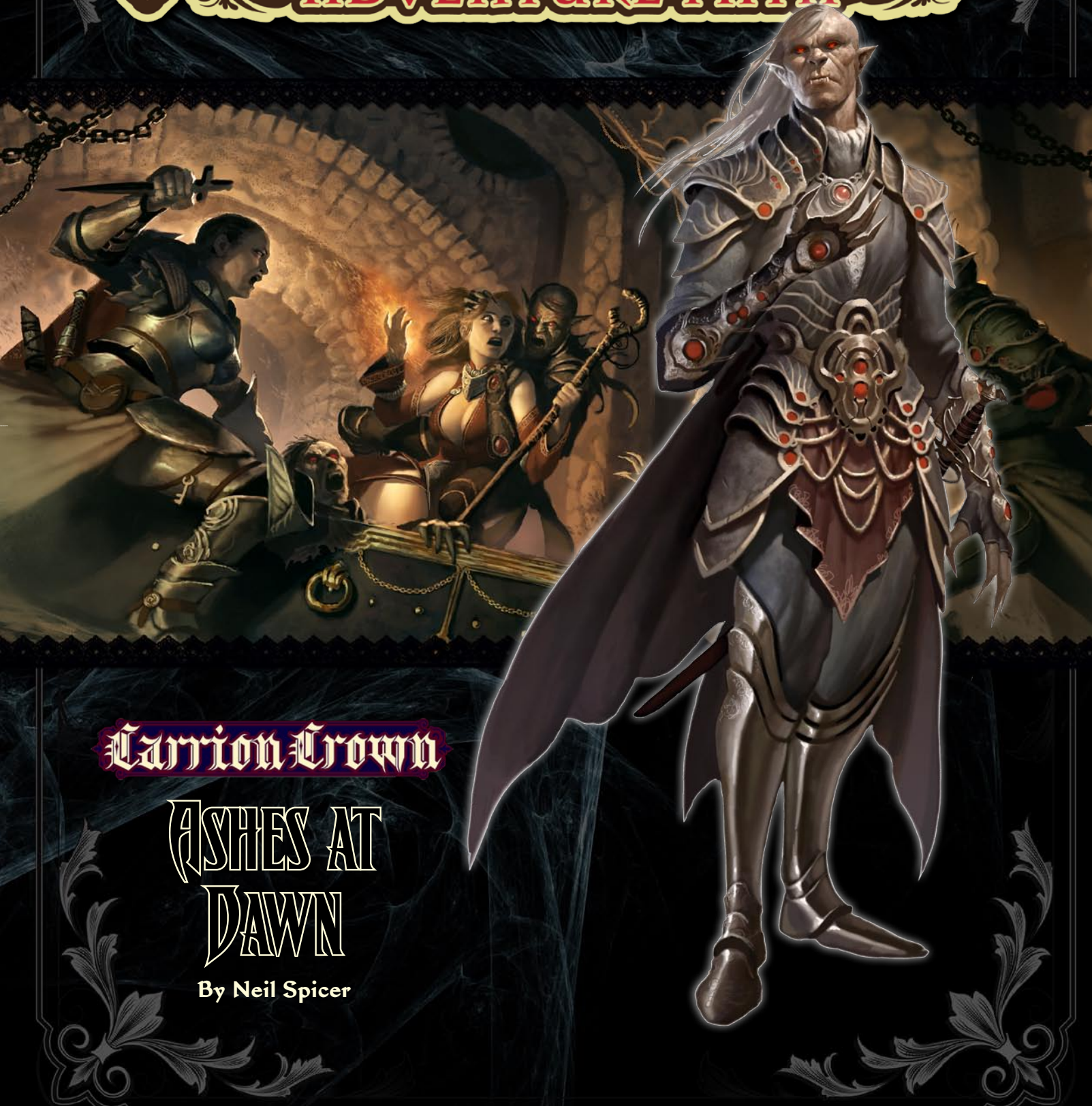


PATHFINDER

ADVENTURE PATH™



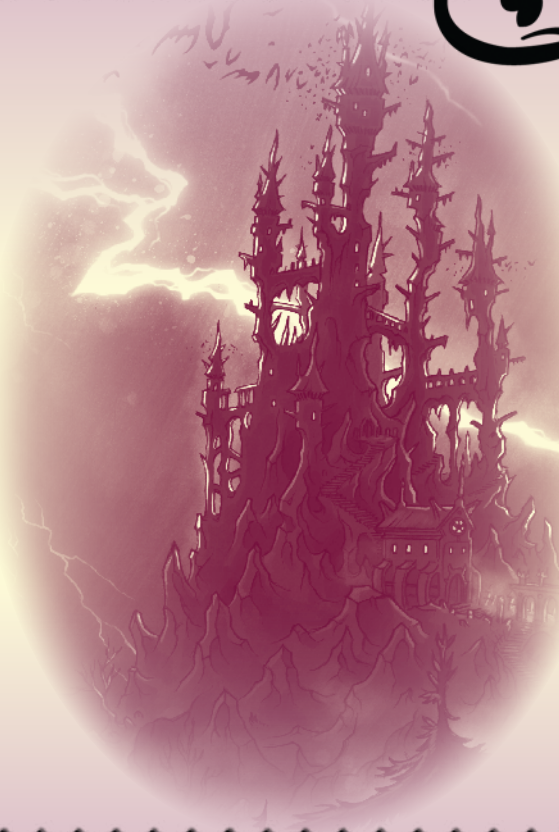
Carrion Crown

ASHES AT
DAWN

By Neil Spicer

Castle Kronquist

Amid the brambles of the Keldenwood loom the dreaded spires of Castle Kronquist. During the reign of the Whispering Tyrant, the vampire general Malyas imposed the lich's cruel order upon Ustalav, his merciless regency the source of many tales of atrocities. While the vampire lord was slain during the Shining Crusade, his body was never destroyed and his remote citadel never toppled. Although officially the fortress is just another ruin on the Odranto border, the people of Ardagh claim that something still lurks within Castle Kronquist, something that counts the midnight hour of every new moon with the tolling of ominous bells.



The Vampire Afterlife

Vampires are notoriously interested in the fates they might face should they be destroyed, many swearing themselves to deities and fiends uniquely interested in their kind. While Urgathoa is chief among these powers, other forces tempt the dark souls of these undead. From her home on the Abyss, Zura, the Vampire Queen, encourages her undead followers to glut their thirst and sow destruction among the living. Yet amid the Hellish realms of Malebolge sprawl the catacombs known as the Revenant Court, where the Infernal Duke Lorcan and the Blood Emperor Ruithvein court the most insidious of vampiric souls in an eternal subtle war for souls and the perfect resurrection.

