SHATTERED SKIES

Forest of Starving Spirits

Jessica Redekop
Robert Gresham
Michael Whitney

Ravenous Ruin
Adventure Path
4 of 6

PATHFINDER® ROLEPLAYING GAME COMPATIBLE

WR PUBLISHING
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 life. 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 malevolent presence, make their way toward the Shrike Mountains where Mortalbane and the Radiant Shard 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.

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**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 though 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.

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**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 retreating 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 lodaisa’s dryad tree).

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**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.

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**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.

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(7D) **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.

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**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.

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**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.
(H-8) DESECRATED DRUID CIRCLE CR 12

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 mist are heavier and closer to the ground, and the wet air weighs you down as you move through it.

The site of an old clearing where a respected druidic circle met, the small trees and shrubs found here are the new, failing growths of the last 2,000 years, seeded after Mortalbane’s conquest. In life, the Endiel Witch was a member of this druid circle, and her spirit still haunts the site where she massacred her brothers and sisters.

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

**Trench Mist CR 10**
XP 9,600
hp 127
*Pathfinder RPG Bestiary 5*

**Ghoul Treant CR 10**
XP 9,600
NE Huge undead
Init -1; Senses darkvision 60 ft; Perception +21

**DEFENSE**
AC 23, touch 7, flat-footed 23 (-1 Dex, +16 Natural, -2 size)
hp 161 (15d8+90)
Fort +11, Ref +3, Will +12
Defensive Abilities channel resistance +2
DR 10/slashing; Immune cold, undead traits
Weakness vulnerable to fire

**OFFENSE**
Speed 30 ft
Melee 2 slams +17 (2d6+9/19-20 plus paralysis)
Ranged rock +7 (2d6+13)
Special Attacks paralysis (1d4+1 rounds, DC 22), rock throwing (180 ft), trample (2d6+13, DC 25)

**STATISTICS**
Str 29, Dex 8, Con - Int 12, Wis 16, Cha 20
Base Attack +11; CMB +22; CMD 31
Feats Great Fortitude, Improved Critical (slam), Improved Sunder, Power Attack, Toughness, Weapon Focus (slam)
Skills Intimidate +23, Knowledge (Nature) +16, Knowledge (Religion) +12, Perception +21, Sense Motive +21, Stealth +1 (+17 in forests); Racial Modifiers +16 stealth in forests
Languages Common, Sylvan, Treant
SQ animate trees, double damage against objects, treespeech

**SPECIAL ABILITIES**
See Ghoul (*Pathfinder RPG Bestiary*) and Treant (*Pathfinder RPG Bestiary*)

Hazard: A spectral vermin haunt, born of the druid’s guilt over their sister becoming a banshee, permeates the area, chained to the Endiel Witch’s ghostly spirit.

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 roll 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, Abolethic, Draconic, Elven, Sylvan
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 -10, 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 Sotarran 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 worm 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. Calypsa, 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, quickened 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 Delwynndyn’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.
Creatures: Ghouls and ghasts wander Myllerion in massive numbers.

Ghoul CR 1
XP 400 each
hp 13
Pathfinder RPG Bestiary

Ghast CR 2
XP 600 each
hp 17
Pathfinder RPG Bestiary

ELVEN CRYPTS CR 15

Delwynndyn’s crypt lies underground at the center of the city. A DC 15 Perception check is enough to spot the entrance amidst the foliage and debris, hidden beneath the rubble of a long-destroyed monument, and with a DC 20 Strength check the players can move the broken pieces of statue revealing huge, cracked stairs.

Lit by spectral blue flames lining the walls, the silence of this crypt is deafening. Mosaics of Delwynndyn’s bravery and skill line the walls and a pair of ruined statues flank either side of a jagged hole in the wall, through which you can see a small room containing a shattered coffin.

Creatures: Two greater shadows lurk in the crypt with the Endiel Witch.

Combat: The witch attacks the players immediately when they enter the burial chamber, while the shadows begin the combat hiding (roll their stealth checks with a +24 bonus). The witch is outraged at the players for disrespecting Delwynndyn’s resting place, but the combat causes the already weakened mausoleum to cave in (see hazards below) and the witch flies away.

Greater Shadow CR 8
XP 4,800 each
hp 58
Pathfinder RPG Bestiary

Greater Banshee CR 15
XP 51,200
hp 161
Pathfinder RPG Bestiary 2

Hazards: The mausoleum walls cave in after 1d4 rounds of combat.

Cave-In CR 8
XP 4,800
Pathfinder RPG Game Mastery Guide

Touching the coffin triggers a living decay haunt.

Grief builds inside you and the ravages of time fade away, returning the crypt to the splendor it held when it was built. A sobbing elven woman resembling the banshee lays next to the coffin, arms draped across it, and she is surrounded by elves standing in reverent silence, until the coffin shatters and everything withers away.

Living Decay CR 7
XP 3,200
hp 45
Pathfinder RPG Horror Adventures
Trigger: Touch
Destruction: This living decay haunt can be permanently destroyed only with the destruction of the Endiel Witch.

Treasure: With a DC 15 perception check, the players find a suit of elven chainmail, a dagger of doubling, and a ring of spell knowledge II. If they succeed at a DC 25 Strength check to clear the caved-in hall of rubble, they can pry 16 tourmalines from the mosaics, worth 100 gp each.

THE MORNINGSTAR ESTATE CR 15

The witch returns to the Morningstar Estate, a two-story mansion that might have once been beautiful but now palpably radiates blight and hatred. The players can enter through the front door or a second-storey balcony.

Creatures: The banshee waits in a second-storey bedroom with a ghoulish treat.

Combat: The witch makes her final stand against the players, shrieking madly and demanding to know why they won’t leave her beloved alone. She still views Delwynndyn as a hero and cannot be reasoned with, though confronting her with the circumstances of her death incurs a -1 penalty on her attack rolls and saving throws.
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 at him in 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.
Forest of Starving Spirits

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THE RAVENOUS RUIN CONTINUES!

Explore the haunted remains of Endiel Forest, the forsaken kingdom of the gruesome ghastliord 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.

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