

KARIVEK VEKKER

CREATURE 15

NE

MEDIUM

UNDEAD

COLD

GHOST

INCORPOREAL

SPIRIT

Perception +26; darkvision

Languages Common, Dwarven, Giant

Skills Crafting +27, Survival +27, Lore Mining +30

Str -5, **Dex** +3, **Con** +0, **Int** +2, **Wis** +2, **Cha** +6

Command the Frozen (enchantment, mental) Karivek's death at the hands of a supernaturally cold malevolence (the wendigo) has given him ghost power over non-outsider creatures who possess the cold subtype. The ghost can use dominate at will on any non-outsider with the cold trait, but can only maintain control in this manner over one creature at a time. Any creature of lower level than Karivek with the cold trait that becomes the target of this ability automatically critically fails on the Will save to resist its effects.

Frozen Dead As long as Karivek is in an area where the temperature is below freezing he gains fast healing 10.

Rejuvenation Until his bones are returned to the Vekkers' cabin, Karivek's ghost rejuvenates 2d4 days after it is destroyed.

Items +2 greater resilient greater cold resistant padded armor

AC 36; **Fort** +26, **Ref** +20, **Will** +26

HP 150 (negative healing, rejuvenation); **Immunities** cold, death effects, disease, paralyze, poison, sleep; **Resistances** all 5 (except force, ghost touch, or positive; double resistance vs. non-magical)

Speed Fly 25 ft.

Melee ♦ ghostly hand +29 (agile, finesse, magical), **Damage** 3d6+14 negative

Melee ♦ vicious bite +29 (agile), **Damage** 2d8+14 piercing plus 1d8 bleed

Eater of Flesh 🔄 (manipulate) On a successful critical hit with his Vicious Bite attack, Karivek tears away a chunk of flesh and consumes it (the flesh becoming ghostly and vanishing as he does so). The victim must make a DC 33 Fortitude save, becoming drained 1 and sickened 1 on a failure.