the Mortalbane's castle. If they use flight abilities or spells, they will encounter the Breath of the Wendigo: a hostile tribe of air elementals who protect the skies around the Thorntop Plateau. The elementals will attack the party in waves until they are defeated or the PC's retreat from the air.

If the PC's attempt to teleport to the castle, they will trip the directional stones traps that have been placed around Thorntop. This trap is detailed below.

If the PC's elect to make the difficult climb up the mountain, it takes at least six days to scale from their foothills. Each day the trek requires a DC 30 Survival Check. Failure indicates the party did not find a way forward that day. Each success lessens the number of days needed to scale the mountain by one.

The weather around the Shrikes is hostile and unpredictable. Regardless of the route taken, Roll each day for weather as per the weather table below.

Weather Table

D%	Result
0-25%	<i>Fine Weather</i> – 3d4 hours & -15% from the next weather dice
26-50%	<i>Overcast</i> – 3d4 hours. Overcast conditions grant concealment for creatures flying at high altitudes.
51-70%	<i>Heavy fog</i> – 1d4 hours. Heavy fog obscures all vision beyond 5 feet, including darkvision. Creatures 5 feet away have concealment.
71-80%	<i>Heavy Snow</i> – 1d8 hours. Heavy snow reduces visibility ranges to one-quarter of the normal range, resulting in a -6 penalty on Perception checks. It extinguishes unprotected flames and imposes a -6 penalty on ranged attacks. Heavy snow impedes movement even before it begins to stick. Moving into a square during a heavy snowstorm requires 1 extra 5-foot square of movement (this stacks with difficult terrain). Every hour of heavy snow leaves 1d4 inches of snow on the ground.
81-95%	<i>Overcast, Strong Winds</i> – 1d6 hours These are winds of 21-30mph. Ranged weapons incur a -4 penalty. Fly Checks and Perception checks incur a -2 penalty. Tiny creatures are unable to move forward against the force of the wind unless they succeed at a DC 10 Strength check (on the ground) or a DC 20 Fly check if airborne.
96-99%	<i>Thundersnow</i> – 1d4 hours. Thundersnow: High winds in a snowstorm can create the rare phenomena known as thundersnow. Lightning strikes are less common in thundersnow, but just as deadly. Every hour during the storm, a bolt of lightning strikes an unsheltered creature at random (though this can strike wildlife as easily as PCs). A creature struck by this lightning must succeed a DC 18 Reflex saving throw or take 10d8 points of electricity damage (a successful saving throw halves the damage). Creatures in metal armor take a -4 penalty on the Reflex saving throw.

The Breath of the Wendigo CR 13 XP 4,800 (Each)

Huge Air Elemental (5) CR 8
N Huge outsider (air, cold, elemental, extraplanar, water)
Init +12; **Senses** darkvision 60 ft.; Perception +13; aura cold 10' (2d6) DC 21

DEFENSE

AC 21, touch 11, flat-footed 12 (+8 Dex, +1 dodge, +4 natural, -2 size)
hp 115 (10d10+60)
Fort +13, **Ref** +15, **Will** +5
Defensive Abilities air mastery; **DR** 5/—; ice body; ice mastery; icewalking; **Immune** elemental traits

OFFENSE

Speed fly 100 ft. (perfect)
Melee 2 slams +17 (2d6+6+1d6 cold + paralysis DC 21)
Space 15 ft.; **Reach** 15 ft.
Special Attacks exude ice, icy touch, whirlwind (DC 21, 10-50 ft.)

TACTICS

During Combat when the elementals become aware of intruders they attack by flanking targets and using their icy touch via slam attacks, hoping to paralyze foes and make them fall from the sky to their deaths. They try to remain close to their targets to take advantage of their cold auras.
Morale Fanatical and intolerant of intruders, the elementals fight to the death.

STATISTICS

Str 22, **Dex** 27, **Con** 22, **Int** 6, **Wis** 11, **Cha** 11

Encounter Table

d%	Encounter	Avg. CR
01-04	3 ice golems	7
05-16	Avalanche	7
17-23	1d4 remorhazes	9
24-29	Nosferatu spy (see page 6)	10
30-38	1d6 crag spiders	11
39-43	1d4 rocs	11
44-46	Mature adult white dragon	12
47-58	1d4+1 frost giants*	12
59-63	Frost worm	12
64-70	Abominable snowman	13
71-78	1d4 cloud giants	13
79-87	12-headed cryohydra	13
88-90	Ice devil	13
91-95	Advanced iron golem	14
96-98	Adult blue dragon	14
99-100	Winterwight	17

* if the PC's receive this result for a random encounter, use **Frost Giant's Lament** below instead. Afterwards if this result occurs again, they encounter the surviving frost giant party.

Base Atk +10; **CMB** +18; **CMD** 37

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Weapon Finesse

Skills Acrobatics +22, Escape Artist +17, Fly +23, Knowledge (planes) +7, Perception +13, Stealth +8

Languages Aquan, Auran

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

Cold Aura (Ex) These elementals emits an aura of cold that can wound nearby creatures. Any creature within 10 feet of it takes 2d6 points of cold damage per round that it remains within range. A successful Fortitude save halves the damage for that round. These elementals can suppress or resume the use of this ability as a free action. The save is Constitution-based.

Exude Ice (Su) At will as a full-round action, the elemental can exude a circle of slippery ice in a 20-foot-diameter spread centered on its body. This ice remains in the affected area, melting away as normal for the ambient temperature. Creatures walking on the ice must spend 2 squares of movement to enter any square covered by it. The DC for any Acrobatics check made in the area increases by +5.

Ice Mastery (Ex) These elementals gain a +1 morale bonus on attack and damage rolls if its foe is touching ice.

Icy Touch (Ex) These elementals are chilling to the touch. Each of the elementals natural melee attacks (including successful grapple checks made during its turn) and attacks with metallic melee weapons deals +1d6 points of cold damage. Any creature damaged by the elementals icy touch must succeed on a Fortitude save or be paralyzed for 1d4 rounds. The save is Constitution-based.

Icewalking (Ex) As the *spider climb* spell, but the surfaces climbed must be icy. The creature can move across icy surfaces without penalty and doesn't need to make Acrobatics checks to run or charge on ice.

Icy Body (Ex) The elemental is chilling to the touch. Any creature that makes a natural or unarmed attack against it takes 1d6 points of cold damage. Creatures grappling an elemental also take this damage in addition to the damage from it's cold aura.

Climbing the mountain, the PCs will come across the following planned encounters. These occur as noted after the characters have succeeded in finding an ascending path up the mountain.

HAGS COVEN CR13

The PCs trigger this encounter on the second day of their climb, just before nightfall. Read or paraphrase the following.

Beside a frozen corpse of an immense, grotesque creature, three small igloos sit covered in wispy tendrils. Spears, a bronze shield, and several scrolls of parchment are scattered outside one igloo where they lie buried within a mess of snow.

A hag coven lives here. They are: Verdana (Winter Hag), Moira (Witchfire), and Shepherd (Dreamthief Hag). They've been drawn to the mountains by the power of Mortalbane's dreams. They desire to enter the castle and trap them in Shepherd's stone, but the castle's powerful sentries, and internal strife have stalled their quest.

Moira blames the others for the fact she was partially consumed by a Dark Young (the dead creature in the description above) weeks ago and is open to treachery. Her sisters did retrieve her limbs from the monster and now Moira is a Frankenstein mess of stitches, and foul stench.

The frost giant Jigar is smitten with Verdana and has sent her a number of gifts including a +2 *brass shield* that sings war songs in giant when struck, a finely crafted +3 *darkwood spear* and multiple scrolls of bad poetry. All of these lay beside her igloo. Repulsed by his advances, Verdana plots to kill him and has become distant to the coven.

The hags lead simple lives, spending most of their time sleeping, *dreamwalking*, or indulging in their hobbies. Before her current situation with Jigar, Verdana collected coins, and her igloo contains 25pp, 125gp, and 123sp from Helot and Faramaar. Shepherd carves wooden effigies, inscribing them with Aklo runes, and decorating the skeletal trees surrounding the camp. Moira plays the lute, but her tune has been off ever since she died.

Shepherd, Dreamthief Hag CR 11

XP 12,800

hp 149

Pathfinder Campaign Setting: Occult Bestiary

Moira, Witchfire CR 9

XP 6,400

hp 85

Pathfinder Roleplaying Game Bestiary 2

Verdana, Winter Hag CR 7

XP 3,200

hp 85

Pathfinder Roleplaying Game Bestiary 4

FROST GIANT'S LAMENT

This encounter triggers on the third day of travel. When the party encounters the following area, there is a 50% chance that they face Jigar or his brothers, but not both. Depending on the outcome of the encounter, either Jigar or his brothers begin tracking the party for vengeance.

Read or paraphrase the following.

A flapping patchwork of furs sewn together to make a huge blanket stretches out over several large boulders. Large giant-sized footprints cross the snow and the legs of a frozen corpse poke out from the compact white power beside a substantial rock.



ROCK FATED GRAPE ROCK FATED SWEET ROCK FATED

SHATTERED SKIES

ROCK FATED GRAPE ROCK FATED SWEET ROCK FATED

Jlgar knows is aware the hags want to enter Mortalbane's castle and he hopes to defeat its guardians to gain Veranda's affection. He is open to a temporary alliance with the PC's to achieve this goal but will turn on them the instant the guards are defeated.



3

will use its *entangle* ability to try and slow the party down. If there is heavy snow on the ground the Dark Young uses its *freedom of movement* to out maneuver the party.

Morale The Dark Young fights to the death.

STATISTICS

Str 30, **Dex** 17, **Con** 24, **Int** 16, **Wis** 19, **Cha** 21

Base Atk +10; **CMB** +22 (+26 grapple); **CMD** 35 (can't be tripped)

Feats Combat Reflexes, Improved Critical (tentacles), Improved Initiative, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (tentacles)

Skills Knowledge (arcana) +17, Knowledge (nature) +17, Knowledge (religion) +17, Perception +21, Sense Motive +18, Spellcraft +20, Stealth +12 (+20 in forests); Racial Modifiers +8 Stealth in forests

Languages Aklo

SPECIAL ABILITIES

Sucking Maws (Su) A dark young of Shub-Niggurath that successfully pins a creature it is grappling automatically inflicts 1d4 points of Strength drain on that creature. A DC 24 Fortitude save reduces this effect to 1 point of Strength drain. A creature drained to 0 Strength does not die, but must make a DC 24 Will save at that point to resist being driven mad by the experience, as the foul green waste exuded from the same sucking mouths that drink life implant in the emptied shells strange visions and horrifying certainties. This madness manifests as schizophrenia, but with a save DC equal to the dark young's Strength drain save DC listed above (DC 24 for most dark young). One common result of this unfortunate madness is a strange desire to return to the site of their original encounter in hopes of being consumed entirely by the creature that only drank a part of their body and mind—many of those who survive this horrific ordeal go on to found dark young cults of their own. The madness element of a dark young's sucking maws is a mind-affecting effect. The save DC for all of the saving throws involved with this special ability is Constitution-based.

THORNTOP

Thorntop is the name of the plateau where the Rose Palace rests. When the party arrives, the following effects occur:

The entire plateau is encircled with directional stones and under the effect of a greater wendigo unhallow spell. The castle guardians are immune to these effects.

Directional Stones

Price 1,000 GP

Weight 1lb

These polished round discs of stone are about six inches in diameter and have a crude black tentacle inked on the top side and an eye carved into the reverse. The stones cause any humanoid(s) who arrive via conjuration (teleportation) magic within 400 ft. of a stone to be re-directed in a random direction 400ft. from the castle, at which time a *chain lighting* spell (CL 14, DC 19 Reflex) targets the humanoid(s), originating from Wendigo statues within the castle.

Development: When triggered this trap alarms Dusthands (below), who consumes an *invisibility* potion until he has assessed the threat level of the intruders, at which time he decides to attack or flee. There is a 40% chance it also alarms Glanadael who comes to investigate.

Greater Wendigo Unhallow

School: Evocation [evil]; **Level** Cleric 6, Druid 6, Unchained Summoner 4

Casting Time 24 Hours

Components V,S,M A Statue of a Wendigo holding a diamond worth at least 10,000gp

Range Touch

Area 2000 ft radius from the touched point (Castle of Thorns).

Duration Instantaneous

Saving Throw: See Text **Spell Resistance** See Text

As per *unhallow* but the spell places *nightmare* (DC22) and wendigo psychosis (DC 28 Will saves) as per the Wendigo Supernatural Ability. Wendigo psychosis ends if the target spends a full day of rest outside the spell's area of effect.

CASTLE GUARDIANS

The castle's exterior is protected by powerful sentries: Glanadael the Glorious, Dusthands, and an advanced iron golem. Dusthands is the only being the iron golem allows to enter the castle, a fact Glanadael loathes. They are further detailed below.

Glanadael the Glorious once led the living armies of Endiel before the coming of Mortalbane. After he died, he rose as a death knight and his wyvern mount joined him. For centuries he has guarded the Rose Palace, yearning for the day he outpaces his overlords power, so he might usurp Endiel for his own. He loathes the nosferatu so instead patrols the skies above the Thorn Plateau, dispatching trapped teleporters and intruding climbers.

Death Knight Guardian

Glanadael CR 12

XP 19,200

Elf death knight fighter 11

N Medium (augmented, undead) humanoid

Init +1; Senses Perception +10; low-light vision, darkvision 60';

Aura fear DC 23

DEFENSE

AC 27, touch 13, flat-footed 25 (+10 armor; +1 deflection, +1 Dex, +1 dodge, natural +4)

hp 83 (11d10+22)

Fort +11, **Ref** +6, **Will** +5; +3 vs. fear, +2 enchantment spells and effects

Defensive Abilities bravery +3; channel resistance +4; **DR**

15/bludgeoning and magic; **Immune** cold, electricity, undead traits **SR** 27

OFFENSE

Speed 30 ft.

Melee +2 *vicious scythe* +21/+16/+10 (2d4+11/6) or armor spikes +17/+12/+7 (1d6+6)

Ranged composite longbow +13/+8/+3 (1d8+5/x3)

Special Attacks command undead, infuse weapon 5/day (1d6+6d6), weapon training (heavy blades +2, bows +1)

Spell like Abilities (Caster Level 11, Concentration +14)

At will—darkness, desecrate, detect good, detect magic, see invisibility

1/day—animate dead, blasphemy, protection from good, symbol of pain DC 23

STATISTICS

Str 22, **Dex** 12, **Int** 14, **Wis** 12, **Cha** 14

Base Atk +11; **CMB** +17; **CMD** 30 (41 vs disarm or sunder attempts)



Feats Combat Expertise, Combat Reflexes, Disruptive, Dodge, Improved Vital Strike, Lunge, Mobility, Spellbreaker, Spring Attack, Vital Strike, Weapon Focus (scythe), Weapon Specialization (scythe), Whirlwind Attack

Skills Diplomacy +5, Handle Animal +5, Intimidate +11, Knowledge (dungeoneering) +6, Knowledge (engineering) +7, Knowledge (history) +4, Knowledge (local) +4, Knowledge (nobility) +4, Perception +10, Profession (soldier) +10, Ride +9, Sense Motive +5, Spellcraft +2, Survival +4

Languages Common, Elven, Goblin, Orc

SQ armor training 3, weapon familiarity

Other Gear composite longbow, +1 full plate with cold iron armor spikes, +2 vicious scythe, belt of giant strength +2, cloak of resistance +2, ring of protection +1

SPECIAL ABILITIES

Command Undead (Su) Glanedaël can, as a standard action, attempt to control an undead creature within 60 feet. The undead must succeed on a Will save or fall under his command. For unintelligent undead, this command is permanent. Intelligent undead can make a new save once a week to break the control. A creature that successfully saves cannot be affected again by Glanedaël's command undead for one day. Glanedaël may control a number of undead whose Hit Dice total no more than 22. He can release commanded undead at any time in order to command another undead. Glanedaël cannot control undead of 12 HD or higher

Fear Aura (Su) Creatures of less than 5 HD in a 10-foot radius that look at Glanedaël must succeed on a Will save or become frightened. Creatures with 5 HD or more must succeed at a Will save or be shaken for 11 rounds. A creature that successfully saves cannot be affected

again by Glanedaël's aura for one day. This is a mind-affecting fear effect and is Charisma-based.

Infuse Weapon (Su) Glanedaël can channel negative energy through his +2 vicious scythe. Five times per day, Glanedaël can deal extra damage on a successful weapon attack. This damage is negative energy damage and is equal to 1d6 points of damage plus 6d6 points of damage. A successful Will save reduces the damage by half.

Gravemount Wyvern

LE Large dragon (undead)

Init +6; **Senses** darkvision 60 ft., scent; Perception +10

Aura frightful presence (30 ft., DC 14)

DEFENSE

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size)

hp 33 (6d8+6)

Fort +3; **Ref** +4; **Will** +6

DR 10/magic; **Immune** sleep, paralysis, undead traits

OFFENSE

Speed 20 ft., fly 60 ft. (poor)

Melee sting +10 melee (1d6+4 plus poison), bite +7 (1d8+4 plus bleed), 2 wings +5 (1d6+2)

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

Special Attacks bleed (1d4), breath weapon (30-ft. cone, DC 14 Fort, rake (2 talons +10, 1d6+4), tomb fever, usable 3/day)

STATISTICS

Str 18, **Dex** 15, **Con** —, **Int** 12, **Wis** 12, **Cha** 13

Base Atk +4; **CMB** +9 (+13 grapple); **CMD** 21 (25 vs. trip)

Feats Flyby Attack, Improved Initiative, Iron Will, Skill Focus (Perception)

Skills Fly +5, Perception +18, Sense Motive +11, Stealth +7; **Racial**



PUBLISHING

Modifier +4 Perception

Languages Common, Draconic (Can't Speak)

SPECIAL ABILITIES

Disease (Su) *Tomb Fever*—inhaled; save DC 14 Fort, onset 1d6 days, frequency 1/day, effect 1d4 Dex damage and 1d4 Con damage, cure 2 consecutive saves. The DC is Charisma-based.

Poison (Ex) Sting—injury; save DC 17; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves. The save DC is Constitution-based.

Dusthands CR 9

XP 2,400

Elf Nosferatu Cleric 7

LE Medium humanoid (elf, undead)

Init +0; Senses Perception +7

DEFENSE

AC 20, 11 touch, 19 flat-footed (+9 armor)

hp 38 (7d8+7)

Fort +, **Ref** +, **Will** +

OFFENSE

Speed 20 ft.

Melee mwk spiked chain + (2d4+1)

Ranged light crossbow + (1d8/19–20)

Special Attacks channel negative energy 5/day (DC 17, 4d6)

Domain Spell-Like Abilities (CL 7th; concentration +10)

6/day—*bleeding touch* (3 rounds), *touch of darkness* (3 rounds)

Cleric Spells Prepared (CL 7th; concentration +10)

4th—*poison* (DC 18), *shadow conjuration* (DC 17)

3rd—*bestow curse* (DC 17), *contagion* (DC 17), *deeper darkness*, *dispel magic*

2nd—*blindness/deafness* (blindness only, DC 16), *darkness*, *desecrate*, *eagle's splendor*, *silence* (DC 15)

1st—*cause fear* (DC 15), *deathwatch*, *doom* (DC 15), *magic weapon*, *shield of faith*

0 (at will)—*bleed* (DC 14), *detect magic*, *light*, *resistance*

D Domain spell; **Domains** Darkness, Death

TACTICS

Before Combat Dusthands casts *expeditious retreat*.

During Combat Dusthands always attempts to flee.

Morale None, Dusthands is a coward who values his existence above all else. If captured and interrogated Dusthands is more than happy to talk about the Nosferatu plan. He considers the arrival of the Wendigo to be inevitable. He proudly proclaims “The Rider on the Rime” will cover the entire world with black ice. He won't disclose tactical information (such as where V'remni is located, or his spell list) but is more than happy to taunt the party with their impending doom.

STATISTICS

Str 12, **Dex** 12, **Con** 12, **Int** 10, **Wis** 17, **Cha** 14

Base Atk +5; **CMB** +7; **CMD** 17

Feats Blind-Fight, Combat Casting, Command Undead, Heavy Armor Proficiency, Improved Channel, Spell Focus (necromancy)

Skills Heal +, Knowledge (religion) +, Perception +, Spellcraft +

Languages Common

SQ aura

Combat Gear potion of cure moderate wounds, flask of acid, smokesticks (2); **Other Gear** masterwork full plate, light crossbow with 20 bolts, masterwork spiked chain, cloak of resistance +1, unholy water, wooden unholy symbol, onyx gems (worth 350 gp), silver dust for desecrate (worth 25 gp), 114 gp

Development: If the party was able to fly or teleport successfully to the Rose Palace, and defeat the guardians without climbing the mountain traditionally, the frost giant Jigar uses this opportunity to attack the party. Having watched the PC's battle, he first targets the group's healer. If he could not have witnessed an obvious healer amongst the group, he attacks the party's remaining spellcasters first.

CHAPTER THREE: CASTLE OF THORNS

Unfortunately for the player characters, by the time they have cleared the grounds around the Rose Palace, where Mortalbane sleeps while constructing his otherworldly vessel within the Dreamlands, V'rimmi the Undying and his vampire acolytes have already imprisoned Mortalbane and have begun the ritual which shall harvest his connection with The Radiant Shard in order to summon the Wendigo.

As a result of the ritual taking place within the castle, the weather surrounding the keep is hostile and unpredictable. Once within 350 feet of the castle, roll for weather upon the chart depicted during *Chapter 2, Scaling the Shrikes*.

In addition, the inside of the castle itself has frozen over. Count the inside of the castle as occupying an area of Severe Cold, with each 5' square counting as difficult terrain due to ice. Entering the castle proves problematic, for it was built without windows in order to allow for its vampiric denizens to live comfortably in the dark.

The frozen entrance into the Rose Palace has been trapped with a *Maximized Fireball* trap, one whose magic has been manipulated into inflicted cold damage rather than fire upon those unfortunate to be caught within its area of effect. In addition, any attempts to teleport inside automatically fail, a side-effect of the powerful magics wielded by Mortalbane.

Trap, Maximized Fireball (Cold Damage)

XP 25,500

Perception DC 31; **Disable Device** DC 31

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C1 FOYER

Once the characters enter the castle, read or paraphrase the following.

This tremendous, cathedral-like foyer has been constructed out of a glossy, darkened stone, excessively decorated by ominous runes and sigils. The entire chamber is covered by a thick layer of black ice which seems to absorb and reflect light in a most unsettling fashion. A cold mist clings to the frozen tile beneath, while icicles hang overhead. These runes power the anti teleportation magic within the keep, as well as preventing Mortalbane's return from the Dream realm.

Creatures: The northernmost section of the first floor of the Rose Palace is inhabited by a pair of elder ice elementals created by V'rimmi the Undying in order to guard the entrance.

Ice Elemental, Elder (2) CR 13

XP 12,800

hp 152

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Development Throughout the rest of the first floor, six nosferatu have been stationed as additional security, spread equally in two groups of three. The first group of three is encountered as a patrol within the winding hall to the northwest, while the second is encountered within the center chamber to the west at the heart of the winding hall. This final group of vampiric acolytes encountered by the PCs is led by a nosferatu fighter who bears the icy key required to bypass the door to the second floor.

C2 WINDING HALL

Ahead, a winding hall of black ice ascends into still darkness. The walls are also frozen over here, icy rivulets climbing like the bloated veins of massive arms.

Creatures (Area 2): A trio of sadistic nosferatu agents assigned to guard the keep by V'rimmi patrol this hall, and as they had detected the sounds of combat prior with the elemental guardians, elected to consume several potions as such, these nosferatu are each under the effects of *invisibility*, and *haste*. If able, the nosferatu move into a flanking position and attempt to strike the weakest looking intruder.

Vampire, Nosferatu Rogue 9 (3) CR 12
XP 6,400
hp 71
Pathfinder Roleplaying Game Bestiary 4

C3 CENTER CHAMBER

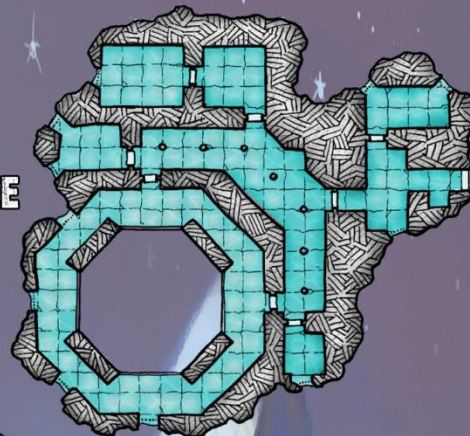
This bitter cold chamber, decorated in sinister carvings and frightening murals, appears to have been constructed around an enormous pillar of gruesome red crystal, which pierces the ceiling. Several captive humans are chained to the crystal, savage cuts across their bodies leak fluid into chalices of ice and snow.

Two lurching figures stand behind a larger third, clad all in darkened leather with plates of crimson steel. The hulking leader, with a great, gore coated blade in hand speaks, his voice harsh and guttural beneath a darkened helmet of bone and horn.

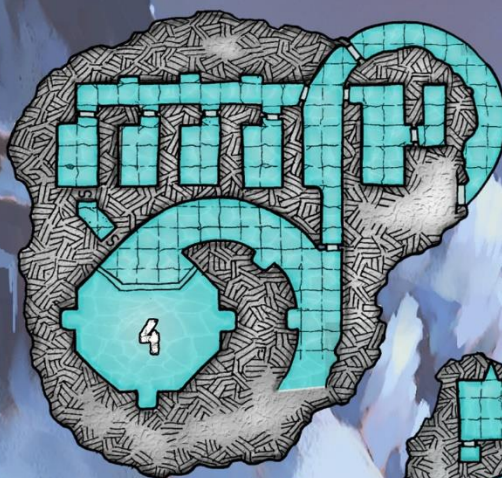
"V'rimmi said you'd come. No matter. You're too late! The Rider comes! You've no hope now, no hope at all."

CASTLE OF THORNS

FLOOR THREE



FLOOR TWO



FIRST FLOOR



Creatures Ionought, a fighter of great skill with a fondness for brutality and V'rimmi's most powerful servant, waits here along with two agents to challenge the PCs.

Vampire, Nosferatu Rogue 9 (2) CR 10

XP 6,400

hp 71

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Ionought CR 10

XP 12,800

Human Nosferatu Fighter 8

CE Medium augmented undead humanoid (undead)

Init +10; **Senses** darkvision 60; low-light vision, scent; Perception +24

DEFENSE

AC 43, touch 14, flat-footed 34 (+11 armor, +12 natural, +3 Dex, +1 Dodge)

hp 85 **fast healing** 5

Fort +10, **Ref** +6, **Will** +8; +2 vs. fear

Defensive Abilities channel resistance +4, bravery +2; **DR** 5/wood and piercing; **Resist** cold, electricity, sonic 10; **Immune** sleep; undead traits

Weaknesses nosferatu weaknesses

OFFENSE

Speed 30 ft.

Melee +1 frost greatsword +15/+15/+10 (2d6+23, +1d6/19–20) or claws +13/+13/+13 (1d6+13/x2)

Special Attacks blood drain, dominate (DC 17), weapon training (heavy blades +1)

TACTICS

Before Combat Ionought ingests a potions of *haste* and *ironskin* prior to combat, the effects of which have already been calculated.

During Combat Ionought is a brutal but straightforward combatant, wading into combat and attempting to simple cut his nearest foe down with great precision, electing to always power attack, the effects of which have already been calculated.

Morale Ionought knows fully well that the completion of his master's summoning ritual will occur momentarily, and as such fights to the death, content to die in order to allow V'rimmi more time.

STATISTICS

Str 25, **Dex** 17, **Int** 12, **Wis** 18, **Cha** 18

Base Atk +8/+3; **CMB** +15; **CMD** 29

Feats Weapon Focus (greatsword), Power Attack, Furious Focus, Armor Focus (full plate), Dazzling Display, Cornugon Smash, Intimidating Prowess, Shatter Defenses, Skill Focus (intimidate), Cleave, Alertness, Improved Initiative, Skill Focus (perception), Skill Focus (climb)

Skills Intimidate +22, Perception +27 (+8 racial), Sense Motive +21 (+8 racial)

Languages Common, Aklo

SQ armor training

Combat Gear potion of *haste*, potion of *ironskin*; **Other Gear** +1 full plate, +1 frost greatsword (Wendigo's Fang), +1 dagger, +6 belt of giant strength, Ice Key, 373 gp

Development After defeating the occupants of the first floor of the castle, the PCs will have recovered the key of ice required to enter the second floor. There, they encounter V'rimmi the Undying, a vampire mesmerist who has rebelled against his master, Mortalbane. He is drawing upon the dormant powers of The Radiant Shard in order to

to trap Tuva Brightleaf, forcing her to use her innate magical powers in order to imprison Mortalbane within the dimension of dreams. Unless he's stopped, V'rimmi will then proceed to summon forth the Wendigo God!

C4 RITUAL CHAMBER

A slippery, winding staircase crafted all of slick black ice leads over sixty feet up towards a second landing, one composed of a row of ominous cells filled with sinister summoning circles left abandoned by their conjurers. The large chamber in the center of the second floor is dominated by a monolithic spire of crimson ice, one which reeks of fresh blood and eldritch energies. Frozen flakes of crimson fluid float about ominously within the ritual chamber, settling upon the chamber floor, the gruesome flooring seemingly composed entirely of gallons upon gallons of blood, frozen solid.

Built into the walls of the nightmarish hall, are a number of sinister faucets depicting the Wendigo god. Dozens of frightening effigies composed of caribou skulls and human fingerbones hang from the ceiling. At the center of the icy chamber stands a figure clad in gory linen robes, long stained with ancient blood opposing the pillar of un-natural ice. Trapped within is Tuva Brightleaf, her face frozen in terror.

The gaunt, robed figure ceases his guttural incantation and gestures violently before cackling,

"Ha! You are too late. I shall now call forth the Cold Brother and together we shall bury this pitiful world in the blackest frost of lost eternity! Praise be Aeffakwaar, praise be the Rider on the Rime!"

In response, the pool of blood beneath the monolith begins to coalesce into the form of an enormous wispy, mist-like creature formed all of spatter and gore!

Creatures: The center chamber is occupied by the rebellious nosferatu, V'rimmi the Undying, as well as his unique vampiric mist companion.

V'rimmi the Undying CR 12

XP 12,800

Elf Nosferatu Mesmerist 10

NE Medium augmented undead humanoid (undead)

Init +10; **Senses** darkvision 60; low-light vision, scent; Perception +24

DEFENSE

AC 27, touch 14, flat-footed 23 (+5 armor, +8 natural, +4 Dex)

hp 114 **fast healing** 5

Fort +9, **Ref** +13, **Will** +15; +2 vs. enchantments

Defensive Abilities channel resistance +4; **DR** 5/wood and piercing; **Resist** cold, electricity, sonic 10; towering ego, umbral shield (implanted, self); **Immune** sleep; undead traits

Weaknesses nosferatu weaknesses

OFFENSE

Speed 30 ft.

Melee +1 short sword +14/+9 (1d6+1/18–20) or claws +13/+13 (1d6+1/x2)

Ranged +1 dagger +13/+8 (1d4/19–20)

Special Attacks blood drain, dominate (DC 21), bold stare (nightmare, disorientation), hypnotic stare (-3), mesmerist tricks 11/day (meek facade [DC 21], false flanker, mesmerist mirror, vanish arrow, umbral shield, psychosomatic surge)

Mesmerist Spells Known (CL 10th; concentration +16)

4th (2/Day)—*greater invisibility*, *phantasmal killer* (DC 21)

100% FATED 99.9% 100% FATED 99.9% 100% FATED
SHATTERED SKIES
 100% FATED 99.9% 100% FATED 99.9% 100% FATED

V'RIMM! THE UNDYING

Vampiric Mist, Unique CR 10

XP 9,600

NE Large undead (swarm, incorporeal, cold)

Init +8; **Senses** blindsight 30 ft., darkvision 60 ft.; **Perception** +26

DEFENSE

AC 13, **touch** 13, **flat-footed** 9 (+3 Dex, +1 dodge, -1 size)

hp 133 (14d12+42)

Fort +9, **Ref** +10, **Will** +12

DR 5/—; **Immune** cold; **SR** 24; channel resistance +4; swarm traits, incorporeal traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee swarm; 3d6, +2d6 cold damage

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 20)

TACTICS

Before Combat The unique vampiric mist, sentient and loyal to its master, remains dormant until foes enter the room, at which time it fully manifests.

During Combat The unique vampiric mist is deceptively strategic despite its relatively low intelligence, and as such merely attempts to feed on as many foes as possible while utilizing its incorporeality in order to ensure a tactical advantage when possible.

Morale The unique vampiric mist fights until destroyed.

STATISTICS

Str 1, **Dex** 19, **Int** 6, **Wis** 16, **Cha** 16

Base Atk +10; **CMB** —; **CMD** —

Feats Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Skill Focus (Stealth)

Skills Fly +27, **Perception** +26, **Stealth** +20

Languages Aklo

SPECIAL ABILITIES

Blood Drain (Ex) Creatures in the unique vampiric mist's space at the end of its movement each round take 1d4 points of Constitution damage as it siphons blood out of the victim's body. For every point so drained, the mist heals 5 hit points of damage. Creatures without blood take no damage from the unique vampiric mist.

Development After V'rimmi the Undying and his vicious pet have been defeated, read or paraphrase the following.

The moment the vampire crumbles to dust, the crystal pillar cracks and then shatters, Tuva Brightleaf tumbling forth. With visible effort she rises to her feet.

"Thank the gods, you stopped him just in time! We can't rest now, however. V'rimmi's rebellion has only served to delay Mortalbane, whose consciousness yet remains within the Dreamlands, constructing some sort of artifact capable of piercing into those darkened realms where we were not meant to tread. He must not be allowed to finish his construction, for if he contacts that which dwells beyond, he will cause a *Ravenous Ruin* throughout the heavens!"

FURTHER EXPLORATION OF THE ROSE PALACE

Any attempts to pierce the third floor are met with brutal, overwhelming opposition. Multiple advanced iron golems patrol Mortalbane's sanctum, tasked with guarding thier slumbering master. Make certain that Tuva Brightleaf recommends to the characters that they return to Silver Stream Village, warning them against an alter-

cation with the titanic constructs. Should the PCs fail to take heed of Tuva's warning, ensure that Tuva manages to successfully nurse the PCs back to health utilizing several druidic curative spells should they be defeated.

Otherwise, Tuva Brightleaf offers to *teleport* the PC's back to Silver Stream Village. However, unless the PCs have managed to successfully disable the *directional stones trap* encountered earlier while breaching the Castle of Thorns, this casting triggers the trap which remains, likely resulting in catastrophe. If the trap is explained to her, Tuva instead offers to *teleport* the PCs once out of range of the stones.

Once at Silver Stream Village, the likely depleted PCs must gather their strength before Tuva reveals the nature of the grim obelisk at the center of the town, stating that it is actually a long-dormant extradimensional gate that her bloodline has long since sworn to protect. In order to combat Mortalbane, the PCs must physically enter a portal into the Dreamlands that only she is able to create in order to end his threat for good.

The Ravenous Ruin Concludes in part 6: The Devouring Dream Coming Soon!



