

האדום האדום האדום האדום האדום האדום האדום האדום האדום האדום

SHATTERED SKIES

האדום האדום האדום האדום האדום האדום האדום האדום האדום האדום

Forest of Starving Spirits



PUBLISHING



4 of 6

Jessica Redekop
Robert Gresham
Michael Whitney



Forest of Starving Spirits

AUTHORS Jessica Redekop, Robert Gresham, Michael

Whitney

COVER ARTIST Critical-Hit www.critical-hit.biz

INTERIOR ARTISTS Dean Spencer, Bret Neufeld,
Lawrence Van Der Merwe.

CARTOGRAPHY BY Robert Gresham, Dyson Logos

CREATIVE DIRECTOR Robert Gresham

EDITORS Robert Gresham, Micheal Whitney

WAYWARD ROGUES PUBLISHING LOGO BY
Robert Gresham

PAGE BACKGROUNDS Robert Gresham

LAYOUTS BY Robert Gresham

PUBLISHER Robert Gresham

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Wayward Rogues Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

CONTENTS

FOREST OF STARVING SPIRITS

BY JESSICA REDEKOP2

CHAPTER ONE:

ENDIEL FOREST.....3

ENDIEL FOREST MAP.....3

CHAPTER TWO:

RUINS OF MYLLERION8

MORTALBANE'S CRYPT9

THE MORNINGSTAR ESTATE10

OGL11

Visit us at waywardrogues.com



ADVENTURE BACKGROUND

At the time of the Shattering, Delwynndynn Morningstar was a champion of the elves and their greatest warrior. When he died of ghoul fever, the elves refused to dishonor his memory by destroying his body and interred him in a mausoleum beneath the Endiel Forest. When he rose from the grave with his mind intact, Delwynndynn was outraged by what his people let him become. A dread ghast with a ghoulish legion at his command, Delwynndynn turned his host on the elves, every new death only adding to his army.

There was one elf in Endiel Delwynndynn wanted to spare, however: his wife Eloyssa. Unable to bear his love suffering the same cursed fate their people laid upon him, Delwynndynn killed Eloyssa and destroyed her body, and though she was spared from serving in Delwynndynn's army, Eloyssa did not go to the grave peacefully. Her love for her husband and the betrayal she felt at his hand was so intense that her spirit rose as a Banshee.

2,000 years later Delwynndynn is now Mortalbane to the world, a threat to all life. He has conquered Endiel, driving the elves out completely, and the wilds have withered under his control. Eloyssa remains, still loyal to her beloved, dedicated completely to protecting him from any threat to his unlife. Her identity long lost in the past, she is known now only as the Endiel Witch, a powerful spirit haunting a corrupted wood.

ADVENTURE SYNOPSIS

Duncan Orebreaker, dwarven king of Orvast, has directed the players to the Endiel Forest on their quest to recover the *Radiant Shard*, an

artifact in Mortalbane's clutches. Few dare enter the cursed woods, said to be just as twisted and evil as its undead ruler. As they explore the forest, the players attract the attention of the Endiel Witch, a greater banshee fanatically devoted to defending Mortalbane. They reach the ruins of the ancient city Myllerion where they learn the witch's history and the relationship she shared with Mortalbane in life. The players attempt to defeat the witch, and with the forest freed of her baneful presence, make their way toward the Shrike Mountains where Mortalbane and the Radiant Shared await.

ADVANCEMENT TRACK

This adventure is written for five players following the medium experience track. The players should begin this adventure at 10th level and reach 11th level before their final confrontation with the Endiel Witch in Chapter Two.

GETTING STARTED

If the players have played the previous adventures in the *Ravenous Ruin Adventure Path*, the dwarves of Orvast have provided them with information on the Radiant Shard's whereabouts, and they have already reached the borders of the Endiel Forest. To use *Forest of Starving Spirits* by itself, any nearby settlement can provide the players with basic information about the haunted, forsaken forest near their lands, and the terrifying witch that resides within. The adventure begins with the players entering the Endiel Forest.

CHAPTER ONE: ENDIEL FOREST

Read or paraphrase the following.

Endiel Forest is a feral relic of the past, untouched by civilization for thousands of years. The gnarled, blackened trunks of ancient trees disappear into a thick blanket of fog looming overhead, and oppressive mists smother the forest floor. Tangles of brush and thorny brambles cover the ground, twisting up toward a sunless sky, and shaggy moss has grown to cover everything. The hollow calls of carrion birds echo in the distance, as though forest itself is waiting for you to die, and you feel as though you are being watched.

Endiel Forest is approximately 400 miles by 800 miles, with the Shrike Mountains at the center, and is so overgrown that much of it is difficult terrain. The ancient elves built their tree homes up in the canopies, connecting them with an expansive network of aerial walkways and bridges. Some of these walkways are still traversable, while others have decayed or split apart when the trees grew into them. Creatures on the walkways suffer the full effects of the leaves' rot mist (see hazards below).

While exploring the forest, the players may attempt a Knowledge (geography) or Survival check to learn about their surroundings. They begin in square 3-0

DC 1 The forest is wild and overgrown.

DC 10 This forest is staggeringly old, untouched by mortals for thousands of years. You find no visible signs of inhabitation, not even insects.

DC 20 Though the forest is feral and grown-over, you find a huge rotten tree with circular stairs carved into its trunk, leading up to walkways in the canopy. You think you could follow them to find old villages or cities.

DC 25 The forest may not be as uninhabited as it first appeared; it almost seems as though the trees themselves are covering your tracks behind you.

DC 30 You find an old trail along the ground that looks like it has been used recently, though not by anything humanoid (this provides a +2 on Perception checks to discover hidden landmarks within the forest).



Players may additionally attempt a DC 15 Knowledge (nature) check on the Endiel Forest's native flora to learn that most of the trees are either diseased or dead. A DC 20 Knowledge (religion) or Heal check identifies that some of the dead trees contracted a mutated form of Ghoul Fever.

A trio of nightmare dryads (see page 7) observe the characters secretly, using tree meld to hide from them and learn their tactics. Should they attempt to rest anywhere in the forest, the dryads invade their dreams, giving them twisted nightmares and damaging their Charisma scores.

Creatures: Until it is destroyed, the Winding Woods haunt (see hazards below) continually leads the players into direct danger. Encounters can include a Poisoned Pit Trap (CR 12, *Pathfinder RPG Core Rulebook*), four Shambling Mounds (CR 10, *Pathfinder RPG Bestiary*), four Lacedon Trolls (CR 10, see page 6), and a Ghoul Treant (CR 10, see page 5).

For every hour spent in the Endiel Forest, there is also a chance the characters encounter the Endiel Witch (greater banshee, CR 15, *Pathfinder RPG Bestiary 2*). She uses guerrilla tactics, harassing them from the mists outside their vision before flying away. She may also periodically be heard cackling, shrieking, or demanding the PC's leave her forest. She does not attack to kill during this time, only becoming deadly once the PC's have breached Delwynndynn's crypt (page).

Hazards: Endiel Forest is a thoroughly corrupt place full of malignant spirits. Visitors are rare, and the characters quickly attract the attention of local spirits.

Unnerving Presence CR 8

XP 4,800

CE free-roaming persistent spiteful haunt (40 ft)

Caster Level 10th; **Notice** Perception DC 20 (to notice wildlife sounds with no source)

hp 36; **Trigger** proximity; **Reset** 1 hour

EFFECT

The chirping of birds and buzzing of insects that don't exist echo forebodingly through the empty forest. Creatures in the area must succeed at a DC 15 Will save or take a -2 penalty on Will saving throws, caster level checks, intelligence-based skill checks, and wisdom-based skill checks, as per mad hallucination.

DESTRUCTION

An unnerving presence is destroyed by repopulating the area with wildlife.

Winding Woods CR 11

XP 12,800

CE free-roaming increased area persistent spiteful haunt (100 ft)

Caster Level 13th; **Notice** Perception DC 25 (to notice repeating terrain and shifting surroundings)

hp 45; **Trigger** proximity; **Reset** 1 hour

EFFECT

The forest shifts and bends around travelers, making them lose their way. Unless they succeed on a DC 18 Will save, affected creatures become trapped retreading the same looping paths, as though affected by hallucinatory terrain.

DESTRUCTION

A winding wood haunt is destroyed by using remove curse on the oldest tree in the forest (in Endiel Forest, this is Iodaisa's dryad tree).

Phantom Lock CR 10

Creatures attempting to *teleport* into or out of the Endiel Forest appear instead at the center of the nearest haunt of at least CR 5, as *teleport trap*. Creatures using *find the path* or similar divination effects to navigate the forest are redirected in the same way.

Rot Mist CR 5

The leaves of the diseased, corrupted trees in the Endiel Forest give off a mist that blankets the entire forest in a thin fog, reducing visibility to 30 feet and, in high concentrations, functioning as *stinking cloud*. This mist permeates the forest canopy and the sky above the forest, making it difficult to fly overhead. If dispersed, it returns to areas on the forest floor within a day, and to areas in the canopy or above the forest within a minute.

(7-I) VILLAGE RUINS CR 13

Read or paraphrase the following.

Through the mists, you make out the outlines of new, different shapes ahead of you. The twisted trunks of lifeless trees are bent low, their crowns hanging limply to the ground. Broken columns and statues are covered in moss and creeping vines, and hidden amongst the foliage you find the decayed remains of elven homes. A handful of ancient trees still stand tall, supporting the broken remains of walkways torn apart by time.

With a DC 15 Perception check, dead elven bodies can be found beneath crushed trees and tangles of feral shrubs. In disturbing contrast to the village, they look like they might have died only yesterday, and their flesh is covered in claw and bite marks. If the players examine the bodies closer, a DC 10 Heal check reveals the bite marks are humanoid.

Creatures: A corpse lotus lurks nearby, hidden in the brush. The lotus' preserving mist prevents the bodies from decaying with the rest of the village, lending it an unsettling feeling of existing at once in two times.

Combat: Hoping to ambush the characters, the corpse lotus waits until they enter the devouring maws haunt (see hazards below) before attacking. A DC 30 Perception check is required to spot it among the foliage before it attacks.

Corpse Lotus

XP 25,600

Pathfinder RPG Bestiary 5

hp 178

Hazards: The restless spirits of elves killed by Mortalbane's armies linger among the remnants of their old homes, manifesting together as a devouring maws haunt.

As you enter the center of the ruined elven village, you feel an emptiness build inside you, a hunger like you have never felt before. Around you is the spectral outline what of this village had been 2,000 years ago, and a wave of emaciated creatures with sagging gray skin descend upon it and overtake you. You feel rough, cracked fingers grabbing and pulling at your skin, jagged teeth tearing ravenously into your flesh. The shrieking voices of elves cry out in pain and desperation and death is all you smell as you are torn apart again and again.

Devouring Maws CR 9

XP 6,400

Pathfinder RPG Horror Adventures

Effect As the *devouring maws* haunt save that elves are not immune to its effects.

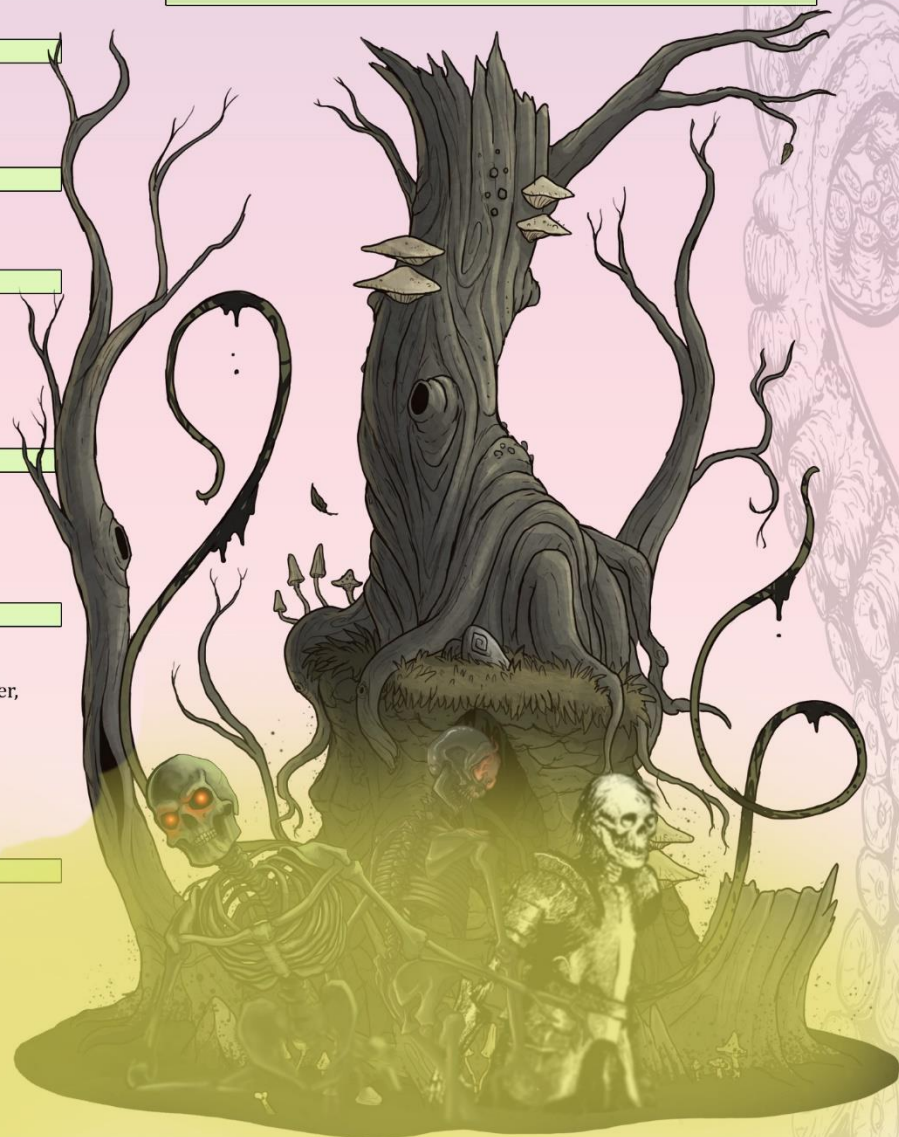
Treasure: With a DC 25 perception check, the PC's can find the following intact items among the detritus and gore: a *brooch of shielding* (CRB), a *grimoire of glittering eyes* (UM), a +1 *elven longblade*, an alexandrite pendant with matching silver earrings worth 500 gp, and a set of jade statuettes worth 1000 gp.

This area of the forest is younger and weaker than the rest. The trees, a tangled bramble unable to compete for sunlight, are thin and short with few leaves and no flowers. The mists are heavier and closer to the ground, and the wet air weighs you down as you move through it.

Creatures: An ancient treant and former ally of the circle still resides here, infected by a mutated strain of ghoulish fever, alongside a trench mist.

Treant (Pathfinder RPG Bestiary)

You approach the tangled bramble of stubby, leafless trees and hear bones clacking loudly as everything fades from view, replaced by a ghostly vision of the clearing as it would have been in Mortalbane's time. A group of elves, animals, and treants are assembled, wearing grave and harrowed expressions across their faces. The Endiel Witch descends upon them, shrieking madly. The alliance seems determined to stop her and they battle with great sorrow and anguish in their eyes. You watch as they are all slaughtered, one after another, by the witch. As they die, their spirits sink down into the earth, corrupting it further with every new death, until finally the vision ends and the skeletal remains of hundreds of spectral rats burst up from the forest floor, swarming over you, scratching and biting your flesh.



Spectral Vermin CR 5

XP 1,600

Pathfinder RPG Occult Adventures

hp 22

CE chained free-roaming persistent vaporous haunt (30-ft.-by-30-ft.)

Destruction This spectral vermin haunt can be permanently destroyed only with the destruction of the Endiel Witch.

Treasure: With a DC 20 Perception check, the players find the skeletal remains of the circle druids buried in the underbrush. They can recover a *ring of sacred mistletoe*, a *belt of tumbling*, a *beast-bond brand* with 8 charges, and a *wand of barkskin* with 20 charges.

(L-6) CELESTIAL FALLS CR 15

Celestial Falls is one of Endiel's only clean, unpolluted sites. While the depths of the river are infested by lacedons, the pool at the base of the falls is the domain of Sotarra, a green wyrm, who has claimed a sunken elven longhouse full of forgotten treasures for her hoard. She has set a series of poisoned pit traps along the banks on either side of the river (see hazards below).

Sotarra is unlikely to fight the players, as she doesn't want to risk the Endiel Witch joining the fray to finally kill her, but she doesn't want to expose her fear of the banshee, either.

The players can attempt a Diplomacy check to deal favorably with Sotarra.

DC 1 Sotarra is offended and demands the players leave her domain immediately. If they don't obey, she bombards them with her breath weapon before submerging herself deep in the river. If they still do not leave, she prepares to fight by casting *shield*, *mirror image*, and *haste* on herself.

DC 10 Sotarra is not offended, but she isn't interested in talking to the players, either. She swims to the depths of the pool and does not emerge. She will fight the players if they encroach on her hoard.

DC 20 The green wyrm deals with the players, but she doesn't view them favorably. She answers basic questions about the forest and helps them avoid her traps. She won't discuss the witch at all, save to claim the two of them have an agreement. A successful sense motive rolls versus Sotarra's bluff reveals that this "agreement" is more of a stalemate. She is also willing to trade with the players out of her



hoard, buying items for 50% of their value and selling them for 125% of their value.

DC 25 Sotarra tells the players that the witch is a greater banshee that lairs in a crypt in the ruins of Myllerion, found west of the falls. When trading with the players, she sells items for their listed prices. She also shows the players a grotto behind the falls they could rest in provided they destroy the group of troll lacedons currently within.

DC 30 Sotarra shares rumors she's heard of a grove in the Shrike Mountains said to be uncorrupted and avoided by the banshee. The dragon avoids the mountains entirely and cannot offer directions.

Creatures: Sotarra, an old green wyrm, lairs in Celestial Falls, and a gang of four troll lacedons (CR 10) are in the grotto behind the falls.

Sotarra CR 15

XP 51,200

Old Green Dragon (*Pathfinder RPG Bestiary*)

hp 237

Skills Bluff +26, Fly +7, Knowledge (arcana) +26, Knowledge (nature) +26, Perception +30, Sense Motive +30, Spellcraft +26, Stealth +9, Survival +26, Swim +40; Racial Modifiers +8 Swim

Languages Common, Aklo, Draconic, Elven, Sylvan

JESSICA REDEKOP

SHATTERED SKIES

Troll Lacedon CR 6

XP 2,400 each

CE Large undead

Init +4; **Senses** darkvision 60 ft, low-light vision, scent; Perception +10

DEFENSE

AC 20, touch 13, flat-footed 16 (+4 Dex, +7 natural, -1 size)

hp 66 (6d8+36); regeneration 5 (acid or fire)

Fort +10, **Ref** +6, **Will** +7

Defensive Abilities channel resistance +2

Immunities undead traits

OFFENSE

Speed 30 ft, swim 30 ft

Melee bite +9 (1d8+6 plus disease and paralysis), 2 claws +9 (1d6+6 plus paralysis)

Space 10 ft; **Reach** 10 ft

Special Attacks paralysis (1d4+1 rounds, DC 19), rend (2 claws, 1d6+9)

STATISTICS

Str 23, **Dex** 18, **Con** - Int 8, **Wis** 12, **Cha** 23

Base Attack +4; **CMB** +10; **CMD** 20

Feats Great Fortitude, Intimidating Prowess, Skill Focus (Perception)

Skills Acrobatics +7, Climb +12, Intimidate +18, Perception +10, Stealth +10, Swim +9

Languages Sylvan

SPECIAL ABILITIES

See Ghoul (*Pathfinder RPG Bestiary*)

Hazards: A series of poisoned pit traps set by Sotarra line the banks of the pool.

Pit Trap, Poisoned CR 12

XP 19,200

Pathfinder RPG Core Rulebook

Treasure: If the players fight the troll lacedons in the grotto, thoroughly searching their bodies with a DC 15 Perception check uncovers an emerald worth 1000 gp.

(F-8) OLD CABIN CR 13

With a successful DC 20 Perception check, the players can spot an old, cabin amidst the overgrown brambles and dead foliage of the forest floor. At DC 25 they can also spot two ancient worn statues, covered in vines and moss, positioned in front of the ruin.

Creatures: Two spirit nagas nest in the destroyed cabin.

Spirit Naga CR 9 (2)

XP 6,400 each

Pathfinder RPG Bestiary

Hazards: Two faceless statues are positioned to target anyone approaching the cabin head on, and an Energy Drain trap is set inside.

Energy Drain Trap CR 10

XP 9,600

Pathfinder RPG Core Rulebook

Faceless Statue CR 7

XP 3,200 each

Pathfinder RPG Horror Adventures

Treasure: A DC 20 perception check to search the ruins and the naga remains will uncover a *ring of protection* +1, a *pearl of power* 2nd level, a scroll of *arcane eye*, a scroll of *enervation*, and a *wand of mirror images* with 50 charges.

(H-5) DRYAD GROVE CR 12

You find a small grove of withered apple trees and holly bushes clear of the bramble and brush blanketing the rest of the forest. Three trees at the center of the grove, standing taller than the rest, have a strange, unnatural appearance, resembling a child's exaggerated drawing of trees more than real ones. Their gray trunks are twisted into spirals and their branches reach out across the grove like hundreds of jagged grasping hands. Fruit still grows in the grove but is diseased and rotten on the branch. A trio of women with textured, gray skin and thorny tangles of black hair emerge from behind the trees, watching you with growing smiles. They stand seven feet tall each and their slender forms sway like branches in the wind.

A remote, primal grove of three dryads has been thoroughly corrupted by Mortalbane's influence, twisting them into creatures of shadowy nightmare.

Creatures: The trees of three nightmare dryads grow in this grove. Calypia, Diagona, and Iodaisa delight in torturing any who evade the Endiel Witch's grasp.

Nightmare Dryad CR 9 (3)

XP 6,400 each

CE Large fey

Init +6; **Senses** low-light vision, darkvision 120 ft; Perception +19

Aura fear (60 ft., DC 23)

DEFENSE

AC 26, touch 21, flat-footed 20 (+6 deflection, +5 Dex, +1 dodge, +5 natural, -1 size)

hp 108 (14d6+56); regeneration 5 (cold iron, good)

Fort +14, **Ref** +21, **Will** +17; +4 to resist illusion effects

DR 5/cold iron and good

Defensive Abilities feign death, illusion resistance

Weakness tree dependent

OFFENSE

Speed 30 ft, fly 10 ft perfect

Melee 2 claws +13 (1d6+4 plus energy drain)

Special Attacks energy drain (1 level, DC 23), fear aura, frightful presence, night terrors (DC 23)

Spell-Like Abilities (CL 14th)

Constant - *speak with plants*, *protection from good*

At will - *entangle* (DC 17), *tree shape*, *wood shape* (1 lb. only)

3/day - *charm person* (DC 17), *deep slumber* (DC 19), *detect thoughts* (DC 19), *dream*, *quicken entangle* (DC 17), *nightmare*

(DC 21), *suggestion* (DC 19), *tree stride*

1/day - *shadow walk*

TACTICS

During Combat The dryads avoid combat if they can, using *charm person*, *suggestion*, and their Bluff and Intimidate skills to control the players. If forced to fight, they use their *wood shape* and *entangle* spell-like abilities to manipulate the terrain and separate the players, assaulting them three-on-one with their energy drain.

Morale The dryads flee when reduced to 30 hp but return and fight to the death if their trees are threatened.

STATISTICS

Str 18, **Dex** 22, **Con** 18 **Int** 16, **Wis** 15, **Cha** 22

Base Attack +7; **CMB** +11; **CMD** 41

Feats Defensive Combat Training, Dodge, Great Fortitude, Outflank, Quicken Spell-Like Ability (Entangle), Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +23, Bluff +24, Craft (sculpture) +26, Diplomacy +17, Intimidate +21, Knowledge (Geography) +13, Knowledge (Nature) +20, Knowledge (Religion) +10, Perception +19, Sense Motive +19, Stealth +32; **Racial Modifiers** +6 Craft (wood), +4 Intimidate, +4 Stealth

Languages Common, Aklo, Elven, Sylvan; speak with plants SQ tree meld, unearthly grace, wild empathy +27, woodcraft

SPECIAL ABILITIES

See *Dryad* (Pathfinder RPG Bestiary) and *Nightmare Creature* (Pathfinder RPG Bestiary 4).

Treasure: With a DC 10 Perception check, the players can find a *ring of feather falling*, a *gray bag of tricks*, and a series of horrifying sculptures made from corrupted wood worth 5,000 gp.

CHAPTER TWO: THE RUINS OF MYLLERION

Once the characters reach the ruined city, read or paraphrase the following.

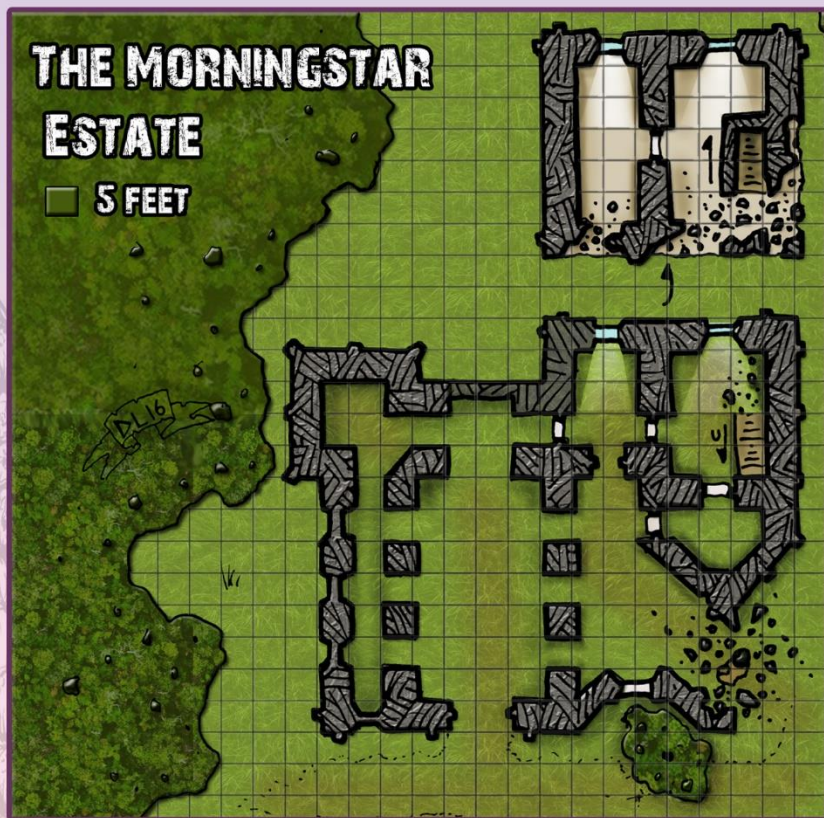
Once an incredible feat of architecture and beauty, the vestiges of this elven city are a disturbing sight to behold. Unliving with hatred and malevolence, the city extends farther than you can hope to see. Made one with the trees centuries ago by elven magic, the buildings have twisted and decayed alongside their hosts, maintained by horror and desecration.

The site of Delwynndynn's tomb and the first place to be sacked when he rose, Myllerion's heinous corruption has kept the city's construction largely intact. Where the city once existed in harmony with nature it is now an unliving monstrosity, saturated with rot and death.



100% FATED 95%AH 100% FATED 95%AH 100% FATED
SHATTERED SKIES
 100% FATED 95%AH 100% FATED 95%AH 100% FATED

3



During the combat, the banshee taunts the players with stories of Delwynndynn's might, assuring them of their demise at his hand if not hers. She tells them Delwynndynn has gained such control over his blight that he can keep a special grove in the Shrike Mountains from the curse, guarding it under his ravenous gaze.

Hazards: A betrayal haunt chained to the Endiel Witch forces all who enter to experience her traumatic death.

Your chest is tight and your face is wet and hot. You breathe so fast it makes your head light. You are in your home with Delwynndynn, the man you love more than life itself, two weeks after his internment. He stinks of death. He pleads with you to sit down, to make this easier, to go painlessly. You will not. You pace the room feverishly, struggling to convince him not to do this. They could still find a cure, you cry. He has been blessed with more time to search!

Delwynndynn is silent and still, his face conflicted, before he takes you in his arms. He tells you this is the only way to save you, that he loves you, and your heart sinks realizing he hasn't changed his mind. He asks you tenderly not to resist and you scream back between your sobs, managing only incoherent fragments of the words you want to say, betrayed at once by your love and by your own body.

Delwynndynn draws a knife. Your vision is clouded with light and you vomit painfully. He tells you again that he loves you, advancing on you and taking your hands at the wrists. You try to stop him but you can't see, you can't breathe, you can't stop writhing. You think you feel yourself collapse before everything you were fades away and all you have left is your anger.

Betrayal CR 9

XP 4,800

hp

Pathfinder RPG Horror Adventures

CE chained persistent spiteful haunt (35-ft radius)

EFFECT

As betrayal haunt save that the Will save to negate is increased to 20.

DESTRUCTION

This betrayal haunt can be permanently destroyed only with the destruction of the Endiel Witch.

Treasure: A DC 20 Perception check uncovers a hidden safe containing a +1 spell storing elven longblade, a sash of the war champion, a scroll of wall of stone, and 4,000 gold in assorted elven jewelry of exquisite quality.

CONCLUSION

With the Endiel Witch destroyed and her spirit free, all haunts chained to her are put to rest, though the forest remains otherwise corrupted. The players can now make their way toward the Shrike Mountains and Mortalbane. They should have learned that a grove in the mountains exists free from Mortalbane's corruption, but they won't know its precise location or how to reach it.

If they return to Sotarra with news of the banshee's destruction, they receive a +10 circumstance bonus on their previous diplomacy check to determine her attitude toward them, which may allow them to trade or obtain new information.

The adventure continues in the *Ravenous Ruin part 5: Banquet of Blood*.



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 5. © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, John Bennett, Logan Bonner, Creighton Broadhurst, Robert Brookes, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Thurston Hillman, Eric Hindley, Joe Homes, James Jacobs, Amanda Hamon Kunz, Ben MacFarland, Jason Nelson, Thom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, Wes Schneider, David Schwartz, Mark Seifter, Mike Shei, James L. Sutter, and Linda Zayas-Palmer.

Pathfinder Roleplaying Game Mastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal MacLean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teewynn Woodruff.

Pathfinder Roleplaying Game Advanced Class Guide. © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Mythic Adventures. © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Occult Adventures. © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben MacFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Pathfinder Unchained. © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ross Byers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Campaign Setting: Technology Guide. © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

Anger of Angels. © 2003, Sean K Reynolds.

Advanced Bestiary. © 2004, Green Ronin Publishing, LLC; Author: Matt Sernett.

Book of Fiends. © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

The Book of Hollowed Might. © 2002, Monte J. Cook.

Monte Cook's Arcana Unearthed. © 2003, Monte J. Cook.

The Book of the Magi. © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Skyren's Register: The Bonds of Magic. © 2002, Sean K Reynolds.

The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webby; Based on original content from TSR.

Kobold Quarterly Issue 7. © 2008, Open Design LLC, www.koboldquarterly.com; Authors: John Baichtal, Wolfgang Baur, Ross Byers, Matthew Cici, John Flemming, Jeremy Jones, Derek Kagemann, Phillip Larwood, Richard Pett, and Stan!

The Tome of Horrors III. © 2005, Necromancer Games, Inc.; Author Scott Greene.

Pathfinder 6: Spires of Xin-Shalast. ©2008, Paizo Publishing LLC. Author: Greg A. Vaughan

Advanced Bestiary. ©2014, Green Ronin Publishing, LLC; Author Jeff Hersh, Developer Owen K.C. Stephens

Cultures of Calmae: Ewes. ©2015 Wayward Rogues Publishing. Authors John C. Rock, Michael Whitney

Cultures of Calmae: Gnomes. ©2015 Wayward Rogues Publishing. Authors Robert Gresham, Jeff Gomez, Jeff Lee

Omnilibertas, City of Freedom. ©2017 Wayward Rogues Publishing. Authors Jarrett Sigler

Ravenous Ruin 1: The Hunger from Below. ©2018 Wayward Rogues Publishing. Authors Rodney Sloan, Robert Gresham,

Michael Whitney, Ewan Cummins, Jarrett Sigler, Charlie Brooks.

Ravenous Ruin 2: A Feast of Ashes. ©2018 Wayward Rogues Publishing. Authors Joe Peters, Robert Gresham, Michael Whitney

Ravenous Ruin 3: Thirst for Knowledge. ©2018 Wayward Rogues Publishing. Author Charlie Brooks

Ravenous Ruin 4: Forest of Starving Spirits. © 2018 Wayward Rogues Publishing; Author: Jessica Redekop.

COMING SOON



Forest of Starving Spirits

JESSICA REDEKOP
ROBERT GRESHAM & MICHAEL WHITNEY

THE RAVENOUS RUIN CONTINUES!

Explore the haunted remains of Endiel Forest, the forsaken kingdom of the gruesome ghastlord Mortalbane. Once a vibrant wildwood where the ancient elves lived in harmony with nature, what's left of Endiel now is a shadow of its former glory, a rotten wilderness guarded jealously by an enigmatic horror known only as the Endiel Witch.

Tread paths no mortal has walked in over a thousand years and uncover long-forgotten forgotten secrets in Forest of Starving Spirits, part four of the Ravenous Ruin adventure path.

Forest of Starving Spirits is an adventure for 4-6 10th level characters, on the medium advancement track.

Visit us at waywardrogues.com



PUBLISHING

