

Carion Crown



Continuing the Campaign

Well your grandfather knew the fear his people knew under the siege of the black coach, and well his father's father knew, just as for nearly the past 500 years the first generation of each new century has known the scourge of Hell's carriage. The new century has dawned, my lord, and the people of your land fear the waning of each day, knowing that each night we draw closer to the night of the coach's return, when our neighbors, our sons and daughters, and we ourselves might be carried away to Bastardhall's accursed ruin. So we beseech you, my lord, before the evil nights are upon us—what will you do to save your people?

—Missive from Mayor Sapualo of Cesca to Conte Tiriac of Varno

CONTINUING THE CAMPAIGN

The Carrion Crown Adventure Path may be at an end, but that doesn't mean your campaign needs to be over. Countless horrors and adventures still lurk in the shadows of Ustalav, some tied to the foulness of the Whispering Tyrant, others related to curses and blasphemies of entirely different sorts. GMs might use any of the plot hooks or stat blocks presented herein as springboards into new adventures and challenges for those heroes who might mistakenly think the Whispering Tyrant is the greatest terror Ustalav has to offer.

SINISTER SEQUELS

Presented here are just a few plot hooks that GMs should feel free to develop to continue the terror beyond the Carrion Crown Adventure Path. GMs might also look to *Pathfinder Campaign Setting: Rule of Fear* for dozens of other deadly plots in the haunted nation of Ustalav. Several of these plots force the PCs into continuing battles against the deathless legions of the Whispering Tyrant and might eventually lead them into the depths of Gallowspire, which are detailed in *Pathfinder Campaign Setting: Dungeons of Golarion*.

Blood of Bastardhall: Once every 100 years, the spectral bridge leading to Castle Arudora appears and a coach driven by a headless rider storms across, scouring the countryside and claiming victims with mysterious deliberateness. Yet this century the bridge to the ruin known as Bastardhall has appeared early, not long after a mysterious figure calling himself Caydserris Arudora passed through Cesca headed for the castle. Who is the mysterious new master of Bastardhall? What has changed the balance of power within its haunted halls? And what lies imprisoned within its catacombs that even angels would kill to keep secure?

The Doom That Came to Thrushmoor: With all the tampering with the forces of reality and sanity occurring on the banks of Avalon Bay—already considered a weak point between worlds—the fundamental barriers that guard reality are beginning to unravel. This becomes most apparent in Thrushmoor, where the town's Star Stelae become the source of strange piping songs audible throughout the community. But the otherworldly music seems incomplete, as one of the Star Stelae went missing long ago, and gradually the discordant harmonies cause sensitive townfolk to regress into primitive monsters. Things become stranger when one of the black ships of the denizens of Leng sails into port. Can the PCs recover the missing Star Stelae and repair the borders of reality, or is Thrushmoor doomed to become a realm of madness?

The Haunted Count: Several weeks after Count Galdana's return to his home, Willowmourn, he begins experiencing terrifying dreams of unliving creatures and ominous arcane seals. The research he conducts in his

family library leads him to believe his dreams are in fact visions of the ancient wards scattered across Golarion that ensure the Whispering Tyrant stays locked away, the knowledge of their locations imparted to him by a combination of his recent trauma and secrets locked away in his tainted blood. Not trusting anyone else in the nation with knowledge of his foul ancestry, he contacts the PCs, seeking their aid and revealing the mysteries of his visions. With their help, the count becomes convinced that his dreams aren't merely memories, but warnings that one or more of these ancient seals is soon to be breached.

Heirs to the Tyrant: Gallowspire is not the only profane edifice haunted by the taint of the Whispering Tyrant. Several of the archlich's minions still survive across Golarion, and the PCs' conflict atop Gallowspire garners their attention. Several of these former generals of Tar-Baphon and their reactions to his near return are detailed on page 62.

The Impossible Cure: Count Galdana makes no secret of the PCs' involvement in his rescue, and soon they are heralded as heroes in Ustalav's capital and beyond. Yet Galdana is not the only one of the nation's rulers who might have use of these newly recognized heroes. Depending on their actions in Caliphas and based on the report of his agent, Ramoska Arkminos, Conte Ristomaur Tiriac invites the PCs to his home at Corvischior, enlisting them in his search for a cure for vampirism. Can Tiriac be trusted? And will the PCs ally themselves with the vampire count, even if doing so might put an end to the curse of vampirism across Golarion?

Vampire War: Caliphas's vampiric lord, Luvick Siervage, likely had a role in aiding the PCs in their struggle against the Whispering Way. Soon after Adivion Adrissant's defeat, the vampire general Malyas wakes from his slumber and learns of the role of his ancient rival—Siervage—in thwarting the Tyrant's rebirth. The merciless warlord rouses his armies to strike at the traitorous vampires of Caliphas, careless of the petty human capital that covers their rat's den. See page 64 for more details on the contenders in this immortal rivalry.

Wrath of Shadows: The umbral dragon Sicnavier has tormented the people of western Ustalav throughout the nation's history. In truth, numerous dragons have held the name Sicnavier, murdering their predecessors and ruling from an ancient and ever-expanding lair that drills deep into the depths of the Hungry Mountains. After centuries of depravities and murders, the dark pit known as Sicnavier's Lair has become a haunted abyss where draconic spirits and stranger things lurk in the dark, seeking to drive the pit's living draconic inhabitant mad. Recently, they succeeded, unleashing a forgotten terror upon the world. See page 66 for more details.

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HEIRS OF THE TYRANT

The Whispering Tyrant is not the only evil that still lurks in the haunted hinterlands of Ustalav. Although his ambitions were defeated and his armies shattered, the Tyrant had gathered forces of depravity and death from across Golarion and beyond, uniting them under his dark banner as lieutenants, apprentices, and slaves. With the archlich's defeat, untold numbers of these villains were destroyed or banished. But not all.

As Adivion Adrissant stood atop Gallowspire, deluded in his desperation, and consumed the *Carrion Crown elixir*, for the briefest of moments he was the nearest thing to the Whispering Tyrant the world had seen for an age. And in that moment, the Tyrant's former generals knew, and were roused from centuries-long torpors and diversions. None of Tar-Baphon's former servants know just what occurred atop Gallowspire, but all felt the momentary presence of their master—or something startlingly like their master—shudder outside his ancient prison. For some, this psychic jostle is merely enough to awaken them. For others, it piques their curiosity enough for them to loose their agents and magic into the world. And for still others, it makes them suspect that a new age of potent magic and mortal ambitions has dawned, and that the once-invincible seals binding their master might soon prove vulnerable. Thus, though Adrissant's aspirations failed, they have awakened the villains of an age past, beings with lifetimes of experience and knowledge of secrets far more potent—and more deadly—than anything the fallen magus could have dreamed.

Noted here are several servants of the Whispering Tyrant that might turn their attention to the PCs or launch their own plots to either release their master or claim his power in light of the PCs' victory. Statistics for these beings largely avoid listing class levels so that GMs might create challenges that are appropriate to groups of any level.

Adivion Adrissant (unique undead): The powers of death and magic rage in unpredictable ways around the dreaded tower of Gallowspire. Such can also be said of the doomed creatures that temporarily exist as forsaken liches. It's possible that, just as the storm of spirits around the Whispering Tyrant's prison could sustain Adivion against his state's inevitable annihilation, it might have accepted his lost soul into its wailing cacophony. Even more, it's possible that an essence as ambitious and flush with strange powers as the leader of the Whispering Way might reconstitute itself and perhaps even come to dominate the death storm enshrouding the Whispering Tyrant's prison, resurrecting as a force of undeath unlike any Golarion has ever known.

The Cenotaph: Not a creature but a mysterious ebon monument looming balefully over the southernmost arm of the Tusk Mountains in Belkzen, the Cenotaph is as the source of many ominous mysteries, its unbreachable gates having barred all entry since the fall of the Whispering Tyrant. Tellant Bacceren, an archaeologist in the employ of the University of Lepidstadt and recently returned from the mysterious site, reports that a minor earthquake shook the area, during which the Cenotaph's gates shimmered like a mirage. Only a cloud of dust emerged before the quake ceased and the gates seemed solid once more, but several of her assistants claimed to see something small skittering swift and spiderlike through the haze, and later that day another assistant, Valent Locnave, disappeared.

Dissayn (CE female winterwight): In the defiled paradise known as the Garden of Lead, the Skeleton Countess hosts an endless grotesque gala among pools of molten metal, entertained by the tortured ghosts of costumed revelers and skeletal servants that once served in the Whispering Tyrant's legions. The self-proclaimed noblewoman enjoys her blasphemous decadences but dreads that, should Tar-Baphon return, she'll be reduced to a servant once more. Sending agents into the world, she quickly learns of the PCs and invites them to attend a revel at her demesne, the Garden of Lead, planning to either enlist them as assassins against what she fears is a newly resurrected Whispering Tyrant or slay them out of the mad belief they seek her master's return.

Geir (LE male demilich): An ingenious and ancient lich said to hail from another world or plane, the intellectually obsessive lich Geir encountered Tar-Baphon while the latter was still a mortal, the two sharing in numerous collaborations up until Tar-Baphon's defeat by Aroden. When Tar-Baphon returned as the Whispering Tyrant, Geir, transformed into a demilich, sought out his former ally and came to serve as head researcher and curator of his massive library-laboratory-prison, the inverted tower-pit of Ghasterhall. Easily the most inquisitive of the Tyrant's still-extant servants, and in close proximity to Gallowspire, Geir is likely the first to investigate the events there, sending a number of his skull-sages (intelligent beheaded and demiliches) beyond his archive's dome for the first time in centuries. From there his minions might pick up the trail of the PCs, that the demilich might interrogate and examine those who climbed Gallowspire and returned alive, or before either turning the PCs into pawns to release the Whispering Tyrant, or merely using them in any of his thousands of insane experiments.

Gildais (NE male winterwight): It's said the Whispering Tyrant's seneschal was hiding within the bowels of Gallowspire when his lord was defeated, having been

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locked away with Tar-Baphon and so many other horrors beneath the dreaded tower when at last it was sealed. Yet Gildais is not within Gallowspire. The cowardly scribe supposedly discovered some way past the seal locking away the Whispering Tyrant and many of his most infamous apprentices and lieutenants. Numerous parties—the Whispering Way, the Knights of Ozem, and agents of the Whispering Tyrant himself—track rumors of the elusive undead seneschal, the tales of a flaw in Gallowspire’s defense’s being too dire to leave uninvestigated. The threat of his master’s return might be enough to flush Gildais from centuries of hiding, along with knowledge of his secret backdoor into and out of Tar-Baphon’s prison.

Kaltestrua (CE female marilith): Upon returning to the world as a lich, the Whispering Tyrant made Ustalav’s school of the arcane arts, Casnoriva, one of his first targets. The unprepared spellcasters and apprentices fell swiftly to an onslaught that unleashed countless denizens of the Abyss into their academy’s halls and turned the fortress’s myriad magical defenses and secrets against its residents. The marilith Kaltestrua, enslaved to the Whispering Tyrant, led this assault, and in the centuries since has held the fortress, even against the spectral mages that still seek to resist the extraplanar incursion. Suspecting her master’s return, the marilith sends Abyssal agents to report, but finding no change at Gallowspire, she soon seeks more information. This might lead to demons or worse abominations tracking the PCs to learn more of what occurred at the Tyrant’s prison. It might also bring the PCs to the attention of Casnoriva’s ghostly inhabitants, who seek aid in ridding their home of the ages-old demonic occupation.

Malyas (CE male vampire): The vampire general Malyas has long awaited the return of the Whispering Tyrant and takes even the slightest suggestion of the lich’s resurrection as a call to war. As the ingenious warlord sends emissaries to receive orders from Gallowspire, his citadel at Castle Kronquist comes to terrible life after centuries of ominous near-silence. Reawakening the legions of undead soldiers held beneath his fortress, Malyas makes his first target the nearby town of Ardagh, but soon sets his sights on the city of Karcau. When the vampire lord discovers that the Whispering Tyrant has not returned, he seeks out the PCs, the traitor vampire Luvick Siervage, and all who aided in Adrissant’s defeat, cutting a swath of death through northern Ustalav before returning to his patient torpor. (See page 65 for more details on the vampire tyrant Malyas.)

Sairianthrine (NE male devourer): Not all who would see the Whispering Tyrant restored are his allies. As an archmage of the highest caliber, Tar-Baphon bargained with some of the most learned and deadly creatures of the Great Beyond, trafficking in secrets, souls, and stranger currencies. When he was locked away, many of the lich’s bargains were left unfulfilled. The hint of the Tyrant’s return coaxes one impatient being, the devourer Sairianthrine, from its realm. Owed some diabolical payment, the devourer slips from the Void, a bottomless pit on the Isle of Terror, and wings its way to Gallowspire. Finding its onetime partner still indisposed, it wanders elsewhere, harvesting vulnerable mortal souls from the communities of Canterwall—first from the town of Ravengro, next from Tamrivena, and then beyond.



Dissayn

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VAMPIRE WAR

With Adivion Adrissant's defeat, there are likely to be several loose ends weighing upon the PCs' minds. High among these is their knowledge of the vampires lurking beneath Ustalav's capital of Caliphass. While some characters might seek to return to the city and purge its foundations of its unholy infestation, the PCs might swiftly discover that they're not the only ones seeking to do so. The servants of the Whispering Tyrant still linger in Ustalav and Luvick Siervage and his vampires' perceived betrayal of those who would have resurrected the arch-

lich might be enough to coax one of his most devoted generals from his ages-long slumber. The vampire lord Malyas has long brooded in the haunted Castle Kronquist, but rumors and whispers still reach him in his lightless lair. Harboring an ancient hatred for Siervage and his followers, Malyas might use this opportunity to reemerge into the world, setting his sights—and those of his hidden army of undead slaves—upon Caliphass, and scouring a path across Ustalav in his tireless march.

With the legions of a vampire lord on the march, the PCs must find a way to curb the bloodthirst of the warmongering dead. This might put them back into negotiations with Luvick Siervage, who knows Malyas's mind better than any living creature. Prince Ordranti, knowing the PCs' past heroics, might also seek to enlist them against the army of the dead. Such players might lead the PCs into battle as generals with the armies of Ustalav at their back, into Castle Kronquist leading a strike force of vampiric assassins, or in search of new weapons to banish Malyas and his undead hordes forever.



Malyas

LUVICK SIERVAGE

CR 18

XP 153,600

Male human vampire aristocrat 2/fighter 15

LE Medium undead (augmented human)

Init +8; Senses darkvision 60 ft.; Perception +20

DEFENSE

AC 32, touch 15, flat-footed 27 (+11 armor, +4 Dex, +1 dodge, +6 natural)

hp 231 (17 HD; 15d10+2d8+134); fast healing 5

Fort +13, Ref +15, Will +16; +4 vs. fear

Defensive Abilities bravery +4, channel resistance +6, evasion; DR 10/magic and silver; Immune undead traits;

Resist cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee +2 silver unholy longsword +27/+22/+17/+12 (1d8+15/17–20) and slam +17 (1d4+5 plus energy drain) or

+2 silver unholy longsword +29/+24/+19/+14 (1d8+18/17–20) or slam +24 (1d4+11 plus energy drain)

Ranged mwk dagger +22/+17/+12/+7 (1d4+7/19–20)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 26), energy drain (2 levels, DC 24), weapon training (heavy blades +3, natural +2, light blades +1)

STATISTICS

Str 22, Dex 18, Con —, Int 12, Wis 14, Cha 22

Base Atk +16; CMB +22; CMD 37

Feats Alertness^B, Bleeding Critical, Cleave, Combat Reflexes^B, Critical Focus, Critical Mastery, Dodge^B, Greater Vital Strike, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Critical (longsword), Improved Initiative^B, Improved Vital Strike, Intimidating

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Prowess, Iron Will, Leadership, Lightning Reflexes^B, Power Attack, Staggering Critical, Toughness^B, Two-Weapon Fighting, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Acrobatics +8, Bluff +20, Climb +8, Diplomacy +17 (+19 vs. undead), Handle Animal +10, Intimidate +26, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nobility) +10, Linguistics +8, Perception +20, Perform (oratory) +10, Ride +8, Sense Motive +20, Stealth +13, Survival +10; **Racial Modifiers** +8 Bluff, +2 Diplomacy vs. undead, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Common, Draconic, Infernal, Skald, Varisian; telepathy (with spawn)

SQ armor training 4, change shape (dire bat or wolf, *beast shape II*), gaseous form, noble dead, shadowless, spider climb

Gear +3 *half-plate*, +2 *silver unholy longsword*, masterwork dagger, *cloak of resistance +4*, *ring of evasion*

SPECIAL ABILITIES

Noble Dead (Ex) Luvick Siervage comes from an ancient and legendary bloodline. He gains a +2 bonus on all Diplomacy checks, which increases to +4 if utilized against other undead. In addition, he gains channel resistance +6 and the DC of his dominate ability increases by +2.

Mastermind (Su) Luvick Siervage can have up to 68 enslaved spawn. He can communicate with his spawn telepathically, one at a time and for as long as he wishes, so long as they are on the same plane. While using this ability, Luvick enters a catatonic state and is treated as helpless, though he is alerted by jarring noises, the presence of visible creatures within 5 feet, and any damage that befalls his body.

MALYAS

CR 19

XP 204,800

Male human vampire antipaladin of Urgathoa 17

CE Medium undead (augmented human)

Init +9; **Senses** darkvision 60 ft.; Perception +29**Aura** cowardice (10 ft.), depravity (10 ft.), despair (10 ft.), sin (10 ft.), vengeance (10 ft.)

DEFENSE

AC 40, touch 17, flat-footed 38 (+13 armor, +5 deflection, +1 Dex, +1 dodge, +6 natural, +4 shield)**hp** 217 (17d10+119); fast healing 5**Fort** +24, **Ref** +21, **Will** +19**Defensive Abilities** channel resistance +4, **DR** 10/magic and silver, 5/evil; **Immune** charm, compulsion, disease, fear, undead traits, **Resist** cold 10, electricity 10**Weaknesses** vampire weaknesses

OFFENSE

Speed 20 ft.**Melee** +3 *unholy longsword* +31/+26/+21/+16 (1d8+13/17–20)**Special Attacks** blood drain, channel negative energy (DC 23, 9d6), children of the night, create spawn, cruelties (blinded, cursed, diseased, paralyzed, sickened), dominate (DC 23),

BLOODFEAST SHIELD

Aura moderate conjuration; CL 12th**Slot** shield; **Price** 18,770 gp; **Weight** 15 lbs.

DESCRIPTION

Three flensed skulls jut from the face of this +2 *heavy steel shield*. Three times per day as a free action, the heads can be commanded to attack independently of the shield's bearer, biting with the wielder's base attack bonus (including multiple attacks, if the wielder has them). This attack is in addition to any actions performed by the wielder and deals 1d6 points of damage and 1 point of Constitution damage. If the wielder is a vampire (or regains hit points from blood drain in a similar manner), it heals 5 hit points or gains 5 temporary hit points for 1 hour.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *create undead*, *vampiric touch*; **Cost** 9,385 gp

energy drain (2 levels, DC 23), smite good (+5 attack and AC, +17 damage)

Antipaladin Spell-Like Abilities (CL 17th; concentration +22)At will—*detect good***Antipaladin Spells Prepared** (CL 14th; concentration +19)4th—*greater invisibility*, *inflict serious wounds*3rd—*animate dead*, *dispel magic*, *nondetection*2nd—*blindness*, *bull's strength* (2), *undetectable alignment*1st—*death knell*, *disguise self*, *inflict light wounds* (3), *protection from good*

STATISTICS

Str 31, **Dex** 20, **Con** —, **Int** 14, **Wis** 10, **Cha** 20**Base Atk** +17; **CMB** +27; **CMD** 48**Feats** Alertness^B, Combat Reflexes^B, Critical Focus, Dodge^B,Improved Critical (longsword), Improved Initiative^B,Improved Vital Strike, Lightning Reflexes^B, Lightning Stance,Mobility, Power Attack, Stunning Critical, Toughness^B, Vital

Strike, Weapon Focus (longsword), Wind Stance

Skills Bluff +30, Intimidate +22, Knowledge (religion) +22,

Perception +29, Ride +19, Sense Motive +10, Stealth +7

Languages Common, Necril, Varisian**SQ** code of conduct, change shape (dire bat or wolf, *beast**shape II*), fiendish boon (weapon +5, 4/day), gaseous form,

shadowless, spider climb, unholy resilience, touch of

corruption (8d6, 13/day)

Combat Gear *bloodfeast shield*; **Other Gear** *undead controlling*+4 *full plate*, +3 *unholy longsword*, *belt of physical might* +6(Str and Dex), *winged boots*, *cloak of resistance +4*, *darkskull*,*ring of freedom of movement*, *ring of protection* +5

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WRATH OF SHADOWS

Few things can survive in the haunted mountains of Virlych, but among those that do is the dragon Sicnavier. Numerous legends tell of brave heroes slaying the black-scaled dragon, putting an end to terrifying rampages. Many of these tales are even true. Yet still Sicnavier lives, lurking in the shunned chasm known for centuries as Sicnavier's Lair.

Sicnavier is no undead menace, but rather the name of an ancient wyrm, claimed by those umbral dragons who have occupied his lair through the ages. Today, Sicnavier's Lair—like so much of Virlych—is a haunted place, but rather than being the demesne of deathless

crusaders and spectral villains, the sins of centuries of vicious draconic rivalries and merciless atrocities play out endlessly among the accumulated treasures of generations of dragon tyrants. While the riches and decadence of the inherited lair have led past inhabitants to tolerate or ignore the hauntings, with each new evil claimant the terrors grow more powerful, endlessly seeking to slay that generation's Sicnavier. But always the evils of the past have paled against the greed of dragons—until now.

The deepest pits of Sicnavier's Lair connect to the endless catacombs of the Darklands. When the Lair's current ruler, Sicnavier VI, a very old umbral dragon, ambushed and slew his mother, Sicnavier V, he threw her corpse into the depths to feed the blind, crawling things that teem in the foulest catacombs. For more than a century since then, Sicnavier VI has reveled in the collected wealth, lore, and slave communities cultivated in the lair for ages. Yet now his mother has returned. Having spent a score of decades healing and brooding in the Darklands, Sicnavier V has come back, not just to slay her traitorous spawn, but also to claim the lands of Virlych and beyond, transforming them into a realm of endless night.



Sicnavier V

SICNAVIER V

CR 22

615,000 XP

Great wyrm umbral dragon

CE Colossal dragon (extraplanar)

Init +2; **Sense** dragon sense; Perception +40

Aura frightful aura (360 ft., DC 32)

DEFENSE

AC 39, touch 0, flat-footed 39 (–2 Dex, natural +39, –8 size)

hp 426 (29d12+232)

Fort +24, **Ref** +14, **Will** +24

DR 20/magic; **Immune** death effects, negative energy, paralysis, sleep; **SR** 33

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy)

Melee bite +35 (4d6+14/19–20), 2 claws +35 (2d8+14), tail slap +33 (4d6+7), 2 wings +33 (2d8+7)

Special Attacks breath weapon (70-ft. cone, 24d8 negative energy, DC 32), create shadows, crush, energy drain (1 level, DC 32), shadow breath (12 Str), tail sweep

Spell-Like Abilities (CL 29th, concentration +37)

At will—*darkness*, *project image*, *shades*, *shadow walk*, *vampiric touch*

3/day—*finger of death*

Spells Known (CL 19th; concentration +27)

9th (4/day)—*crushing hand*, *wail of the banshee* (DC 27)

8th (7/day)—*create greater undead*, *incendiary cloud* (DC 26), *maze*

7th (7/day)—*greater shadow conjuration* (DC 25), *greater teleport*, *summon monster VII*

- 6th (7/day)—*chain lightning* (DC 24), *greater dispel magic*, *true seeing*
- 5th (7/day)—*cone of cold* (DC 23), *dismissal* (DC 23), *persistent image* (DC 23), *telekinesis* (DC 23)
- 4th (8/day)—*crushing despair*, *dimension door*, *ice storm* (DC 22), *wall of ice*
- 3rd (8/day)—*clairaudience/clairvoyance*, *dispel magic*, *fireball* (DC 21), *haste*
- 2nd (8/day)—*bull's strength*, *fog cloud*, *glitterdust*, *gust of wind*, *scorching ray*
- 1st (8/day)—*expeditious retreat*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 19), *true strike*
- o (at will)—*acid splash*, *dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *message*, *prestidigitation*, *read magic*, *resistance*

STATISTICS

Str 39, **Dex** 6, **Con** 27, **Int** 26, **Wis** 27, **Cha** 26

Base Atk +29; **CMB** +46; **CMD** 44 (48 vs. trip)

Feats Blinding Critical, Critical Focus, Flyby Attack, Greater Bull Rush, Greater Vital Strike, Hover, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Skill Focus (Stealth), Snatch, Vital Strike

Skills Appraise +40, Bluff +40, Climb +46, Diplomacy +40, Fly +22, Intimidate +40, Knowledge (arcana) +40, Knowledge (dungeoneering) +40, Knowledge (planes) +40, Knowledge (religion) +40, Perception +40, Stealth +20, Survival +40, Swim +46

Languages Abyssal, Common, Dark Folk, Draconic, Kellid, Necril, Orc, Orvian, Undercommon, Varisian

SQ ghost bane, umbral scion

HIGH-LEVEL HAUNTS

Numerous ancient haunts are also known to linger within the depths of Sicnavier's Lair. These unquiet spirits might be found in the chasm, or anywhere a GM needs haunts to menace high-level characters.

GMs might also create their own high-level haunts by using the rules presented in the *GameMastery Guide*. As many haunts are based off spell effects and thus have their CRs tied to the level of such spells, it can be difficult to create haunts to challenge high-level PCs. One way to do this is to stack the effects of multiple spells. In such cases, when determining the haunt's base CR, treat the spell levels as the CRs of separate encounters, adding up their combined XP value to determine the CR of their combined challenge, then add +1 as normal. For example, a haunt that uses *energy drain* and *wail of the banshee* (both 9th-level spells) should be treated as an 11th-level effect, just as if you had combined two CR 9 encounters. Then add +1, as the rules for determining haunt base CRs describe. You might add any number of spell effects to create as complex and a deadly haunt as you desire. The following are two such examples.

THRONE OF BLOOD

CR 15

XP 51,200

CE persistent haunt (15-ft.-by-15-ft. area around a throne)

Caster Level 15th

Notice Perception 30 (to hear urgings to kill)

hp 67; **Trigger** proximity; **Reset** 1 day

Effect Vengeful whispers warn of the presence of spirits of bodiless rage, seeming to emanate from around a particularly impressive or morbid-looking throne. The haunt possesses the ability to use three spells: *dominate monster*, *transformation*, and *enlarge person*. Typically it casts these spells over the course of 3 rounds, attempting to dominate the most fearsome-looking member of any group that enters its area, turning its target against any other living creature, and using the following rounds to make its slave even deadlier and more monstrous in shape. Occasionally these haunts ally with nihilistic villains, transforming them into terrifying, soul-shrouded titans with the might to wreak ruin upon their foes.

Destruction A ruler or someone wearing a royal crown must be affected by the haunt's transformation and slain upon the throne at its center.

DEATHGATE

CR 16

XP 76,800

CE persistent haunt (100-ft. radius surrounding a 5-ft.-by-5-ft. gate)

Caster Level 16th

Notice Perception 30 (to hear the sound of a whirlwind of souls)

hp 72; **Trigger** proximity; **Reset** 1 hour

Effect The sound of distant screams caught in a storm of churning winds heralds the opening of a breach between the world of the living and a realm of absolute death. This haunt manifests as a hovering portal of soul-flensing energies, which unleashes a blast of negative energy every 1d4 rounds. Living creatures in the haunt's area take 6d6 points of damage from this negative energy (DC 21 Will save for half). Additionally, the portal functions similarly to the *gate* spell, unleashing one minor reaper (see page 86) every round. The portal expels a total number of minor reapers equal to the number of living creatures within the haunt's area, each minor reaper exclusively targeting a single victim and departing if that victim is slain. For each minor reaper that is killed, a new one emerges from the portal in the next round. The minor reapers chase their targets, but will not go more than 100 feet away from the *gate*, and return through the *gate* if their targets do not return within 1 hour. The negative energy from the *gate* heals the minor reapers.

Destruction A sentient living creature must throw itself into the gate, where it is killed instantly. This creature can be restored via *resurrection* or similar effects, but the caster must make a DC 30 caster level check or the spell fails.