

NMR6-01

The Blighted Star

A Two-Round D&D LIVING GREYHAWK[®]

Nyrond and Her Environs Meta-Regional Adventure

Version 2.5

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The Celadon Forest has its share of ruins and mysterious places, but none as strange as the star-shaped castle ruins named Star Haunt. The doom that befell the original occupants is as unknown as the magic and treasures the castle ruins may hold. You have tracked the cause of the Blight to this location and you are certain that they are in the ruins somewhere. Celadon folk give this mysterious place a wide berth, but will you? The “shooting stars” that rain down around it from time to time are the least of the hazards here. A two-round adventure for APL 6-16, part six of the Blight series.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Keep in mind that you must have at least four players (not counting the judge), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the judge) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For

example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
CR of Animal	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING

GREYHAWK adventure. If a group is APL 1 there are two things that the group can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard two-round Metaregional adventure, set in the Duchy of Urnst. Characters native to the NMR Metaregion pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the LIVING GREYHAWK Campaign Sourcebook.

Adventure Background

This adventure is the conclusion to the Blight series of modules. The Blight begins in NMR5-01 Under the Boughs, continues in NMR5-02 Natural Enemies, NMR5-04 Charity of Friends, NMR5-06 The Forsaken Valley, and NMR5-07 Corruption of the Heart. NMR5-01 and NMR5-02 should be played in order, however the rest of the modules are interchangeable.

This module should be played, if at all possible, AFTER the character has played all of the above modules. However, as long as the character has met Chesterfield Nuthollow (NMR5-01, or NMR5-07) or Filidor (NMR5-

06), you should be able to use the provided boxed text. If any of the characters have played NMR5-04 but not the others, they are sought out by Chesterfield for their possession of the Tome.

NMR5-02 Natural Enemies contained an item called Talerad's Incantation. This crumpled and much-handled scrap of parchment bears writing in a strange language. Underneath the foreign characters, in a different hand, someone has scrawled a phonetic pronunciation guide in Common. The words are evidently meant to be spoken aloud, but it is unclear what they will do. This incantation served to activate the ritual area that the blighter was using to spread the Blight.

NMR5-04 Charity of Friends contained an item called The Tome. This beaten and damaged book written in a long-forgotten language contains ancient rituals of a mysterious nature.

NMR5-06 The Forsaken Valley contained the Lens Holder. This strange wooden device appears to be made to hold a missing lens of some sort. Carved along its handle are strange runes. This object also functions as a planar fork for the material plane (DC 25 Knowledge Arcana check) and was given to the demon in NMR5-06 to allow him to come to the material plane.

NMR5-07 Corruption of the Heart contained the Lens. This lens has an aura of evil about it and anyone looking through it is plagued with terrible headaches for a week. This object was enchanted to have a specific bane spell for Lurilent, which was discharged when she looked into the lens although the taint of evil remains upon it.

If the characters do not have these items at the beginning of this adventure, Chesterfield has the missing items and will refer to adventurers like themselves as having given them to him, so they might be used in a time of need if they themselves were unable to take the mission. Hopefully, the PCs have at least one of the items to explain why the mission has not already been completed, but if they do not Chesterfield will give them all of the items and refer to some locally important event as requiring the adventurer's attention – such as Duke Karll's disappearance (Duchy), invaders from the Troll Fens during this harsh Troll Winder (Pale), <add County>, or reported trouble with humanoid remnants of Sewarndt's army near the border with the Bone March (Nyronnd).

All of the resulting adventures in the Blight series are the caused by the work of Baron Bastrayne and Gryppe, fugitives from the Kingdom of Nyronnd. Baron Bastrayne ruled what was then known as the Barony of Woodwych during the later years of Archbold's reign over Nyronnd. Bastrayne is a wily, cunning man, and unctuous to other nobles of higher or equal rank to himself. He stands 5'9", slightly fat, has notably short hands with pudgy fingers, has fat-faced cheeks, and has carrot-colored hair. He was trained as a soldier and is an accomplished fighter.

Bastrayne was considered the primary culprit for the pillaging of the Celadon Forest by that forest's denizens. Bastrayne liberally permitted logging of the forest resources and natives of the Celadon Forest eventually took up arms against the Baronial Guard. The Brotherhood of the Bronze organization was formed to protect the Celadon during this period. Skirmishes continued between the Barony, Nyronndese soldiers, and the self-appointed protectors of the Celadon for some time even after Bastrayne was no longer in power.

During his rule, Bastrayne devoted his time and resources to making himself rich. While feigning support for the king, Bastrayne and Bailiff Randen Gryppe managed to skim 30%-40% of the taxes for themselves. When Lynwerd I ascended to the throne, the unrest in Woodwych directed his scrutiny to Bastrayne. Bastrayne and Gryppe fled Nyronnd in 588 CY, just before Lynwerd could have him arrested.

When Bastrayne and Gryppe fled Woodwych in 588 CY, their escape did not evade the watchful eyes of the guardians of the Celadon. A pack of rangers discovered the men as they fled and forced them into the Celadon. After a humiliating defeat, the two men were relieved of their ill-gotten gains by the hunters and driven into the forest to accept what little mercies the Celadon offered. Gryppe directed Bastrayne to the one place that he believed the Celadon natives would not follow—Star Haunt.

Star Haunt affected Bastrayne and Gryppe, but they also affected Star Haunt. Their hatred towards elves in general and specifically towards the Celadon and its denizens reverberated through the broken halls and corridors of the ancient Oeridian ruin. Bastrayne and Gryppe bode their time while they adjusted to their new situation. Gryppe envisioned a grand plan to drive the elves out of all the forests east of the Cairn Hills, and Bastrayne slowly recruited allies to assist in the plan.

This plan has been put into play during the last five Nyronnd Metaregionals in the series; however, adventurers have managed to foil Bastrayne and Gryppe's plots before they can cause too much damage to places other than the Celadon forest. These adventurers have also managed to garner objects that were used to further these plots and these objects will lead them to Star Haunt, the central base of Bastrayne and Gryppe.

Adventure Summary

The PCs are contacted by Chesterfield Nuthollow, who has been researching more on the cause of the Blight in the Celadon forest. He believes that using the items the PCs have retrieved from each of the locations in the Metaregion where there have been problems recently will reveal more about who or what is behind these plots. After combining the items, the PCs will be directed to Star Haunt.

The PCs find themselves approaching a partially destroyed keep known by the local Elves as Star Haunt. Animals and locals stay clear of this place.

When the PCs get inside the gates of the keep, they find that they cannot penetrate the keep's inner halls without finding a magical gem key to open the door. The key has been broken into six pieces and the PCs must explore the outer towers of the keep in order to find these pieces. Once they do, they can place the pieces of the key into the magical doorway and gain entrance to the inner part of the keep.

Inside the inner keep, they find that their only direction leads down into the keep's dungeon. Once inside the dungeon, a meteor shower bombards the keep, trapping the PCs inside the dungeon. They must continue to explore now to find a way out.

Battling undead and dealing with a constant air of *deeper darkness*, the PCs discover the source of the darkness is a strange meteor half-buried in the area from a previous meteor shower.

Finally, as the PCs finish exploring the dungeon, they find the shades of two long sought-after fugitives, Bastrayne and Gryppe. Only by defeating this duo and finding their secret tunnel, can the PCs solve the mysteries of Star Haunt and of the Blight.

Preparation for Play

Determine if the characters have played the rest of the Blight series – NMR5-01 Under the Boughs, NMR5-02 Natural Enemies, NMR5-04 Charity of Friends, NMR5-06 The Forsaken Valley, and NMR5-07 Corruption of the Heart. Characters that played NMR5-01 or NMR5-07 will have previously met Chesterfield Nuthollow.

You should determine if any character has Doragan's Ring from NMR3-06 *All is Well and Stable*. Characters that have this ring will be immune to the miss chance from the darkness effect in the dungeon of this mod.

Additionally, it might be easier if you determine if any of the PCs belong to meta-orgs that are related to the Celadon Forest. Also, if PCs have the tattoo from URD3-06 Crop Circles, that might come into play in Encounter 6.

Finally, determine if any of the characters have a Blimthor from NMR3-02 *Business Is Business*. If they do, make a note of which PCs have them. Undead in the lower dungeon will be less likely to attack these characters because of the effects of the Blimthor. The undead will focus all their attacks on those without a Blimthor and only resort to attacking a PC with a Blimthor when there are no other legitimate targets around.

Introduction

A little bird told you to come to the Celadon forest... Well, it carried a note at least. The note asked you to meet Chesterfield Nuthollow at one of the Shankopt clan residences today. The travel through the Celadon was even relatively easy since the Shankopt clan sent an elven patrol to escort you.

If the PCs played NMR5-01 Under the Boughs, this is the Shankopt clan residence run by Elwar Shankopt where Chesterfield was first tended.

The Shankopt residence is well tended, nestled among a grove of maples, with homes in the trees and stables and other outbuildings carefully hidden in nearby copses and caves. When you arrive, Elwar greets you warmly and tells you that Chester has not yet arrived, but should be here soon. He invites you to dinner, which is a mostly vegetarian meal served on large maple leaves while the younger members of the family sing or play instruments.

 **Elwar:** Human Wiz??

Description: Elwar has brown hair and brown eyes. He looks more the common woodsman than the powerful wizard he is. A raven is usually nearby debating with someone about some wizardly subject; his name is Frestia.

Personality: Elwar is very confident. He is a brilliant conversationalist and master harpist, and is extremely knowledgeable on many subjects. Elwar is especially fascinated with humans and will not miss an opportunity to interact with them. Elwar loves children and has an extremely large family even by human standards.

Allow the PCs to introduce themselves to each other if they do not know each other.

The night passes uneventfully, and just after breakfast, Chester arrives. His usual bright mood seems to be dim and his leaves seem to be slightly wilted, but he perks up when he sees you.

If the PCs know Chester, continue:

"Ah, it's so good to see you again! I'm glad you got my message. After speaking with you over in the Gamboge forest, I began looking into the items that you showed me."

If the PCs do not know Chester, continue:

"It is my pleasure to make your acquaintance. I am Chesterfield Nuthollow, although you may call me Chester. I've been investigating the causes of the blight that has been infecting the Celadon forest. I've talked to adventurers in many places and they've shown me many different items that they've recovered. I thought I detected a common thread in

them and I asked the adventurers if I could borrow them for a bit.”

Continue for all PCs:

“I believe I’ve made some progress in investigating the items that have been found. Although the text of the book and the incantation has proven undecipherable to the Celadon sages and wizards, they postulated that another magic item connected with the text should be able to render it readable. Since two of the other objects are a lens and a holder that contains similar writing, it is probable that this is a device that will allow the writing to be deciphered. So, the wizards that studied the incantation believe it to be an incantation of activation. Perhaps it will activate the item. Certainly this is all conjecture at the moment.”

Allow the PCs to speak up or try to put the pieces together themselves before Chester offers to do it. PCs can make a DC 20 Knowledge (arcana) check to determine that this theory sounds reasonable, but may or may not be harmful. It takes a DC 15 Decipher Script check, a *helm of comprehend languages*, the *comprehend languages* spell (or a similar spell), or a PC that speaks more than four languages to pronounce the incantation properly. If the PCs appear to be reticent, Chester will ask them for the pieces and connect them himself (he automatically succeeds at reading the incantation as he has been tutored in it).

If the PC (or Chester) makes the check:

As the lens is slid into the strange twisted holder, there is a flare of sickly green light. [insert PC’s name or Chester] reads the incantation and the light burns a bright red, fusing the lens into the holder. The runes on the handle of the holder twist and each of you is able to read them, although you could not say what language they’re in.

If a PC reads the incantation correctly, the PCs gain the equivalent of a *bless* spell for the remainder of the adventure.

If the PC fails the check:

As the lens is slid into the strange twisted holder, there is a flare of sickly green light. [insert PC’s name] reads the incantation, but the light grows stronger until it is almost blinding and a wave of weakness sweeps over your mind as the light oozes over you and disappears.

If a PC reads the incantation incorrectly, the PCs will be shaken for the remainder of the adventure due to horrific waking nightmares, which constantly plague them. See the definition of shaken in the *Player’s Handbook* page 312.

Once the PCs or Chester have reattached the lens into the holder, they can use the lens to read the book.

The book is a semi-diary of an unknown man who seems to have been teetering on the brink of a fall into darkness. He writes about being a leader in a community that resides in a forest and gives quite a few details of how the community is laid out and where it is located. From the text, one can tell the community surrounded a keep that rested on top of a hill. Although not everyone lived at the keep, the keep was a center for trade and protection. There are quite a lot of good thoughts and deeds at the beginning of the book, but, later, the book details a fascination with dark legends of corruption and how to use the life energies of others for one’s own gain. Even at the end, however, there are thoughts of using the powers gained in the name of the Unshakeable to protect those whose lives are his responsibility. There are notes in the margins of the book in another’s handwriting speculating on the legends and one of the blank pages has been filled in with an ingredient list of strange items.

A DC 20 Knowledge (religion) will show that the Unshakeable is the goddess Daern. Daern is the Oeridian hero-goddess of defense and fortifications. It is said that before she ascended to godhood, she was responsible for building several famous fortifications. A DC 20 Knowledge (geography) check, a DC 25 Bardic Knowledge check, or a DC 20 Survival check will determine that the community the author writes of is located deep in the Celadon forest. A DC 25 Knowledge (geography) check, DC 30 Bardic Knowledge check, or a DC 25 Survival check will determine that a set of ruins known as Star Haunt is located near where the man is describing.

If the characters do not make any of the above Knowledge checks, they can ask Elwar about the book or other pieces of knowledge. He will immediately be able to identify all of the above Knowledge checks. In addition, he and Chester will be able to share the news that the rangers have been able to determine that the center of the Blight is somewhere around Star Haunt.

Encounter One: Arriving At Star Haunt

Sounds of wild animals and birds fill the air during the trek through the Celadon. At first, it seems as just a typical trip in the woods. The tranquility of birds chirping soon ends, however, for your journey takes you into the blighted region of the Celadon forest. The healthy trees give way to plants that are pale and dry-looking; before too much longer you see nothing around you but black and withered husks and the air is permeated with the smell of decay. Each step towards the mysterious fortress draws loud noises of breaking leaves, for all other sounds of the Celadon have fallen silent.

Any animal accompanying the party, unless it is an animal companion, familiar, bonded mount, or other similar creature will not approach the Star Haunt willingly. Have each animal (except the above listed) make a DC15 Will save or be shaken for the remainder of the adventure. Add these lines if there are animals that do not fulfill the above exceptions.

The animals in your group have a look of utter fear. It is almost as if they are telling you to stop and return to safety. They even seem to whimper with every step towards Star Haunt.

Give the characters a few seconds to ponder the actions of the animals.

A clearing opens ahead. The ground slopes up to a large hill. The clearing is desolate, as if some unnatural border stops even the plant life from approaching. A cobble-stone paved path winds its way up the hill to your destination. It seems as though Star Haunt has seen better days for it appears to have been assaulted by siege weapons or some form of natural disaster. The stench of rot seems to emanate from the place and the vines that once curled over the walls are naught but slimy strings.

The path to the structure leads to a place where the outer wall is crumbling and has almost fallen. In each direction where the wall ends, circular areas that might have been towers barely stand. In the center of the wall is a gate. Like the rest of the fortress wall, the gate has seen better days. It is held up from above by one chain and seems to sway back and forth. What causes it to sway is completely unknown, as there is not even a wisp of wind.

The characters should arrive at Star Haunt about noon. When they say they approach the gate or the walls, read the following.

From the heavens, a dark ball of fire streaks across the sky. The fiery rock speeds towards the ground. You feel the earth shake as it slams into the ground off in the distance.

Throughout this adventure, meteorites will fall from the sky. Most should not reach the ground, merely causing bright streaks and sounds in the air as they disintegrate before reaching the ground.

When the PCs get to the gate, continue with the following:

The Courtyard

From outside the walls it appears that the walls form a six-pointed star. At each point is a tower. The towers in the back of the structure seem more complete than the ones in front, but if they are in any better repair remains to be seen. In the middle

of the walls is a large rectangular building, which is in much better shape than the rest of the fortress. The wall of the building facing you has a black area that may be a door. To the right is a burnt crater.

Suddenly in front of you a market place has been erected. People silently walk from vendor to vendor examining the wares. Their mouths seem to move, but no sounds are made. It almost seems peaceful, except for the fact that all of it is completely transparent. A couple, both Oeridian and in their early thirties, walks down the market place with a child obviously their son. The man is wearing a uniform, very flashy and formal. The woman is wearing a simple, but elegant dress. They peer lovingly into each other's eyes. Their son has the perfect blend of her eyes with his mouth. A couple of other children join the family. They stop floating above the center of the crater. The son looks at his parents, says some inaudible plea. The father nods and the kids run off to play. As the father watches the youngsters run off, the mother looks in your direction. Her mouth opens agape in horror. From above a streaking star rushes to where the couple stands. The shooting star explodes into a blast of scintillating colors that engulf the couple in flames and hurt your eyes.

The PCs feel no heat. At this time have the PCs make a DC 20 Spot check, for those who succeed read the following:

When the falling star hit the couple something on the man appeared to glow and then break apart. It is unknown where all the pieces went. One piece seems to have embedded itself in the wall near the tower to the right, while others flew in all directions towards the remaining towers.

Continue reading for all PCs.

After the lights fade away, you see the young boy, sitting in the crater. He wipes back the tears that seem to flow without end. Surrounding him are a group of five Oeridians. Each of the three women and two men hold something in their hands. It is apparent that the objects in their hands are the focus of some debate. The debate must not have come to any agreement, as all 5 individuals break away with looks of anger on their faces. They leave the small mourning child to himself. Noticing he is alone, he slams his hands down in a fit of anguish. He gets a look of curiosity and pats the ground as if looking for something. He picks up some object. It appears to be purple in color. He looks at it and holds it close to his chest. He runs off to the left, grasping his find.

If the PCs mention that they are getting closer to the scene, they can see that he picked up a purple triangular gem.

As the characters explore the courtyard feel free to add more images as time allows. Be creative and change between “normal life” type images and “blood, guts, and destruction” type images. Some examples follow.

A ghostly pair of lovers approaches you, apparently unaware of your presence. The man draws the woman close, and gives her a kiss. They look around for some unknown location. They start to run. As they turn a corner, they disappear from sight.

Suddenly an ethereal woman rushes towards [choose the most good and lawful male character of medium size]. She embraces him and looks into his eyes. Spectral arms reach out from your friend's torso. They reach for the woman and start to strangle her. The image of an Oeridian man separates itself from your ally. The woman lies “lifeless” in his arms. He drops her and runs off for more incorporeal prey.

A cordon of shadowy soldiers marches in your direction. An ancient patrol that still watches. They pass right through your position and on as if you do not exist.

A ghostly man, carrying a torch, charges in your direction. Covered in blood, his body tenses, his eyes show an anger that is undeniable. Suddenly he stops and looks at himself in disgust. He moves his torch closer and sets himself aflame. The image fades as he writhes in pain.

If the PCs check the wall around the tower to the right a DC 25 Search check is needed (only DC 15 if at least one of the PCs made the DC 20 Spot check above) to find a part of the wall that looks like it has been repaired. If the PCs dig at it for a while, they will find one of the parts of the key to the door at encounter 2. If the PCs cannot find the repaired region of the wall, they can return to see the image again. The image repeats itself four times every day. Each time it repeats, PCs can get another check with a cumulative +2 to their Spot check. On the fourth check, the PCs automatically find the spot that has been repaired.

If the PCs find the gem key piece, read the following description of it:

Entombed within the wall is a triangular orange gem about the size of a human hand.

If the PCs dig the gem key piece out of the wall, continue the description of the gem:

After digging the gem out of the wall, you notice that it is about two fingers thick.

Encounter Two: The Magical Door

The blackish region in the wall that was seen on the way into the area earlier is, in fact, a door. A strange

magical energy emanates from the door. It is completely covered with intricate designs. The designs all seem to draw the eyes to the center of the door and a hexagonal impression.

[See Judge's Aid #1 – The Hexagonal Key]

This door has magical warding on it that prevents opening by any means but the proper key. This was a design of the original plans for the castle. The PCs should get the sense that the door is pretty much impossible to open without the key. The door is actually a series of three layers of iron doors; each magically reinforced (Break DC 40 for each of the three doors). Each door is lined with four amazing locks (Open Lock DC 40). So, in order to open the door without the key, the PCs will have to successfully break down three doors or pick 12 locks at the above DCs. Furthermore, the doors are protected by strong magic to prevent such actions. Some of the spells that were used to protect the door are *spell resistance*, *spell turning*, *magic missile*, and *wish* among others. These magic wardings allow for the following defenses should the PCs try to enter without the key:

➤ **Door Trap:** CR 13; mechanical; touch trigger; automatic reset; Atk auto-hit 5 *magic missiles* (caster level 20) (5d4 + 5 damage); Multiple targets (any character attempting to break the door or pick one of the locks); Search DC cannot be found using Search checks due to the *wish*; Disable Device DC cannot be disabled or dispelled due to the *wish*

Any spell cast at the door is turned and this also causes 5 *magic missiles* to be targeted at the caster (5d4+5 damage). Automatic hit, no save.

The building itself is protected from *teleportation* and other planar travel via an effect similar to the *dimensional lock* spell. (See the *Player's Handbook* page 221.)

The walls are made of magically treated hewn stone (break DC 70, hardness 16, 1080 hit points).

A *detect magic* spell made on the door will determine that there are auras of Abjuration, Evocation, and Universal. A *detect magic* spell made on the building will show an aura of Abjuration.

Getting Through the door:

When the party gets all the triangular key pieces, puts them together in the hexagonal door impression, opens the door, and enters it. When this happens, read the following to the players:

Forming the key, the door opens inward. It is apparent from the dust that stirs as the door is opened that this door has remained closed for a long time.

Proceed to encounter 10 when the PCs have stepped through the door. This is the halfway point in the module.

Encounter Three: If I Had Wings

This tower has two surviving floors, although the second floor is not easily accessible.

The first floor:

This tower appears to be moderately damaged. Directly across from the door is a large pile of rubble, with a smaller rubble pile 10 feet to the left. There is a set of stairs that looks like they once led to a second level, but they have been damaged. The ceiling is over 10 feet high.

A thorough examination of the room will not reveal anything (except that it has been damaged). There is no treasure or creatures in this room. The ceiling is too high for anyone to reach. In order to reach the second floor, the characters are going to have to come up with a way to get up there.

Some ways that the characters might get up to the second floor:

- By use of a spell (such as levitate or fly).
- A character can stand on another character's shoulder to get a boost up so he can grab the ledge. To lift him/herself up, the character will need to make a DC 15 Climb check.
- A character with a grappling hook and rope can throw it up (DC 12 Use Rope check for securing the grappling hook) and climb up.
- A character can attempt a jump check from the remaining stairs. The edge of the second floor is 10 feet from the highest point on the first level. See the *Player's Handbook* page 77.

The second floor:

The damage to the second floor is worse than that of the first level. As before there are two rubble piles, only this time they are larger than those on the floor below. Part of the wall and ceiling of the tower are exposed, giving real meaning to the extent of the damage that the castle has sustained over time.

There is a gem key piece in the smaller rubble pile (the one on the right side of the map). Finding it will require a DC 15 Search check. There is no other treasure in the room, nor are there any creatures.

If the PCs find the gem piece, read the following:

Amongst a small rubble pile is a triangular blue gem whose area is about the size of a human hand and two fingers thick.

Encounter Four: Buzz Kill

This tower has sustained massive damage as there is only the bottom floor of the tower remaining. The rest is in rubble. A phase spider uses this situation to try to catch a party member flat-footed in hopes of acquiring lunch.

This tower has suffered a lot of damage. The door only opens a little more than a foot. As far as one can tell, more than half the room is in rubble.

On top of the mound of rubble (towards the back of the room) is a gem (DC 10 Spot check to notice).

In order to gain access into this room, a character will have to squeeze through the doorway (requiring a DC 15 Escape Artist check from medium-sized creatures; small-sized creatures need only make a DC 10 Escape Artist check). Since they just have to get past the door, squeezing to get into the room will only take a full round action.

If the characters smash (DC 15 Strength check) the door, this causes some of the ceiling to cave in on the players within two adjacent 5-ft squares near the door. A DC 20 Search check will result in the knowledge that breaking the door will cause large bricks to fall. A DC 20 Disable Device check allows for the bricks not to fall (provided that the characters have materials to strengthen the wall – judge's discretion).

Bricks From Ceiling Trap: CR 2; mechanical; touch trigger; repair reset; Atk +12 melee (2d6 bricks); Multiple targets (all targets in two adjacent 5-ft squares); Search DC 20; Disable Device DC 20

Maneuvering on the rubble requires a DC 15 Balance check. If a battle ensues in this room, be sure to follow the rules of balancing on page 67 of the *Player's Handbook*.

A nest of phase wasps inhabits this area. They will attack any characters that enter 20 feet or more into the room. The wasps will also attack any characters who step more than 5 feet into the rubble (even if it is less than the original 20 foot rule) as this sends vibrations to the nest letting them know that intruders are in their habitat. If the characters leave the room, they will not follow as they are only protecting their nest (which is in the midst of the rubble).

The gem is not one of the key pieces (it is, in fact a sapphire worth 50 gp but that won't be apparent to the characters until they pick it up and examine it).

APL 6 (EL 5)

☛ Phase Wasps (2): hp 11, 11; see Appendix One.

APL 8 (EL 7)

☛ Phase Wasps (4): hp 11, 11, 11, 11; see Appendix One.

APL 10 (EL 9)

☛ **Phase Wasps (3):** hp 11, 11, 11; see Appendix One.

☛ **Advanced Phase Wasp:** hp 27; see Appendix One.

APL 12 (EL 11)

☛ **Advanced Phase Wasps:** hp 27, 27, 27, 27; see Appendix One.

APL 14 (EL 13)

☛ **Advanced Phase Wasps:** hp 27, 27, 27; see Appendix One.

☛ **Elite Warrior Phase Wasp:** hp 90; see Appendix One.

APL 16 (EL 15)

☛ **Elite Warrior Phase Wasps:** hp 90, 90, 90, 90; see Appendix One.

TACTICS: The phase wasps will concentrate on those who are closest to their nest. They will concentrate all attacks on that character. Their attacks consist of firing their magic missiles the first round and stinging the remaining rounds until they can fire their magic missiles again. For the Elite Warriors who have quickened magic missiles and fly-by attack, they will let loose their magic missiles as a free action and then use their fly-by to sting and again fly out of reach, incurring attacks of opportunity as they do so.

Encounter Five: Oh The Web We Weave ...

First floor

There is no rubble or other impediments in the room. The spiral staircase in the middle of the room is cracked and worn with a few of the steps missing.

Map the players' progress within this lower level of the tower. If the players get within 15 feet of the spiral staircase give them a DC 18 Spot check (make it DC 12 if they specifically state they are looking up) to notice the following:

White silky strands seem to fill up the second level of this tower.

The staircase is a steep one, so movement up the stairs is at half speed. Since it is 15 feet to the second floor, it will require 30 feet of movement to climb. Give the players about 2 – 3 rounds to explore the tower, then have them make an opposed Listen check versus the spiders' Move Silently checks. Those who lose are surprised during the first round of combat.

APL 6 (EL 6)

☛ **Shadow Phase Spider:** hp 42; see Appendix One.

APL 8 (EL 8)

☛ **Shadow Phase Spiders (2):** hp 42, 42; see Appendix One.

APL 10 (EL 10)

☛ **Advanced Shadow Phase Spiders (3):** hp 68, 68, 68; see Appendix One.

APL 12 (EL 12)

☛ **Advanced Shadow Phase Spiders (3):** hp 115, 115, 115; see Appendix One.

APL 14 (EL 14)

☛ **Advanced Fiendish Shadow Phase Spiders (3):** hp 115, 115, 115; see Appendix One.

APL 16 (EL 16)

☛ **Advanced Fiendish Shadow Phase Spiders (4):** hp 132, 132, 132, 132; see Appendix One.

Tactics: The spiders are hungry and will attack PCs on sight. The phase spiders use their Ethereal Jaunt ability to come down from the second floor and attack. At APL 16 only two come down at a time, or they come down outside. Using their Ethereal Jaunt ability to trade places with the other two every other round.

Second floor

The characters should have no problem climbing the stairs.

This level is almost completely filled with spider webs. Many huge mounds of spider webs seem to bulge as if something were buried inside.

There are about 8 mounds of spider webs that are previous meals for the spiders. In the mound behind the debris to the south of the stairs, PCs will find part of the gem key if they make a DC 20 Search check.

If the PCs successfully make their Search check to find the gem, read the following:

From within a bundle of spider webs, something glitters. It appears to be a triangular yellow gem. Its area is about the size of a human hand and is two fingers thick.

Encounter Six: Elf, Elf, Baby

Read the following as they approach the tower.

This tower appears to be mostly intact. It is three stories tall. Some structural damage on the parapet is visible, but it looks far safer than any other tower in Star Haunt.

Much of what happens in this encounter depends on how the party is exploring the castle. If the PCs are not taking any precautions, the guards on the wall hear them coming, and you should read the first description. If the

party moves silently or does some other actions that could surprise the guards, read the second description. The guards always have at least two people listening for “scary things in the keep”.

First Floor

It is obvious that this tower is inhabited. There are four hammocks set up around the room. Under each hammock is a chest. At the other end of the tower are the occupants of this floor of the tower. Four sylvan elves, each with the same tattoo of a raven over their left eye, aim long bows at you. Another stands behind the four bow-wielding elves, this one apparently unarmed.

If the characters surprise those in the tower, read here.

The door is flanked by two sylvan elves, obviously on guard from whatever might enter from the courtyard. Two other sylvan elves lie in two of the four hammocks that are spread out through the room.

If the elves are caught by surprise the cleric is upstairs in his chamber. These elves are part of a splinter group of the Tuliktu tribe of the Celadon forest. (See the Duchy of Urnst Character backgrounds or URD3-06 Crop Circles for background information on the Tuliktu tribe.) They have been assigned to work with Bastrayne and Gryppe. What happens in this encounter depends on the characters' reactions. No matter what, if caught by surprise, they will call for the cleric upstairs to aid them. If the characters try to parley, they will talk with them. If it looks like the PCs are after Bastrayne and Gryppe, they will attempt to get as much information out of the PCs as possible to take back to their liege. They can be persuaded to leave Star Haunt with a DC 30 Diplomacy check; however, this will deprive the PCs of their treasure.

The elves will not reveal who they are working for, or that they have been assigned to help Bastrayne and Gryppe unless they are magically compelled. Their first cover story will be that they are here investigating the cause of the Blight and have just arrived through one of the other outer sections in the wall. They avoided the spiders, and they investigated the empty tower before setting up camp here. Their second cover story is that Bastrayne and Gryppe have been blackmailing them to aid him and that their help has prevented the Tuliktu lands from being as blighted as the other Celadon lands [which is true – DC 25 Knowledge (local – Nyron and her environs), DC 30 Bardic Knowledge, or DC 30 Knowledge (nature)]. If a parley starts, they may try to ambush the characters during the talks. They will attack the PCs if they think they have a chance of winning, but can be talked out of attacking, especially if the PCs pass on interesting information about the items (or give

them the items) from the beginning of the module (tome, lens and lens holder, incantation). Alternatively, you can have them ambush the characters in the morning of the next day (not while sleeping) if they leave Star Haunt to sleep outside the blighted area.

APL 6 (EL 7)

☛ Tuliktu Archers (4): hp 12, 12, 12, 12; see Appendix One.

☛ Rahwe: hp 24; see Appendix One.

APL 8 (EL 9)

☛ Tuliktu Archers (4): hp 27, 27, 27, 27; see Appendix One.

☛ Rahwe: hp 33; see Appendix One.

APL 10 (EL 11)

☛ Tuliktu Archers (4) 39, 39, 39, 39; see Appendix One.

☛ Rahwe: hp 39; see Appendix One.

APL 12 (EL 13)

☛ Tuliktu Archers (4): hp 51, 51, 51, 51; see Appendix One.

☛ Rahwe: hp 45; see Appendix One.

APL 14 (EL 15)

☛ Tuliktu Archers (4): hp 63, 63, 63, 63; see Appendix One.

☛ Rahwe: hp 51; see Appendix One.

APL 16 (EL 17)

☛ Tuliktu Archers (4): hp 75, 75, 75, 75; see Appendix One.

☛ Rahwe: hp 57; see Appendix One.

Tactics: In a fight, the cleric will focus on the heavily armored foes with touch and area spells. The archers will focus on the less armored foes. At APL 10 and above the cleric will cast *wall of fire* first to protect the archers. At APL 14 and 16, the cleric will have precast *fire seeds* and have eight holly bombs on him. On the second round of combat he will position himself to be around as many PCs as possible and explode them all. Because of his fire resistance they will not affect him unless an individual bomb does more than 20 points of damage to him.

Role Playing Notes: These elves are now completely and utterly devoted to some mysterious person. Ironically, they feel that by working with Bastrayne and Gryppe they can use them to force the “good” non-elves and elf sympathizers out. Then when they are in position, they will force Bastrayne and Gryppe out. They are hoping to retrieve knowledge or items from Star Haunt

that will further their liege's plans. The Archers know just the basics of the plan.

Developments: If the PCs manage to *dominate* the elves, or *mind probe* them, or use some similar spell, they can find out that they are loyal to a member of the Duchy of Urnst nobility. A green tree is strongly associated with the man; however, they cannot gain a detailed description of the man other than that he is fair haired and has blue eyes.

Second Floor

As the area below, this area is set up for habitation. A large log has been made into a makeshift table. On the top of this is a sconce, burning some incense.

This is the area set up for the cleric to rest. He should not be here when the party comes up here. There is a backpack under the hammock where the cleric's gold is held. If the backpack is searched there is a hidden stitching. (DC 20 Search check to find.) Inside are some papers written in elven. The basic content of the letters is that some leader has asked these elves to find Bastrayne and Gryppe and join them.

Third Floor

This level appears unused. Dust covers the floor and steps. Although the tower is intact, minor cracks can be seen in the south wall of this part of the tower.

If a character with the Track feat makes a DC 20 Survival or Search check, they can tell that the elves explored here about a week ago, but haven't been here since.

Encounter Seven: Get A Clue

First floor

Like the rest of the castle, this tower has sustained damage consistent with a barrage of large stones or powerful magic. Rubble piles fill this room. Small portions of the ceiling and walls appear to be missing.

There is nothing of interest in the first floor of this tower. The stairs to the second floor can still be safely traversed.

Second floor

More rubble fills the upper level of this tower, yet this tower is less damaged than many others.

About 20 feet from the stairs lying behind a pile of rubble in the southern portion of the room is the remains of an elf from the Celadon who had wandered into Star Haunt with the intention of solving its mysteries.

Lying amongst the rubble is what appears to be the decomposing body of an elf.

If the PCs make a DC 25 Heal check, they will discover that he appears to have died from Constitution damage from being poisoned. If the PCs make a DC 25 Knowledge (local – Nyronnd and her environs) check they

can tell the elf was a member of the Wehna clan. A resident of the Celadon Forest or of Nyronnd will automatically make this check. The Wehna are a clan of elves who live in the Western Celadon and have had dealings with those who fight the Nyronndese loggers. If the party searches the elf, they will find a composite longbow (+2 Strength), a longsword, a dagger, 15 arrows, 38 gp, two gem key pieces (see below), and a note that says the following (in elvish):

“Only if the six equal pieces are made whole can the way be discovered.”

Give the following description of the gem key pieces:

The two gems are both of equal size, each about the size of a human hand and two fingers thick. They are triangular and identical in every way, save for their colors. One is red and the other is green.

When the characters leave the tower read the following.

The ground starts to rumble. Above, you see yet another flaming sphere headed towards the earth. It appears to be headed right for you. Suddenly the ball of fire explodes. You feel a rain of hot soot fall around you.

Encounter Eight: Titus, The Friendly Ghost

From the outside, this tower appears to have the most damage. A musty acrid smell assaults your senses as the door is opened. The upper levels of the tower have crumbled and fill most of the room. Although the lower room of the tower is not directly exposed to the elements, what is left of the walls and ceiling is not keeping the elements out. Moss covers the debris cluttering the room that was spared from the collapse. The walls are filled with cracks and an eerie lichen of some sort grows upon them.

Walking through this room takes double movement as the ground is covered with a slimy moss. There is nothing of interest in the section of the tower that has not collapsed. If the PCs decide to explore this room, give them a few minutes to do so, then they should make a DC 25 Spot check. Take notice of who had the worst Spot Check, as the ghost will be paying attention to him.

Read to those who made the Spot Check.

A familiar form starts to coalesce, that of a young boy. His brown hair and tan complexion give away his Oeridian heritage. His translucent form gives away his current nature, a ghost. He looks at [insert name of the character with the worst Spot check] with his curious gray eyes, and asks, “What are you doing?”

If no one made the Spot check, just have the person with the lowest Spot check suddenly hear “What are you doing?”

Titus: Ghost Young Human Com1 (Frightful moan (Su): All creatures within 30 feet must make a DC 13 Will save or become panicked for 2d4 rounds.)

The first thing the PCs should notice when they are given time, is that the ghost is of the same child they encountered in the image in the courtyard. If the PCs attack or threaten Titus, he will use his Frightful moan ability and turn ethereal and hide in the collapsed portion of the room. If the PCs treat Titus as a child and act concerned for his well being, or if they succeed at a DC 15 Diplomacy check, he will talk to the PCs and answer questions. The following is a list of things he knows. Two things to remember as you role-play Titus: First, even though he has haunted the Star haunt for a long time, he still thinks like a child. Second, Titus has lost all perception of time. When he says a while ago it could be weeks, years, or decades.

- He has been in this tower since he died. A shooting star crashed into the tower and killed all within, he was near the stairs when it happened. He does not know how long ago it was, but he has been dead longer than he had been alive.
- The main Keep has two doors to it. Each door is a magic door. “My father could open the door.” He does not know how to open the door.
- A while ago 2 bad men came. They saw the condition of my tower and left. They haven’t been back since, but I look outside and see them around a lot. They have some other men living in one of the towers.

Titus will ask the party if they will take his remains and bury them outside the castle walls so he can finally sleep. In return for doing so he tells the party that he will give them his only valuable possession. He doesn’t know what the item is, but it is something that he got when his father died. “It sparkles in the sunlight and is purple” is all he knows about the item. (It turns out to be one of the key pieces.)

Unburying Titus

If the PCs agree they will have to dig Titus’ body out from the rubble. In order to dig Titus out of the rubble, they will have to make three DC 15 Strength checks. One character can make the checks, with one character to aid. After the first successful check, read the following:

Large bits of rubble are removed. As such, the ground seems to move and some of the rubble resettles.

After the second successful check, read the following:

More rubble is removed. A small skeleton is partially visible through the rubble. More debris

shifts and a large block falls nearby, narrowly missing you.

With two clues the party should attempt to try to stabilize the room before proceeding. They can stabilize the room, thus preventing a possible cave in. If they haven’t drawn the conclusion on their own, have them make a DC 12 Knowledge Architecture or a DC 16 Wisdom check. If they make the check, let them know that the room will cave in if they don’t stabilize it. In order to stabilize the room from cave-in, a DC 15 Disable Device or Knowledge Architecture check (or a DC 20 Bardic Knowledge or other Profession or Craft or Knowledge check that is not entirely suited to the task) is required to stabilize the room.

If the party fails to stabilize the room before making the third strength check, have the unstable debris trap go off and read the following:

As the next few blocks of debris are removed, the room shakes and several blocks of debris fall all around the area as the room partially collapses.

If the party doesn’t stabilize the room and the trap goes off, it causes more rubble to partially bury Titus. Besides any damage the party may obtain from the trap, it will also cause them to have to spend an extra Strength check to remove the additional rubble. After the cave-in the room is stable and there is no more fear of cave in as a result of removal of the debris.

Once the party removes the debris from on top of Titus’ skeleton, read the following:

Lying in the rubble is the remains of a small child. In the half-exposed pockets of his tattered clothes is a large purple triangular gem about the size of a human hand and two fingers thick.

ALL APLS (EL 6)

✦ **Unstable debris trap:** CR6; mechanical; touch trigger; no reset; Atk +20 melee (6d6 rocks); Multiple targets (Two characters moving rubble); Search DC 24; Disable Device DC 24 (May use Knowledge Architecture instead of Search and Disable Device).

Burying Titus’ body outside the Star Haunt.

If the PCs bury Titus outside the Star Haunt read the following to them.

As soon as the grave for the bones of this small boy is finished, his apparition appears again. It looks at each one of you and says thanks. His form then dissipates. A chill runs down your spine as you feel his spirit leave for its next plane of existence.

Encounter Nine: Courtyard Visions

Another spectral market place has been erected on this side of the keep. This one is apparently different. The customers scurry from vendor to vendor, taking periodic looks up to the sky.

Suddenly, the scene changes; the market is ablaze. People silently scream with a crazed look in their eyes. One of the ghostly shapes tackles another and proceeds to choke it. In another direction a spirited human form guts another. Then just as quickly everything fades.

If PCs make a DC 30 Knowledge (history) or Bardic Knowledge check, they can remember hearing that the original residents of the Star Haunt were driven mad and killed themselves.

Encounter 10: The Doors Open

The inner part of the castle has not been opened to the outside world in a long time. What's more, it has suffered considerable damage like the rest of the castle. Feel free to emphasize this by placing rubble piles on the map at random locations. There are no real combat or trap encounters in this area.

After placing the assembled hex key into the arcane lock, the doors click. It appears that they are now unlocked. As if by magic, the doors swing open, and it appears that the inner keep has seen better days, as well. Rubble piles are everywhere. The place seems very dusty and the air is stagnant. A shimmering green curtain of light hangs in the doorway and tints everything within.

A DC 23 Spellcraft check (while a *detect magic* is up) will determine that this is a manifestation of the *dimensional lock* spell that protects the keep and should be harmless for anyone walking through.

Anyone making a DC 15 Search check will be reasonably confident that nobody has been in this area in a long time. A PC with Track making this check will be certain.

Room A: Officer's Quarters

This room contains a bed, a desk, a chair, and a wall locker. It is empty. PCs searching this room will find nothing of value, only trivial papers and rotted uniforms and beddings.

Room B: Commander's Quarters

This room, like the other officer's quarters, has a bed, desk, chair, and wall locker. In addition, this room has a 5' x 10' rectangular table that the commander had used to brief his officers.

This once opulently decorated room has seen better days. Large paintings and decorations hang from the walls but time has not been kind to them. Tears, faded paint, and similar damage have rendered them pretty much worthless. The only other points of interest in this room are a bed, desk, wall locker, and a 5' x 10' rectangular table.

In general, there is nothing of interest in the room. A PC making a DC 15 Search check will find a cloak that has survived better than the others in the locker. This is a cloak of Charisma +2.

Room C: Officer's Quarters

This room contains a bed, a desk, a chair, and a wall locker. It is empty. PCs searching this room will find nothing of value, only trivial papers and rotted uniforms and beddings.

Room D: NCO Quarters

This large room housed the base's sergeants and corporals. It has 18 bunks, along with corresponding foot lockers. If the party spends adequate time searching this room, they will find a total of 56 gold pieces and 136 silver pieces.

If the PCs spend more than 5 minutes searching this room, another meteor will come crashing down and impact the roof of this area, sending rubble crashing down. This causes no damage, but is a precursor to the meteor strike down below.

Room E: Mess Hall

This large area is where the troops of Star Haunt keep at their meals and received briefings from their officers. Several broken tables and chairs litter this room. Nothing else of interest resides in this large chamber.

Area F: Stairs Up

These stairs go up to the second level of the inner keep, but the destruction of the upper floors prevents anyone from actually accessing any levels above the first.

Travel up the stairs is impossible. Massive rubble piles block the path and it appears that whatever damage this place has seen was enough to block off access to any areas above this location.

Area G: Stairs Down

These stairs lead the PCs down to the dungeon level of Star Haunt. If the PCs head down the stairs, proceed to "Entering the Dungeon" prior to Encounter 11.

Room H: Kitchen

This room was once a large kitchen area where the cooks prepared meals for the fort's men. There is nothing of value here.

A large fire pit dominates the northern part of the room – apparently the means of cooking food here. Rubble now resides in the pit and any remnants of the smoke flume have also been filled in by rubble.

Room I: Pantry

This room was once the food storage area for the castle. Since it has been decades since anyone was last here, it is devoid of any signs of food.

Entering the Dungeon.

These stairs seem to have not been used in hundreds of years. The stale musty air assaults your noses. Reaching the bottom of the stairs, all of your light sources dim and a shadowy illumination surrounds you.

The whole dungeon level has an effect similar to the deeper darkness spell. The darkness cannot be dispelled, but it can be negated temporarily. (See below.)

In addition, there is an “anti-light” field in the dungeon. Non-magical light sources immediately extinguish. Any magical light sources that enter the dungeon must survive a dispel check as if an APL+2 wizard cast (greater) dispel magic upon it. Anyone who wishes to cast a spell with the light descriptor must make a DC 19 + APL caster level check to succeed. If someone successfully casts a daylight spell, it will negate the darkness effect in the area of the spell for its duration. This will still not allow non-magical light sources to work. Another successful casting of a spell with the light descriptor would be needed to illuminate the area.

Two things to note about this effect, the denizens of Star Haunt are immune to the miss chance provided by the “anti-light” effect. Any PC who has **Doragan’s Ring**, from NMR3-06 *All is Well and Stable*, is also immune to the miss chance. Also those PCs who are not immune have a 20% miss chance from each other. If a PC tries to cast a touch spell on another PC they must make the 20% miss chance to succeed (even if it is a helpful spell). To account for the negative against the PCs there is a +1 to all the ELs in this dungeon.

Also you must keep track of how much time the PCs spend exploring the dungeon, it will matter in the final encounter. There is a DM aid that can help you with this.

When all the PCs have walked down the stairs and have made any preparations they want, continue with the following.

Suddenly a horrendous roar comes from above. The roar ends in a shattering crash that almost deafens you. The ground shakes with the crash. Within a few short seconds, three more crashes are heard above. When the ground stops shaking, it appears that the stairs you have just descended are covered in a pile of rubble.

The PCs are now trapped in the dungeon. If they try to dig their way out there will just be avalanches that bring more rubble. Also as described in encounter 2, spells like *dimension door* and *teleport* will not work in Star Haunt. At this stage you need to keep track of how long the PCs take to get to the final encounter. There is a table in the Judge’s Aid section for this purpose. It tells how long it would take to search the entire room. (Times are doubled as it is harder to search in the darkness.) It also tells of time consuming special things. Use this as a guide to determine how long it takes the PC’s to get to Encounter 18, as it will have bearing on that encounter.

Encounter 11: Long, Long Time ago . . .

The door opens into a long room. The air, if anything, seems to be staler than in the hallway behind you.

As soon as a character gets to position A on the map, the encounter begins.

A ghostly apparition emerges from the wall to your left. It appears as a well-traveled elf, with the strange fact that its hips are completely crushed. It carries no equipment, but its eyes show a deep loathing. “Well some fleshy folk finally found me, too bad it is too late, too late for YOU!” It begins a maniacal laugh.

APL 6 (EL 7)

☛ Maanole hp 42, See appendix one.

APL 8 (EL 9)

☛ Maanole hp 42, See appendix one.

APL 10 (EL 11)

☛ Maanole hp 48, See appendix one.

☛ Spectre 1 hp 45, See *Monster Manual* page 232.

APL 12 (EL 13)

☛ Maanole hp 61, See appendix one.

☛ Spectre 2 hp 45, 45 See *Monster Manual* page 232.

APL 14 (EL 15)

☛ Maanole hp 74, See appendix one.

☛ Advanced Spectres 3 hp 71, 71, 71 See appendix one.

APL 16 (EL 17)

☛ Maanole hp 87, See appendix one.

☛ Advanced Spectres 4 hp 90, 90, 90, 90 See appendix one.

Tactics: First of all remember in this combat the characters have two miss chances they must overcome. First of all there is the 20% miss chance from the darkness. Secondly there is the 50% incorporeal miss chance. In its mind, the ghost died because of its weak elvish body. It will start by attacking any elves, especially gray elves. If there are no elves, it will attack a random person, and keep attacking until that person is down. At APL 6, Maanole will focus on either buff spells or casting as many *spiritual weapon* spells as possible before using other abilities if possible. At all other APLs, Maanole will try to damage opponents with his spells like *deific vengeance* and or *sound burst* before he uses his ghostly abilities unless he would be better served by the use of his ghostly abilities first.

After the battle they will find the room was empty except for Maanole.

11 B Last Resting Spot

The hallway marked B has a recent cave in. If the party does some digging, about 10 minutes worth, they will find the bones of the upper half of a grey elf (DC 15 Heal check to determine race). It appears the remainder of the body was trapped underneath a big boulder. Amongst the bones are a book and a yellow hexagonal gem. The gem resembles the key the players have, yet is all a single color. If the characters examine the book, give them Player Handout 1.

Encounter 12: Who Dat?

A small alcove juts out of the narrow hallway. A statue of an Oeridian woman with sharp features is at the end of the alcove. She stands behind a parapet, holding her shield in front of the parapet. At the bottom of the statue, in front of the battlement is a stone with a depression.

The woman is the Oeridian hero-goddess Daern. PCs can make a DC 15 Knowledge (religion) check to know this; any PC who worships Daern automatically succeeds at the check. Any PCs that make a small offering to Daern will be able to ignore the miss chance due to the darkness effect for 1d3 rounds in the next combat. Do not tell the PCs of this until the next combat. Once the PCs have been in combat after this encounter, no PC can get this favor for the remainder of the adventure.

Encounter 13: Things are getting just a little freaky.

The hallway opens up to the left. Remnants of what must have been very thick tapestries hang against the far left wall. In the middle of the room, a body lies. It is hard to discern if the creature still lives, or is one of the many who lie here forever.

As soon as any PC approaches within 10 feet of the body read the following.

*Suddenly, the body's eyes open. It speaks in an old dialect of Oeridian**. As it finishes speaking, the eyes sink in and the flesh dries up and shrivels until all that is seen is bone. A wispy smoke rises from the body and takes form. A ghostly image of the body appears in the smoke. The image goes through each of your bodies in turn and then fades away.*

Have PCs make a DC 10+ APL Will save. Those that fail are shaken for 1 minute. If the PCs examine the body now, they see a skeleton. There is nothing else of interest in this room.

** If the PCs have *tongues* cast (or similar magical spell or device) or if they speak Oeridian and can make a DC 25 Wisdom check to recognize the dialect, allow them to understand what the body is telling them:

"Doom and strife will follow you for the rest of your days."

Encounter 14: The big room

This room is large enough to have been a ballroom. What it was really used for, one can only guess, as there are no real hints as to what its true purpose was. Junk is littered everywhere and you might guess that this room was used as a garbage disposal area during the keep's last days.

This room is haunted by some wraiths. They have been lurking in this room, unable to leave for many decades and have grown even more evil and violent than normal. They wait until the party is in the room before attacking. The darkness gives the wraiths a +10 bonus to their Hide checks for a total of +21 for normal Wraiths and +34 for the Dread Wraith (if APL appropriate).

APL 6 (EL 8)

☛ **Wraiths (2):** hp 32, 32; See Monster Manual page 258.

APL 8 (EL 10)

☛ **Wraiths (4):** hp 32, 32, 32, 32; See Monster Manual page 258.

APL 10 (EL 12)

☛ **Dread Wraith:** hp 104; See Monster Manual page 258.


APL 12 (EL 14)

☛ **Stronger Dread Wraith:** hp 156; See Appendix One.

APL 14 (EL 16)

☛ **Strongest Dread Wraith:** hp 208; See Appendix One.

APL 16 (EL 18)

 **Advanced Strongest Dread Wraith:** hp 208; See Appendix One.

For APLs 12 – 16, Bastrayne's fiendish bat is also in this room. Any combat in this room will alert the bat. The bat will send a feeling of fear to Bastrayne when the PC's defeat the Wraiths and begin heading down the passage to Encounter 17. Keep track of how much time the PCs take after the combat and how long it takes them to go down the hallway. The bat has hunkered in and taken 10 on his Hide check, so PCs will need to make a DC 20 + APL Spot check to find the bat. If the bat is discovered, it will try to flee.

Encounter 15: The side room

This large room looks like it was once a storeroom for the dungeon. Dilapidated crates and moldy water barrels fill this room. Several boxes and chests fill the room next to moldy sacks and rusted tools.

There is nothing of importance in this room.

Encounter 16: They're here.

Note: The darkness in this area is not dispellable through the use of any magic and *daylight* does not counteract it due to the effects of the meteorite, thus there is no way to counteract the shadow blend in this area.

16A. Preparations

For APLs 6 – 10, Bastrayne and Gryppe will be on Guard if the PCs have taken more than 30 minutes to get to this encounter. Have the PCs roll opposed Move Silently checks vs Bastrayne's and Gryppe's Listen checks. To make it simpler for you, they have the following modifiers.

APL 6: Bastrayne +5, Gryppe +6

APL 8: Bastrayne +7, Gryppe +8

APL 10: Bastrayne +8, Gryppe +10

Main Encounter

For APLs 6 – 10, what happens in this encounter depends on the PCs actions in the module.

OPTION 1: If they make it to encounter 18 in less than 30 minutes from the meteor shower, Bastrayne and Gryppe are still exploring the courtyard area to see the results of the meteor shower. Read the following description:

This large room looks like it has been set up as a barracks for 2 individuals. On the left wall, two makeshift beds are set up. There is a door in the far wall, and a hallway exits the room on the right.

About 20 feet in front of the door is a large table with many rolled up papers.

Give the characters a few minutes to explore the room. While the characters are exploring Bastrayne and Gryppe will return to their room. If the PCs are in the room at this point, Bastrayne and Gryppe will know they are there with time to prepare spells.

OPTION 2: If the characters take more than 30 minutes to make it to encounter 18, AND they did something with the elven bodies from Encounter 6, AND Bastrayne and Gryppe failed their Listen checks above, read the following:

This large room looks like it has been set up as a barracks for two individuals. On the left wall two makeshift beds are set up. There is a door in the far wall, and a hallway exits the room on the right. About 20 feet in front of the door is a large table with many rolled up papers. Two men stand crouched over the table looking at an unrolled paper. Their bodies appear to merge with the surrounding shadows. They look up and sneer. The taller of the two men says, "How dare you intrude on your better! We will have to teach you a lesson."

OPTION 3: The party took more than 30 minutes, they didn't mop up their mess with the elves, but Bastrayne and Gryppe failed their Listen checks above.

This large room looks like it has been set up as a barracks for two individuals. On the left wall two makeshift beds are set up. There is a door in the far wall, and a hallway exits the room on the right. About 20 feet in front of the door is a large table with many rolled up papers. In the far right corner is a man, his body seemingly merging with the surrounding shadows. He sneers as he readies his axe, "How dare you intrude on your betters! I will have to teach you a lesson."

In this option, Gryppe is hiding behind the door trying to Listen for intruders. He took 10 on his Hide check, so the DC for PCs to spot him is 18 + APL. Add a +10 circumstance modifier to his hide check unless PCs say they are looking in the area behind the door.

OPTION 4: The PCs took more than 30 minutes, didn't mop up their mess with the elves, and Bastrayne and Gryppe made their Listen Checks. This is also the option for the APL 12 – 16 tables regardless.

This large room looks like it has been set up as a barracks for 2 individuals. On the left wall, two makeshift beds are set up. There is a door in the far wall, and a hallway exits the room on the right. About 20 feet in front of the door is a large table with many rolled up papers. In the far right corner is a man with an axe readied, his body seemingly merging with the surrounding shadows. He speaks as if completing some thought. He then looks at you

and sneers, "How dare you intrude on your better! I will have to teach you a lesson."

At APL 6, Bastrayne is saying a prayer to his demonic ally. At APL 8+ he is casting just as the party enters. Depending on how long it took for Bastrayne and Gryppe to find out someone was coming, Bastrayne will cast some buff spells upon himself. At APL 12 + there should be at least two rounds before the party crashes in on them. At APL 8 and 10 there will probably be only 1 round. These are the spells that he will cast, and in the order he will cast them before combat starts.

APL 8 – corrupt weapon

APL 10 and 12 – corrupt weapon, divine sacrifice

APL 14 – corrupt weapon, divine sacrifice, demonhide

APL 16 – corrupt weapon, divine sacrifice, lesser visage of the deity, demonhide

In this option Gryppe is hiding behind the door to try and get a sneak attack upon the party. He took 10 on his Hide check so the DC for PCs to Spot him is 18 + APL. Add a +10 circumstance modifier to his Hide check unless PCs say they are looking in the area behind the door.

APL 6 (EL 9)

☛ Bastrayne: hp 53; See Appendix One.

☛ Gryppe: hp 24; See Appendix One.

APL 8 (EL 11)

☛ Bastrayne: hp 68; See Appendix One.

☛ Gryppe: hp 35; See Appendix One.

APL 10 (EL 13)

☛ Bastrayne: hp 83; See Appendix One.

☛ Gryppe: hp 47; See Appendix One.

APL 12 (EL 15)

☛ Bastrayne: hp 98; See Appendix One.

☛ Fiendish Bat: hp 18; See Appendix One.

☛ Gryppe: hp 60; See Appendix One.

APL 14 (EL 17)

☛ Bastrayne: hp 113; See Appendix One.

☛ Fiendish Bat: hp 18; See Appendix One.

☛ Gryppe: hp 73; See Appendix One.

APL 16 (EL 19)

☛ Bastrayne: hp 128; See Appendix One.

☛ Fiendish Bat: hp 27; See Appendix One.

☛ Gryppe: hp 86; See Appendix One.

Tactics: First of all, unless the party was able to cast two daylight spells (see the beginning of Encounter 11), Bastrayne and Gryppe both have a 50% miss chance due to their shadow blend.

If Bastrayne and Gryppe are prepared for the PCs Bastrayne is in the far corner and his bed is about 15 feet in front of him to try and prevent PCs from charging. Gryppe is hiding behind the door. Assume he took 10 on his Hide check so that the DC to Spot him is 18 + APL. If Bastrayne has had time to prepare spells, he will try to use as many buffs as he can (per APL) before the PCs arrive. If the NPCs are not prepared, Bastrayne will attempt to go to a corner, while Gryppe does his best to sneak attack. Bastrayne will try to use the reach aspect of his Long Axe to keep foes at least 10 feet away if he can, while Gryppe uses flanking to get sneak attacks. They will focus on one foe until he goes down, and will continue this until all foes go down. They will coordinate efforts especially when Bastrayne gets sneak attack. With his Diehard feat, Bastrayne will fight until he reaches -10 hp. He will neither ask for nor give quarter. Gryppe will fight as long as Bastrayne is alive. If Bastrayne goes down and Gryppe gets below 25% of his hp, he will try to flee. If he cannot flee he will surrender.

When Bastrayne finally falls to -10 hp or below read the following:

The final blow is delivered. Your foe stares at you, the life draining from his eyes. Suddenly he erupts into flame. His body collapses into a bonfire. A raspy voice is heard, it speaks in a language that makes your bones freeze. As the voice stops, the flames die out leaving only your enemy's gear.

For those who speak Infernal, the voice said:

"You have FAILED!"

Exploring the room

The papers on the desk are various maps and reports. PCs will see reports detailing orders to keep an eye on a keep in the Nutherwood, several about emissaries to the Gamboge forest and a powerful female wizard.

Also, there are a variety of biographical sketches about several druids in the Celadon area; one is starred and you note that this druid has a predominance of dead animal companions.

At least one note details a small valley in the Phostwood and talks of an ancient druid that walked its area.

You can elaborate on these as the characters share with you their experiences with the previous mods in the series. (See introduction)

Also by looking at the maps if PCs make a DC 20 Knowledge (Local, Metaregion 5) check, one can find papers denoting plans on a major offensive on the Stalwart Pines Ranger School. (Give anyone who is or was a member of the school a +5 to the check.)

If PCs check near the beds, there are chests. They are not locked. They contain all the non combat possession of the NPCs, including two extra sets of clothes.

When the PCs check Bastrayne's body they will find a red hexagonal gem, similar to the one they put together and used to get into the Star Haunt.

16B The secret door.

Because of the darkness effect, the Search DC to find this door is 25. The hallway leads to a door which the PCs can use the red hexagonal gem or the multicolored gem they put together to open and escape from the dungeon of Star Haunt.

16C A Cell

Vile odors assault your senses as this door is opened. On the far side of the room a feminine form is shackled to the wall. Her skin looks like that of a rotted tree and her hair is the color of fallen leaves. The body is bereft of clothing.

When the PCs approach, however, a DC 15 Heal check will show that the fey is dead, presumably sacrificed to help power the ritual in the other room. A Knowledge (nature) check DC 19 will identify the body as that of a dryad.

16D The shrine.

The odor in this room is almost overwhelming. Rot, disease, and decay assail your nose. In the middle of this room is a large rock, spherical and about five feet in diameter. It glows with a dark radiance. On the floor surrounding the rock are symbols and sigils that seem to pulsate with a sickly green light.

This is a large meteor that had crashed through the dungeon many years ago. It is the cause of the darkness effects of Star Haunt. Bastrayne and Gryppe have used it with some magic to bring on the blight.

A DC 30 Knowledge (religion), (arcane) or (the Planes) check will tell the characters that the symbols and sigils are associated with devils and the Nine Hells. A DC 35 check on any of the Knowledge skills above tells the characters that they involve bringing the environmental conditions of a level of Hell to the Material Plane. Someone who detects magic will note strong Necromantic, weak Conjunction, and weak Transmutation magic from the area, with strong Evocation magic from the rock.

If the PCs destroy the symbols and sigils by any reasonable means, the rotten diseased smell of the room

will noticeably decrease. It should become clear this was the cause of the blight, and the PCs have ended it.

The meteor is very hard, made partially of adamantine, so striking it in order to break it will only result in removing very small chips of the rock (about the size of two gold pieces stacked together). These rock fragments lose their darkness effect shortly after they are taken from Star Haunt, so PCs wishing to use these rock fragments in later adventures will find that they are worthless (except as souvenirs).

Conclusion

Once the PCs have explored all of Star Haunt and disrupted Bastrayne and Gryppe's plans, they can leave the haunted place. Chesterfield is awaiting them outside the Blighted area and can already feel that the Blight is receding. He greets the PCs happily and congratulates them on their success and asks to hear their story.

If the PCs managed to capture Bastrayne or Gryppe, they can turn them in to the proper authorities. If they turn them in to the Celadon natives, they are summarily executed and the PCs do not receive the favor of King Lynwerd; however, they do receive the favor of the Stalwart Pines Ranger School.

If the PCs want to turn Bastrayne or Gryppe in to King Lynwerd (out of altruism or for the reward), suggest they deliver him to Duchess Verin Talnith, the current ruler of Woodwych. She is loyal to the king, close by, and will assuredly see that Bastrayne makes it to Rel Mord. Alternatively, allow them to successfully turn Bastrayne over to any royal servant of the King. In return for bringing Bastrayne in alive, the PCs will receive the Reward for Baron Bastrayne. If the PCs also specifically state that they're giving the information to the Stalwart Pines Ranger School, they additionally get their favor.

If the PCs destroy the ritual room and end the blight, they receive the favor of the forest.

If the PCs entered Star Haunt, they receive the Infected by Star Haunt AR entry.

If the PCs defeated encounter 11 and dig out the body in section 11B, they receive the Journal of Maanole.

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Four

APL6	150 xp
APL8	210 xp

APL10	270 xp
APL12	330 xp
APL14	390 xp
APL16	450 xp

Encounter Five

APL6	180 xp
APL8	240 xp
APL10	300 xp
APL12	360 xp
APL14	420 xp
APL16	480 xp

Encounter Six

APL6	210 xp
APL8	270 xp
APL10	330 xp
APL12	390 xp
APL14	450 xp
APL16	510 xp

Encounter Eight

All APL's	180 xp.
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Encounter Eleven

APL6	210 xp
APL8	270 xp
APL10	330 xp
APL12	390 xp
APL14	450 xp
APL16	510 xp

Encounter Fourteen

APL6	240 xp
APL8	300 xp
APL10	360 xp
APL12	420 xp
APL14	480 xp
APL16	540 xp

Encounter Sixteen

APL6	270 xp
APL8	330 xp
APL10	390 xp

APL12	450 xp
APL14	510 xp
APL16	570 xp

Story Award

Objective(s) met: Burying Titus' body outside the haunt.

APL6	120 xp
APL8	150 xp
APL10	180 xp
APL12	210 xp
APL14	240 xp
APL16	270 xp

Discretionary roleplaying award

APL6	240 xp
APL8	300 xp
APL10	360 xp
APL12	420 xp
APL14	480 xp
APL16	540 xp

Total possible experience:

APL6	1800 xp
APL8	2250 xp
APL10	2700 xp
APL12	3150 xp
APL14	3600 xp
APL16	4050 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the

body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter Four:

All APL's L: 0; C:8 gp M: 0

Encounter Six:

APL 6: L: 640 gp; C:10 gp; M: 304 gp - 8 Oil of Magic Weapon, +1 Chain shirt, Ring of Protection +1

APL 8: L: 545 gp; C: 10 gp; M: 855 gp - 8 Oil of Magic Weapon, +1 Chain shirt, +1 Heavy Wooden Shield, Ring of Protection +1

APL 10: L: 11 gp; C: 10 gp; M: 2188 gp - 4 +1(bow only) Elvencraft [str +3] Longbow, 4 +1 Chain Shirt +2 Chain Mail, +1 Heavy Wooden Shield, +1 Ring of Protection 8 potions cure moderate wounds.

APL 12: L: 11gp; C: 10 gp; M: 3321 - 4 +1 (bow only) Elvencraft [str +3] Longbow, 4 +2 Chain Shirt, Ring of Protection +1, +2 Chain Mail, +2 Heavy Wooden Shield.

APL 14: L: 2 gp; C: 10 gp; M: 6271 gp - 4 +1 Elvencraft [str +3] Longbow, 4 +2 Chain Shirt, Gloves of Dexterity +2, 5 Ring of Protection +1, +1 Longbow, +2 Chain Mail, +2 Heavy Wooden Shield, +2 Periapt of Wisdom, +1 Cloak of Resistance

APL 16: L: 2gp; C: 10 gp; M: 10,488 gp - 4 +1 Elvencraft [str +3] Longbow, 4 +2 Chain Shirt, 4 Gloves of Dexterity +2, 4 Amulet of Natural Armor +2, 4 Ring of Protection

+1, +1 Longbow, +2 Chain Mail, +2 Heavy Wooden Shield, +4 Periapt of Wisdom, +2 Ring of Protection, +2 Cloak of Resistance.

Encounter Seven:

All APL's: L: 52gp; C: 6gp; M: 0 gp.

Encounter Ten:

All APL's L: 0gp; C: 12gp; M: 333gp - Cloak of Charisma +2.

Encounter Sixteen:

APL 6: L: 75 gp; C: 100 gp; M: 929 gp - Amulet of Natural Armor +1, Cloak of Elvenkind, 2 Rings of Protection +1, +1 Full Plate.

APL 8: L: 27 gp; C: 150 gp; M: 1253 gp - Amulet of Natural Armor +1, +1 Long Axe,+1 Full Plate, 2 Ring of Protection +1, Cloak of Elvenkind, +1 Chain Shirt, 2 potions of cure moderate wounds.

APL 10: L: 0 gp; C: 200 gp; M: 2367 gp - Amulet of Natural Armor +1, +1 Long Axe, +2 Full Plate, Gloves of Ogre Strength +2, 2 Ring of Protection +1, Cloak of Elvenkind, +1 Chain Shirt, Gloves of Dexterity +2, +1 Rapier, 2 potions of cure moderate wounds.

APL 12: L: 0 gp; C: 250 gp; M: 4089 - Amulet of Natural Armor +1, +1 Long Axe, +2 Full Plate, Gloves of Ogre Strength +2, 2 Ring of Protection +2,Cloak of Elvenkind, +1 Chain Shirt, Gloves of Dexterity +2, +1 Rapier, 2 potions of cure moderate wounds.

APL 14: L: 0 gp; C: 1250 gp; M: 6946 gp -Amulet of Natural Armor +2, +1 Unholy Long Axe, +2 Full Plate, Gloves of Giant Strength +2, 2 Ring of Protection +2, Cloak of Elvenkind, +2 Mithral Chain Shirt, Gloves of Dexterity +4, Ioun Stone, dusty rose prism, +1 Rapier, 2 potions of cure moderate wounds.

APL 16: L: 0gp; C: 1500 gp; M: 10,238gp - Amulet of Natural Armor +2, Belt of Giant Strength +4,+1 keen dagger, +1 Unholy Long Axe, +2 Full Plate, Ring of Protection +2, Boots of speed, Cloak of Elvenkind, +2 Mithral Chain Shirt, Gloves of Dexterity +4, Ioun Stone, dusty rose prism, +1 Vicious Rapier, Ring of Protection +2, 2 potions of cure serious wounds.

Total Possible Treasure

APL 6: L: 767 gp; C: 136 gp; M: 1570 gp - 1800 cap.

APL 8: L: 624 gp; C: 186 gp; M: 2441 gp - 2600 cap.

APL 10: L: 63 gp; C: 236 gp; M: 4888 gp - 4600 cap.

APL 12: L: 63 gp; C: 286 gp; M: 7743 gp - 6600 cap.

APL 14: L: 54 gp; C: 1286 gp; M: 13,550 gp - 13200 cap.

APL 16: L: 54 gp; C: 1536 gp; M: 21,726 gp - 19,800 cap.

Special

Infected by the Star Haunt: By entering the dungeon of the Star Haunt, you have been infected by the darkness it contains. Because of this you are able to cast the spell *Veil of Shadow* (SC) as a spell like ability 5 times total as if a Sor4. If you choose to, you may study this ability for 1 TU and give up the 5 castings as a spell like ability to add this spell to your spell list at the next available opportunity.

Favor of Stalwart Pines Ranger School: Items marked with an ** will be considered metaregional access.

Journal of Maanole: You have recovered the Journal of Maanole a Grey Elven Seeker of the Mystic Isle. Maanole spent most of his adventuring career searching for the Mystic Isle in the Nyronnd Metaregion. This Journal is a detailed account of his explorations. As such, if you are able to look through the book (at least 30 minutes), and are able to read Elven, you can add a +2 insight bonus to Knowledge (history) and Knowledge (geography) rolls concerning the Nyronnd Metaregion. Also, this book tells of the Seekers and possession of this book satisfies the special requirement for the Seekers of the Mystic Isle Prestige Class. Only one character per table can get this book.

Favor of the Forest: For solving the mystery of Star Haunt and ridding its presence of such a vile and evil presence, the Elves of the Celadon grant you the following (choose one and mark this entire favor off when it is used):

If you have the Ring of Doragan from NMR3-06 and want it removed, the elves (for a 910 gp donation) will cast *limited wish* on you and remove it. They will then take possession of the ring so it may be properly disposed of.

If you have a different curse or ailment that can be removed by a *limited wish*, they will cast *limited wish* on you to remove that curse/item (for the cost of 1190 gp). This will be cast by a 17th-level caster.

You can use this favor to remove up to two enmities from the Elves of the Celadon. You cannot split this up into two transactions. Once you use this favor (whether for 1 enmity or 2) it is used up.

Reward for Baron Bastrayne: For capturing Baron Bastrayne alive and turning him over to a representative of King Lynwerd of Nyronnd, this PC has earned the Favor of King Lynwerd. In the form of reward, King Lynwerd has arranged one of the following for this PC (choose one and cross off the others): Upgrade any armor normally allowed to a druid with the Beasthide (CA) special ability, upgrade any ranged weapon with the Seeking (DMG) special ability, access to purchase any wand from the Dungeon Master's Guide (Table 7-26) of 6,750 gp or less, or access to purchase a Dark Blue Ioun Stone (DMG). This access, once chosen, is Metaregional.

Items for the Adventure Record

Item Access

APL 6:

- **Masterwork [Str +3] Elvencraft Longbow (Adventure; RW; 1600 gp)
- **Cloak of Elvenkind (Adventure; DMG; 2500 gp)
- **Masterwork Long Axe (Adventure; CV; 335 gp)

APL 8 (all of APL 6 plus the following):

- **+1 Long Axe (Adventure; CV; 2335 gp)

APL 10 (all of APLs 6-8 plus the following):

- **+1(bow only, staff ends only masterwork) Elvencraft [Str +3] Longbow (Adventure; RW; 3600 gp)
- +2 Chain Mail (Adventure; DMG; 4300 gp)
- +2 Full Plate (Adventure; DMG; 5650 gp)

APL 12 (all of APLs 6-10 plus the following):

- Ring of Protection +2 (Adventure; DMG; 8000 gp)
- **+2 Heavy Wooden Shield (Adventure; DMG; 4157 gp)
- **+2 Chain Shirt (Adventure; DMG; 4250 gp)

APL 14 (all of APL 6-12 plus the following):

- **Amulet of Natural Armor +2 (Adventure; DMG; 8000 gp)
- +1 Unholy Long Axe (Adventure; DMG; 18,335gp)
- +2 Mithral Chain Shirt (Adventure; DMG; 5250 gp)
- Dusty rose prism Ioun stone (Adventure; DMG; 5000gp)

APL 16 (all of APLs 6-14 plus the following):

- Periapt of Wisdom +4 (Adventure; DMG; 16,000 gp)
- Belt of Giant Strength +4 (Adventure; DMG; 16,000 gp)
- Gloves of Dexterity +4 (Adventure; DMG; 16,000 gp)
- Boots of Speed (Adventure; DMG; 12,000 gp)
- +1 Vicious Rapier (Adventure; DMG; 8320 gp)

Appendix One – APL 6

Encounter Four

Phase Wasp: CR 2; Tiny magical beast; HD 2d10; hp 11; Init +4; Spd 10 ft., fly 60 ft. (perfect); AC 17, touch 16, flat-footed 13; Base Atk/Grp: +2/-10; Atk +0 melee (1d4+4, sting); Full Atk +0 melee (1d4+4, sting); Space/Reach: 2 ½ ft./ 0 ft.; SA: *Magic missile*; SQ Darkvision 60ft., low-light vision, *see invisibility*; AL N; SV Fort +3, Ref +7, Will +2; Str 3, Dex 19, Con 10, Int 2, Wis 15, Cha 6.

Skills and Feats: Hide +12, Listen +6, Spot +6, Survival +3; Alertness.

Magic Missile (Sp): A phase wasp can produce an effect that functions like a *magic missile* spell (caster level 3rd), shooting two missiles. Once it has used this ability, it must wait 1d4 rounds before it can do so again.

See Invisibility (Sp): A phase wasp produces an effect like that of a *see invisibility* spell (caster level 3rd), except that it is always active.

Reference: *Monster Manual II* page 168.

Encounter Five

Shadow Phase Spider: CR 6; Large magical beast; HD 5d10+15; hp 42; Init +7; Spd 60 ft., climb 30 ft.; AC 15, touch 12, flat-footed 12; Base Atk/Grp: +5/+12; Atk +7 melee (bite 1d6+4, poison); Full Atk +7 melee (bite 1d6+4, poison); Space/Reach: 10 ft./ 5 ft.; SA: Poison; SQ Cold Resistance 10, Darkvision 60ft., DR 5/Magic, Ethereal Jaunt, Low-Light Vision, Shadow Blend; AL NE; SV Fort +7, Ref +7, Will +2; Str 17, Dex 17, Con 16, Int 7, Wis 13, Cha 10.

Skills and Feats: Climb +11, Move Silently +17, Spot +4; Ability Focus(poison), Improved Initiative.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Ethereal Jaunt (Su): A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and can shift back again as a move action (or during a move action). The ability is otherwise identical with *ethereal jaunt* (caster level 15th).

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Encounter Six

Tuliktu Archers: Male Elf (wood) Rgr2; CR 2; Medium humanoid (Elf); HD 2d8; hp 12; Init +3; Spd

30 ft.; AC 17, touch 13, flat-footed 14 (+4 Armor, +3 Dex); Base Atk/Grp +2/+5; Atk +5 melee (1d6+4 Elvencraft bow) or +5 ranged (1d8+3, x3, Longbow); Full Atk +5 melee (1d6+4, Elvencraft bow) or +3/+3 ranged (1d8+3, Longbow); Space/Reach 5 ft./5 ft.; SA none; SQ low-light vision, elf traits; AL NE; SV Fort +3, Ref +6, Will +1; Str 16, Dex 17, Con 10, Int 8, Wis 13, Cha 10.

Skills and Feats: Craft (Bowmaking) +4, Knowledge (Religion) +0, Listen +8, Move Silently +5, Spot +8, Survival +6; Point Blank Shot, Rapid Shot.

Possessions: Masterwork Mighty +3 Elvencraft Longbow, Masterwork Chain Shirt. 40 arrows. 2 Oil of magic weapon. 10 gp.

Physical Description: The Tuliktu Archers are wood elven archers with a tattoo of a raven over their left eye.

Rahwe: Male Elf (wood), Clr 4, CR 4; Medium humanoid; HD 4d8; hp 24; Init +1; Spd 20 ft.; AC 20(+6 Armor, +2 Shield, +1 Dex, +1 Deflection), touch 12, flat-footed 19; Base Atk/Grp +3/+5; Atk +5 melee (1d6+2, club) or +4 ranged (1d8, x3, Longbow) or by spell; Full Atk +5 melee (1d6+2, club) or +4 ranged (1d8, x3 Longbow) or by spell; Space/Reach 5 ft./5 ft.; SA spells; SQ low-light vision, elf abilities; AL NE; SV Fort +4, Ref +2, Will +7; Str 14, Dex 13, Con 11, Int 12, Wis 16, Cha 8.

Skills and Feats: Concentration +7, Knowledge (Arcana) +8, Knowledge (Planes) +4; Empower Spell, Energy Substitution (Fire).

Spells Prepared (5/4+1/3+1; DC 13+spell level): oth—Create Waterx2, Detect Magic, Read Magic, Mending; 1st—Burning Hands*, Detect Undead, Divine Favor, Entropic Shield, Protection from Good; 2nd—Death Knell, Deific Vengeance, Produce Flame*, Wave of Grief.

*Domain Spell: Domains Fire (Turn or destroy Water Creatures, Rebuke command or bolster Fire creatures) and Plant (Rebuke or command plant creatures)

Possessions: spell component pouch, club, Longbow, +1 Chain Mail, Masterwork Heavy Wooden Shield, +1 Ring of Protection, 50 gp, Unholy symbol (Obad-Hai). (3582/1816)

Encounter Eleven

Ghost of Maanole: Male Elf Ghost Clr 5/SoMI 1 Medium Undead (Augmented Humanoid) (Incorporeal) CR 6; HD 6d12+3; HP 42; Init +2; Spd 30; AC 16 (+4 deflection +2 Dex) touch 16 flat-footed 14; Base Atk/Grp +4/+2; Atk +6 Incorporeal Touch (1d6); Full Atk +6 Incorporeal Touch (1d6); Space/Reach 5 ft./5ft; SA corrupting touch, manifestation Frightful Moan; SQ Darkvision 60 ft, incorporeal traits,

rejuvenation, +4 turn resistance, undead traits; AL CE; SV Fort +8, Ref +7, Will +6; Str 6, Dex 15, Con -, Int 12, Wis 16, Cha 18.

Skills and Feats: Concentration +7, Knowledge (Geography) +3, Knowledge (History) +3, Knowledge (Religion) +5, Survival +11; Point Blank Shot, Precise Shot, Toughness.

Corrupting Touch (Su): See *Monster Manual* page 117.

Manifestation (Su): See *Monster Manual* page 118.

Frightful Moan (Su): See *Monster Manual* page 118, but DC 17.

Spells Prepared (5/4+1/4+1/3+1; DC 13+spell level): oth—Detect Magicx2, Guidancex2, Resistance; 1st—Divine Favor, Inflict light wounds x2, Protection from Law*, Shield of faith; 2nd—Shatter*, Spiritual Weapon x4; 3rd—Contagion, Dispel Magic, Magic Circle vs Law*, Invisibility Purge.

*Domain Spell: Deity – Fenmarel Mestarine; Domains Chaos (Cast spells with Chaos descriptor at +1 caster level) and Travel (Freedom of Movement for 6 rounds.)

Description: You see a Gray Elven Ghost. His clothes are in tatters. His hip is crushed. He holds in one hand a rock that has two elven eyes cut into it.

Encounter Sixteen

Bastrayne: male Shadow Human Ari3/Ftr4; CR 7; Medium humanoid (Human)(Extra Planar); HD 3d8+6 + 4d10+8; hp 53; Init +0; Spd 30 ft.; AC 21 (+9 armor, +1 natural, +1 deflection), touch 11, flat-footed 21; Base Atk/Grp +6/+9; Atk +11 melee (1d12+4/ x3, Long Axe); Full Atk +11/+6 melee (1d12+4,/ x3 Long Axe); SQ Cold Resistance 12, Darkvision 60 ft, Low-light vision, Shadow Blend, Fast Healing 2; AL LE; SV Fort +7, Ref +2, Will +5; Str 16, Dex 10, Con 14, Int 8, Wis 13, Cha 12.

Skills and Feats: Bluff +6, Diplomacy +11, Hide +0, Knowledge(Religion) +1, Listen +5 Move Silently +1*, Sense Motive +5; Cleave, Diehard, Endurance, Exotic Weapon Proficiency (Long Axe), Improved Sunder, Power Attack, Weapon Focus (Long Axe)

*Shadow creatures get a +6 racial modifier to Move Silently checks.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Possessions: Amulet of Natural Armor +1, Masterwork Long Axe,+1 Full Plate Ring of Protection +1, dagger, 600 gp in gems.

Gryppe: male Shadow Human Rog4; CR 5; Medium humanoid (Human)(Extra Planar); HD 4d6 +8; hp 24; Init +3; Spd 45 ft.; AC 18 (+4 armor, +1 deflection, +3 dex), touch 14, flat-footed 18; Base Atk/Grp +3/+3; Atk +7 melee (1d6/ 18-20, Rapier); Full Atk +7 melee (1d6,/ 18-20, Rapier); SA Sneak Attack +2d6, SQ Cold Resistance 9, Darkvision 60 ft, Evasion, Low-light vision, Shadow Blend, trap sense, uncanny dodge, Fast Healing 2; AL LE; SV Fort +3, Ref +7, Will +0; Str 10, Dex 16, Con 14, Int 12, Wis 8, Cha 13.

Skills and Feats: Bluff +6, Diplomacy +10, Gather Information +6, Hide 15, Intimidate +6, Knowledge(Nobility and Royalty) +4, Listen +6 Move Silently +16*, Profession (Government Worker) +4, Sense Motive +4, Spot +6, Tumble +8; Dodge, Mobility, Weapon Finesse.

*Shadow creatures get a +6 racial modifier to Move Silently checks.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Possessions: Cloak of Elvenkind, Masterwork Chain Shirt, Masterwork Rapier, Ring of Protection +1.

Appendix One – APL 8

Encounter Four

Phase Wasp: CR 2; Tiny magical beast; HD 2d10; hp 11; Init +4; Spd 10 ft., fly 60 ft. (perfect); AC 17, touch 16, flat-footed 13; Base Atk/Grp: +2/-10; Atk +0 melee (1d4+4, sting); Full Atk +0 melee (1d4+4, sting); Space/Reach: 2 ½ ft./ 0 ft.; SA: *Magic missile*; SQ Darkvision 60ft., low-light vision, *see invisibility*; AL N; SV Fort +3, Ref +7, Will +2; Str 3, Dex 19, Con 10, Int 2, Wis 15, Cha 6.

Skills and Feats: Hide +12, Listen +6, Spot +6, Survival +3; Alertness.

Magic Missile (Sp): A phase wasp can produce an effect that functions like a *magic missile* spell (caster level 3rd), shooting two missiles. Once it has used this ability, it must wait 1d4 rounds before it can do so again.

See Invisibility (Sp): A phase wasp produces an effect like that of a *see invisibility* spell (caster level 3rd), except that it is always active.

Reference: *Monster Manual II* page 168.

Encounter Five

Shadow Phase Spiders (2): CR 6; Large magical beast; HD 5d10+15; hp 42; Init +7; Spd 60 ft., climb 30 ft.; AC 15, touch 12, flat-footed 12; Base Atk/Grp: +5/+12; Atk +7 melee (bite 1d6+4, poison); Full Atk +7 melee (bite 1d6+4, poison); Space/Reach: 10 ft./ 5 ft.; SA: Poison; SQ Cold Resistance 10, Darkvision 60ft., DR 5/Magic, Ethereal Jaunt, Low-Light Vision, Shadow Blend; AL NE; SV Fort +7, Ref +7, Will +2; Str 17, Dex 17, Con 16, Int 7, Wis 13, Cha 10.

Skills and Feats: Climb +11, Move Silently +17, Spot +4; Ability Focus(poison), Improved Initiative.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Ethereal Jaunt (Su): A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and can shift back again as a move action (or during a move action). The ability is otherwise identical with *ethereal jaunt* (caster level 15th).

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Encounter Six

Tuliktu Archers: Male Elf (wood) Rgr2/Ftr2; CR 4; Medium humanoid (Elf); HD 2d8 + 2d10; hp 27; Init

+4; Spd 30 ft.; AC 19, touch 14, flat-footed 15 (+5 Armor, +4 Dex); Base Atk/Grp +4/+7; Atk +8 melee (1d6+4, Elvencraft Longbow) or +10 ranged (1d8+3, x3, Longbow); Full Atk +8 melee (1d6+4, Elvencraft Longbow) or +8/+8 ranged (1d8+3, Elvencraft Longbow); Space/Reach 5 ft./5 ft.; SA none; SQ low-light vision, elf traits; AL CE; SV Fort +6, Ref +7, Will +1; Str 16, Dex 18, Con 10, Int 8, Wis 13, Cha 10.

Skills and Feats: Craft (Bowmaking) +4, Knowledge (Religion) +1, Listen +10, Move Silently +6, Spot +10, Survival +6; Alertness, Point Blank Shot, Rapid Shot, Precise Shot, Weapon Focus (Longbow).

Possessions: Masterwork Elvencraft mighty +3 Longbow. +1 Chain Shirt. 40 arrows. 2 Oil of magic weapon, 10 gp.

Physical Description: The Tuliktu Archers are wood elven archers with a tattoo of a raven over their left eye.

Rahwe: Male Elf (wood), Clr5/LmtlSvnt1, CR 6; Medium humanoid; HD 5d8 + 1d4; hp 33; Init +1; Spd 20 ft.; AC 21(+6 Armor, +3 Shield, +1 Dex, +1 Deflection), touch 12, flat-footed 20; Base Atk/Grp +3/+5; Atk +5 melee (1d6+2, club) or +4 ranged (1d8, x3, Longbow) or by spell; Full Atk +5 melee (1d6+2, club) or +4 ranged (1d8, x3 Longbow) or by spell; Space/Reach 5 ft./5 ft.; SA spells; SQ low-light vision, elf abilities resistance to fire 5; AL NE; SV Fort +4, Ref +2, Will +9; Str 14, Dex 13, Con 11, Int 12, Wis 16, Cha 8.

Skills and Feats: Concentration +9, Knowledge (Arcana) +9, Knowledge (Planes) +5, Spellcraft +3; Domain Spontaneity(Fire) Empower Spell, Energy Substitution (Fire).

Elemental specialty: (Ex) All energy damage dealing spells deal fire energy damage.

Resistance to Energy: (Ex) Rahwe has Resistance 5 vs fire.

Spells Prepared (5/4+1/4+1/3+1; DC 13+spell level): oth—Create Waterx2, Detect Magic, Read Magic, Mending; 1st—Burning Hands*, Detect Undead, Divine Favor, Entropic Shield, Protection from Good, ; 2nd—Death Knell, Deific Vengeancex2, Produce Flame*, Wave of Grief.; 3rd—Blessed Aim, Burning Hands (Empowered)*, Wrackx2.

*Domain Spell: Domains Fire(Turn or destroy Water Creatures, Rebuke command or bolster Fire creatures) and Plant (Rebuke or command plant creatures)

Possessions: spell component pouch, club, Longbow, +1 Chain Mail, +1 Heavy Wooden Shield, +1 Ring of Protection, 50 gp, Unholy symbol (Obad-Hai).

Encounter Eleven

Ghost of Maanole: Male Elf Ghost Clr 5/SoMI 1 Medium Undead (Augmented Humanoid) (Incorporeal) CR 7; HD 6d12+3; HP 42; Init +2; Spd 30; AC 16 (+4 deflection +2 Dex) touch 16 flat-footed 14; Base Atk/Grp +4/+2; Atk +6 Incorporeal Touch (1d6); Full Atk +6 Incorporeal Touch (1d6); Space/Reach 5 ft/5ft; SA corrupting touch, manifestation; SQ Darkvision 60 ft, horrific appearance, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL CE; SV Fort +8, Ref +7, Will +6; Str 6, Dex 15, Con -, Int 12, Wis 16, Cha 18.

Skills and Feats: Concentration +7, Knowledge (Geography) +3, Knowledge (History) +3, Knowledge (Religion) +5, Survival +11; *Point Spells Prepared* (5/4+1/4+1/3+1; DC 13+spell level): oth—*Detect Magic*x2, *Guidance*x2, *Resistance*; 1st—*Divine Favor*, *Infllict light wounds* x2, *Protection from Law**, *Shield of faith*; 2nd—*Deific Vengeance*x2, *Shatter**, *Sound burst*x2; 3rd—*Contagion*, *Dispel Magic*, *Magic Circle vs Law**, *Invisibility Purge*.

Corrupting Touch (Su): See *Monster Manual* page 117.

Manifestation (Su): See *Monster Manual* page 118.

*Domain Spell: Deity - Fenmarel Mestarine; Domains Chaos(Cast spells with Chaos descriptor at +1 caster level) and Travel (Freedom of Movement for 6 rounds.)

Blank Shot, Precise Shot, Toughness

Description. You see a Gray Elven Ghost. His clothes are in tatters. His hip is crushed. He holds in one hand a rock that has two elven eyes cut into it.

Encounter Sixteen

Bastrayne: male Shadow Human Ari3/Ftr4/Blkgrd2; CR 9; Medium humanoid (Human)(Extra Planar); HD 3d8+6 + 6d10+12; hp 68; Init +0; Spd 30 ft.; AC 21 (+9 armor, +1 natural armor, +1 deflection), touch 11, flat-footed 21; Base Atk/Grp +8/+11; Atk +13 melee (1d12+7/ x3, Long Axe); Full Atk +13/+8 melee (1d12+7/ x3 Long Axe); SA Smite Good 1/day (+1 To Hit, +2 Damage); SQ Aura of Evil, Cold Resistance 14, Dark Blessing, Darkvision 60 ft, detect good, Evasion, Low-light vision, poison use, Shadow Blend, Fast Healing 2; AL LE; SV Fort +11, Ref +3, Will +7; Str 16, Dex 10, Con 14, Int 8, Wis 14, Cha 12.

Skills and Feats: Bluff +6, Diplomacy +13, Hide +0, Knowledge(Religion) +1, Listen +7 Move Silently +1* Sense Motive +7; Cleave, Diehard, Endurance, Exotic Weapon Proficiency (Long Axe), Improved Sunder, Power Attack, Weapon Focus (Long Axe), Weapon Specialization (Long Axe).

*Shadow creatures get a +6 racial modifier to Move Silently checks.

Spells Prepared (2; DC 12+spell level): 1st-Corrupt Weapon, Divine Sacrifice.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Possessions: Amulet of Natural Armor +1, +1 Long Axe, +1 Full Plate Ring of Protection +1, dagger, 900 gp in gems.

Gryppe: male Shadow Human Rog6; CR 7; Medium humanoid (Human)(Extra Planar); HD 6d6 +12; hp 35; Init +7; Spd 45 ft.; AC 19 (+5 armor, +1 deflection, +3 dex), touch 14, flat-footed 19; Base Atk/Grp +5/+5; Atk +9 melee (1d6/ 18-20, Rapier); Full Atk +9 melee (1d6/ 18-20, Rapier); SA Sneak Attack +3d6, SQ Cold Resistance 11, Darkvision 60 ft, Evasion, Low-light vision, Shadow Blend, Fast Healing 2, Trap Sense +2 Uncanny Dodge; AL LE; SV Fort +4, Ref +8, Will +1; Str 10, Dex 16, Con 14, Int 12, Wis 8, Cha 13.

Skills and Feats: Bluff +6, Diplomacy +12, Escape Artist +9, Gather Information +6, Hide 17, Intimidate +6, Knowledge(Nobility and Royalty) +5, Listen +8 Move Silently +18*, Profession (Government Worker) +4, Sense Motive +4, Spot +8, Tumble +12; Dodge, Improved Initiative, Mobility, Weapon Finesse.

*Shadow creatures get a +6 racial modifier to Move Silently checks.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Possessions: Cloak of Elvenkind, +1 Chain Shirt, Masterwork Rapier, Ring of Protection +1 2 potions of cure moderate wounds.

Appendix One – APL 10

Encounter Four

Phase Wasp: CR 2; Tiny magical beast; HD 2d10; hp 11; Init +4; Spd 10 ft., fly 60 ft. (perfect); AC 17, touch 16, flat-footed 13; Base Atk/Grp: +2/-10; Atk +0 melee (1d4+4, sting); Full Atk +0 melee (1d4+4, sting); Space/Reach: 2 ½ ft./ 0 ft.; SA: *Magic missile*; SQ Darkvision 60ft., low-light vision, *see invisibility*; AL N; SV Fort +3, Ref +7, Will +2; Str 3, Dex 19, Con 10, Int 2, Wis 15, Cha 6.

Skills and Feats: Hide +12, Listen +6, Spot +6, Survival +3; Alertness.

Magic Missile (Sp): A phase wasp can produce an effect that functions like a *magic missile* spell (caster level 3rd), shooting two missiles. Once it has used this ability, it must wait 1d4 rounds before it can do so again.

See Invisibility (Sp): A phase wasp produces an effect like that of a *see invisibility* spell (caster level 3rd), except that it is always active.

Advanced Phase Wasp: CR 5; Small magical beast; HD 5d10; hp 27; Init +7; Spd 15 ft., fly 60 ft. (perfect); AC 15, touch 14, flat-footed 12; Base Atk/Grp: +5/+0; Atk +5 melee (1d6-1, sting); Full Atk +5 melee (1d6-1, sting); Space/Reach: 5 ft./ 5 ft.; SA: *Magic missile*; SQ Darkvision 60ft., low-light vision, *see invisibility*, displacement; AL N; SV Fort +4, Ref +7, Will +3; Str 8, Dex 17, Con 10, Int 2, Wis 15, Cha 6.

Skills and Feats: Hide +7, Listen +8, Spot +7, Survival +3; Alertness, Improved Initiative.

Magic Missile (Sp): A phase wasp can produce an effect that functions like a *magic missile* spell (caster level 6th), shooting three missiles. Once it has used this ability, it must wait 1d4 rounds before it can do so again.

See Invisibility (Sp): A phase wasp produces an effect like that of a *see invisibility* spell (caster level 3rd), except that it is always active.

Displacement (Su): A light-bending glamer continually surrounds the phase wasp, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the wasp by some means other than sight. A *true seeing* effect allows the user to see the wasp's position, but *see invisibility* has no effect.

Reference: *Monster Manual II* page 168.

Encounter Five

Advanced Shadow Phase Spider: CR 7; Large magical beast; HD 8d10+24; hp 68; Init +8; Spd 60 ft.,

climb 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk/Grp: +8/+15; Atk +10 melee (bite 1d6+4, poison); Full Atk +10 melee (bite 1d6+4, poison); Space/Reach: 10 ft./ 5 ft.; SA: Poison; SQ Cold Resistance 13, Darkvision 60ft., DR 5/magic, Ethereal Jaunt, Evasion, Low-light Vision, ; AL NE; SV Fort +9, Ref +10, Will +3; Str 17, Dex 18, Con 16, Int 7, Wis 13, Cha 10.

Skills and Feats: Climb +13, Hide +6, Move Silently +20, Spot +4; Ability Focus(poison), Improved Initiative, Stealthy.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Ethereal Jaunt (Su): A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and can shift back again as a move action (or during a move action). The ability is otherwise identical with *ethereal jaunt* (caster level 15th).

Poison (Ex): Injury, Fortitude DC 19, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Encounter Six

Tuliktu Archers: Male Elf (wood) Rgr3/Ftr2/OotBI1; CR 6; Medium humanoid (Elf); HD 4d8 + 2d10; hp 39; Init +4; Spd 30 ft.; AC 19, touch 14, flat-footed 15 (+5 Armor, +4 Dex); Base Atk/Grp +6/+9; Atk +10 melee (1d6+4, Elvencraft Longbow) or +12 ranged (1d8+4, x3, Longbow); Full Atk +10/+5 melee (1d6+4, Elvencraft Longbow) or +10/+10/+5 ranged (1d8+4, Elvencraft Longbow); Space/Reach 5 ft./5 ft.; SA Ranged Precision; SQ low-light vision, elf traits; AL CE; SV Fort +6, Ref +9, Will +4; Str 16, Dex 18, Con 10, Int 8, Wis 13, Cha 10.

Skills and Feats: Craft (Bowmaking) +4, Knowledge (Religion) +1, Listen +13, Move Silently +6, Spot +13, Survival +6; Alertness, Precise Shot, Point Blank Shot, Rapid Shot, Weapon Focus (Longbow).

Ranged Precision (Ex): As a standard action the Archers can make a single precisely aimed attack with a ranged weapon dealing an extra 1d8 damage. The target must be within 30' and not immune to critical hits.

Possessions: +1 Elvencraft [str +3] Longbow, +1 Chain Shirt, 2 potions cure moderate wounds, 40 arrows, 10 gp.

Physical Description: The Tuliktu Archers are wood elven archers with a tattoo of a raven over their left eye.

Rahwe: Male Elf (wood), Clr5/LmtlSvnt3, CR 8; Medium humanoid; HD 5d8 + 3d4; hp 39; Init +1; Spd

20 ft.; AC 22(+7 Armor, +3 Shield, +1 Dex, +1 Deflection), touch 12, flat-footed 21; Base Atk/Grp +4/+6; Atk +6 melee (1d6+2, club) or +5 ranged (1d8, x3, Longbow) or by spell; Full Atk +6 melee (1d6+2, club) or +5 ranged (1d8, x3 Longbow) or by spell; Space/Reach 5 ft./5 ft.; SA spells; SQ low-light vision, elf abilities resistance to fire 5, Immune to Sleep; AL NE; SV Fort +5, Ref +3, Will +10; Str 14, Dex 13, Con 11, Int 12, Wis 17, Cha 8.

Skills and Feats: Concentration +11, Knowledge (Arcana) +9, Knowledge (Planes) +5, Spellcraft +9; Domain Spontaneity(Fire) Empower Spell, Energy Substitution (Fire).

Spells Prepared (6/5+1/4+1/4+1/2+1; DC 13+spell level): oth—Create Waterx2, Cure Minor Wounds, Detect Magic, Read Magic, Mending; 1st—Burning Hands*, Cure Light Wounds, Detect Undead, Divine Favor, Entropic Shield, Protection from Good, ; 2nd—Death Knell, Deific Vengeancex2, Produce Flame*, Wave of Grief.; 3rd—Blessed Aim, Burning Hands (Empowered)*, Cure Serious Wounds, Wrackx2; 4th—Cure Critical Wounds, Tongues, Wall of Fire*.

*Domain Spell: Domains Fire(Turn or destroy Water Creatures, Rebuke command or bolster Fire creatures) and Plant (Rebuke or command plant creatures)

Elemental specialty: (Ex) All energy damage dealing spells deal fire energy damage.

Resistance to Energy: (Ex) Rahwe has Resistance 5 vs fire.

Immunity to Sleep (Ex): Rahwe is immune to sleep effects.

Energy Penetration (Ex) The Rahwe gains a +2 on spell caster checks to overcome spell resistance with fire energy spells.

Possessions: spell component pouch, club, Longbow, +2 Chain Mail, +1 Heavy Wooden Shield, +1 Ring of Protection, 50 gp, Unholy symbol (Obad-Hai).

Encounter Eleven

Ghost of Maanole: Male Elf Ghost Clr 5/SoMI 2 Medium Undead (Augmented Humanoid) (Incorporeal) CR 9; HD 7d12+3; HP 48; Init +2; Spd 30; AC 16 (+4 deflection +2 Dex) touch 16 flat-footed 14; Base Atk/Grp +5/+3; Atk +7 Incorporeal Touch (1d6); Full Atk +7 Incorporeal Touch (1d6); Space/Reach 5 ft./5ft; SA corrupting touch, horrific appearance, manifestation; SQ Darkvision 60 ft, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL CE; SV Fort +9, Ref +8, Will +6; Str 6, Dex 15, Con -, Int 12, Wis 16, Cha 18.

Skills and Feats: Concentration +10, Knowledge (Geography) +3, Knowledge (History) +3, Knowledge (Religion) +5, Listen +7, Spot +7, Survival +11; Point Blank Shot, Precise Shot, Toughness

Corrupting Touch (Su): See *Monster Manual* page 117.

Horrific Appearance (Su): See *Monster Manual* page 118, but DC 17.

Manifestation (Su): See *Monster Manual* page 118.

Spells Prepared (6/5+1/4+1/3+1/1+1; DC 13+spell level): oth—Detect Magicx2, Guidancex2, Resistancex2e; 1st—Divine Favor, Inflict light wounds x3, Protection from Law*, Shield of faith; 2nd—Deific Vengeancex2, Shatter*, Sound burstx2; 3rd—Contagion, Dispel Magic, Magic Circle vs Law*, Invisibility Purge; 4th—Chaos Hammer*, Poison.

*Domain Spell: Deity - Fenmarel Mestarine; Domains Chaos(Cast spells with Chaos descriptor at +1 caster level) and Travel (Freedom of Movement for 7 rounds.)

Description. You see a Gray Elven Ghost. His clothes are in tatters, and his hip is crushed. He holds in one hand a rock that has two elven eyes cut into it.

Encounter Sixteen

Bastrayne: male Shadow Human Ari3/Ftr4/Blkgrd4; CR 11; Medium humanoid (Human)(Extra Planar); HD 3d8+6 + 8d10+16; hp 83; Init +0; Spd 30 ft.; AC 22 (+10 armor, +1 natural armor, +1 deflection), touch 11, flat-footed 22; Base Atk/Grp +10/+14; Atk +16 melee (1d12+9/ x3, Long Axe); Full Atk +16/+11 melee (1d12+9,/ x3 Long Axe);SA Command undead 4/day, smite good 1/day (+1 To Hit, +4 Damage), sneak attack +1d6, SQ Aura of Despair, Aura of Evil, Cold Resistance 15, Darkvision 60 ft, dark blessing, detect good, evasion, Low-light vision, poison use, Shadow Blend, Fast Healing 2; AL LE; SV Fort +12, Ref +4, Will +8; Str 18, Dex 10, Con 14, Int 8, Wis 14, Cha 12.

Skills and Feats: Bluff +6, Concentration +4 Diplomacy +13, Hide +0, Knowledge(Religion) +1, Listen +8 Move Silently +1*, Sense Motive +8; Cleave, Diehard, Endurance, Exotic Weapon Proficiency (Long Axe),Improved Sunder, Power Attack, Weapon Focus (Long Axe), Weapon Specialization (Long Axe)

*Shadow creatures get a +6 racial modifier to Move Silently checks.

Spells Prepared (2/2; DC 12+spell level): 1st-Corrupt Weapon, Divine Sacrifice; ;2nd-Cure Moderate Wounds, Death Knell.

Aura of Despair (Su): Bastrayne radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Possessions: Amulet of Natural Armor +1, +1 Long Axe, +2 Full Plate, Gauntlets of Ogre Strength +2, Ring of Protection +1, dagger, 1200 gp in gems.

Gryppe: male Shadow Human Rog7/ NSE1 ; CR 9; Medium humanoid (Human)(Extra Planar); HD 7d6+14+1d8+2; hp 47; Init +8; Spd 45 ft.; AC 20 (+5 armor, +1 deflection, +4 dex), touch 15, flat-footed 20; Base Atk/Grp +6/+6; Atk +11 melee (1d6+1/ 18-20, Rapier); Full Atk +10/+5 melee (1d6+1/ 18-20, Rapier); SA Sneak Attack +5d6, teamwork (See/hear allies); SQ Cold Resistance 13, Darkvision 60 ft, Evasion, Low-light vision, Shadow Blend, Fast Healing 2, Trap Sense +1 Uncanny Dodge +2 Luck bonus to all saves (already calculated); AL LE; SV Fort +6, Ref +13, Will +3; Str 10, Dex 19, Con 14, Int 12, Wis 8, Cha 13.

Skills and Feats: Bluff +6, Diplomacy +14, Escape Artist +14, Gather Information +6, Hide 20, Intimidate +6, Knowledge(Nobility and Royalty) +6, Listen +10 Move Silently +21*, Profession (Government Worker) +4, Sense Motive +4, Spot +10, Tumble +15; Dodge, Improved Initiative, Mobility, Weapon Finesse.

*Shadow creatures get a +6 racial modifier to Move Silently checks.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Teamwork (Ex): A nightsong Enforcer has +20 circumstance bonus on Listen and Spot Checks to see and hear allies.

Possessions: Cloak of Elvenkind, +1 Chain Shirt, Gloves of Dexterity +2, +1 Rapier, Ring of Protection +1 2 potions of cure moderate wounds.

Appendix One – APL 12

Encounter Four

Advanced Phase Wasp: CR 5; Small magical beast; HD 5d10; hp 27; Init +7; Spd 15 ft., fly 60 ft. (perfect); AC 15, touch 14, flat-footed 12; Base Atk/Grp: +5/+0; Atk +5 melee (1d6-1, sting); Full Atk +5 melee (1d6-1, sting); Space/Reach: 5 ft./ 5 ft.; SA: *Magic missile*; SQ Darkvision 60ft., low-light vision, *see invisibility*, displacement; AL N; SV Fort +4, Ref +7, Will +3; Str 8, Dex 17, Con 10, Int 2, Wis 15, Cha 6.

Skills and Feats: Hide +7, Listen +8, Spot +7, Survival +3; Alertness, Improved Initiative.

Magic Missile (Sp): A phase wasp can produce an effect that functions like a *magic missile* spell (caster level 6th), shooting three missiles. Once it has used this ability, it must wait 1d4 rounds before it can do so again.

See Invisibility (Sp): A phase wasp produces an effect like that of a *see invisibility* spell (caster level 3rd), except that it is always active.

Displacement (Su): A light-bending glamor continually surrounds the phase wasp, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the wasp by some means other than sight. A *true seeing* effect allows the user to see the wasp's position, but *see invisibility* has no effect.

Reference: *Monster Manual II* page 168.

Encounter Five

Advanced Shadow Phase Spider: CR 9; Huge magical beast; HD 11d10+55; hp 115; Init +7; Spd 60 ft., climb 30 ft.; AC 14, touch 11, flat-footed 12; Base Atk/Grp: +11/+26; Atk +16 melee (bite 1d8+10, poison); Full Atk +16 melee (bite 1d8+10, poison); Space/Reach: 15 ft./ 10 ft.; SA: Poison; SQ Cold Resistance 15, Darkvision 60ft., DR 5/Magic, Ethereal Jaunt, Evasion, Low-light Vision; AL NE; SV Fort +12, Ref +10, Will +4; Str 25, Dex 16, Con 20, Int 7, Wis 13, Cha 10.

Skills and Feats: Climb +18, Hide +0, Move Silently +18, Spot +6; Ability Focus(poison), Improved Initiative, Power Attack, Stealthy.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Ethereal Jaunt (Su): A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and can shift back again as a move action (or

during a move action). The ability is otherwise identical with *ethereal jaunt* (caster level 15th).

Poison (Ex): Injury, Fortitude DC 22, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

Encounter Six

Tuliktu Archers: Male Elf (wood) Rgr3/Ftr2/OotBI3; CR 8; Medium humanoid (Elf); HD 6d8 + 2d10; hp 51; Init +4; Spd 30 ft.; AC 20, touch 14, flat-footed 16 (+6 Armor, +4 Dex); Base Atk/Grp +8/+11; Atk +12 melee (1d6+4, Elvencraft Longbow) or +14 ranged (1d8+4, x3, Longbow); Full Atk +12/+7 melee (1d6+4, Elvencraft Longbow) or +12/+12/+7 ranged (1d8+4, x3 Elvencraft Longbow); Space/Reach 5 ft./5 ft.; SA Ranged Precision, Close Combat Shot; SQ low-light vision, elf traits; AL CE; SV Fort +6, Ref +9, Will +4; Str 16, Dex 19, Con 10, Int 8, Wis 13, Cha 10.

Skills and Feats: Craft (Bowmaking) +4, Knowledge (Religion) +1, Listen +13, Move Silently +5, Spot +15, Survival +6; Alertness, Precise Shot, Point Blank Shot, Rapid Shot, Weapon Focus (Longbow).

Ranged Precision (Ex): As a standard action the Archers can make a single precisely aimed attack with a ranged weapon dealing an extra 2d8 damage. The target must be within 30' and not immune to critical hits.

Close Combat Shot (Ex): The Archers may attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Equipment: +1 Elvencraft [str +3] Longbow, +2 Chain Shirt, 40 arrows, 10gp.

Physical Description: The Tuliktu Archers are wood elven archers with a tattoo of a raven over their left eye.

Rahwe: Male Elf (wood), Clr5/LmtlSvnt5, CR 10; Medium humanoid; HD 5d8 + 5d4; hp 45; Init +1; Spd 20 ft.; AC 23(+7 Armor, +4 Shield, +1 Dex, +1 Deflection), touch 12, flat-footed 22; Base Atk/Grp +5/+8; Atk +7 melee (1d6+2, club) or +6 ranged (1d8, x3, Longbow) or by spell; Full Atk +7 melee (1d6+2, club) or +6 ranged (1d8, x3 Longbow) or by spell; Space/Reach 5 ft./5 ft.; SA spells; SQ low-light vision, elf abilities, resistance to fire 10, Immune to Sleep; AL NE; SV Fort +5, Ref +3, Will +11; Str 14, Dex 13, Con 11, Int 12, Wis 17, Cha 8.

Skills and Feats: Concentration +13, Knowledge (Arcana) +9, Knowledge (Planes) +5, Listen +5, Spellcraft +9; Domain Spontaneity (Fire) Empower Spell, Energy Substitution (Fire) Domain Focus (Fire).

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; DC 13+spell level, 14 + spell level for Fire spells): oth— Create Waterx2, Cure Minor Wounds, Detect Magic,

Read Magic, Mending; 1st—Burning Hands*, Cure Light Wounds, Detect Undead, Divine Favor, Entropic Shield, Protection from Good, ; 2nd—Death Knell, Deific Vengeance2, Produce Flame*, Sound Burst, Wave of Grief.; 3rd—Blessed Aim, Burning Hands (Empowered)*, Cure Serious Wounds, Wrackx2; 4th—Cure Critical Wounds, Tongues, Wall of Fire*; 5th—Fire Shield*, Flame Strike.

*Domain Spell: Domains Fire(Turn or destroy Water Creatures, Rebuke command or bolster Fire creatures) and Plant (Rebuke or command plant creatures)

Elemental specialty (Ex): All energy damage dealing spells deal fire energy damage.

Resistance to Energy (Ex): Rahwe has Resistance 10 vs fire.

Immunity to Sleep (Ex): Rahwe is immune to sleep effects.

Energy Penetration (Ex): Rahwe gains a +2 on spell caster checks to overcome spell resistance.

Energy Focus (Ex): Rahwe adds 1 to the DC of any fire based spells used.

Equipment: spell component pouch, club, Longbow, +2 Chain Mail, +2 Heavy Wooden Shield, +1 Ring of Protection, 50 gp, Unholy symbol (Obad-Hai).

Encounter Eleven

Ghost of Maanole: Male Elf Ghost Clr 5/SoMI 4 Medium Undead (Augmented Humanoid) (Incorporeal) CR 11; HD 9d12+3; HP 61; Init +3; Spd 30; AC 17 (+4 deflection +3 Dex) touch 17 flat-footed 14; Base Atk/Grp +6/+4; Atk +9 Incorporeal Touch (1d6); Full Atk +9/+4 Incorporeal Touch (1d6); Space/Reach 5 ft/5ft; SA corrupting touch, horrific appearance, manifestation; SQ Darkvision 60 ft, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL CE; SV Fort +10, Ref +9, Will +7; Str 6, Dex 16, Con -, Int 12, Wis 16, Cha 18.

Skills and Feats: Concentration +12, Knowledge (Geography) +3, Knowledge (History) +3, Knowledge (Religion) +5, Listen +13, Spot +13, Survival +11; Point Blank Shot, Precise Shot, Toughness, Quicken Spell

Corrupting Touch (Su): See *Monster Manual* page 117.

Horrific Appearance (Su): See *Monster Manual* page 118, but DC 18.

Manifestation (Su): See *Monster Manual* page 118.

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; DC 13+spell level): oth—Detect Magicx2, Guidancex2, Resistancex2e; 1st—Inflict light wounds x4, Protection from Law*, Shield of faith; 2nd—Deific Vengeance3, Shatter*, Sound burstx2; 3rd—Contagion (x2), Dispel

Magic, Magic Circle vs Law*, Invisibility Purge; 4th—Chaos Hammer*, Poison (x2); 5th—Dispel Law*, Quicken Divine Favor.

*Domain Spell: Deity - Fenmarel Mestarine; Domains Chaos(Cast spells with Chaos descriptor at +1 caster level) and Travel (Freedom of Movement for 6 rounds.)

Description. You see a Gray Elven Ghost. His clothes are in tatters, and his hip is crushed. He holds in one hand a rock that has two elven eyes cut into it.

Encounter Fourteen

Stronger Dread Wraith: CR 13; Large Undead (Incorporeal); HD 24d12; hp 156; Init +14; Spd Fly 60 ft.(good); AC 26, touch 26, flat-footed 16; Base Atk/Grp: +12/-; Atk: Incorporeal touch +21 melee (2d6 + 1d8 Constitution drain); Full Atk: Incorporeal touch +27 melee (2d6 + 1d8 Constitution drain); Space/Reach: 10 ft./ 10 ft.; SA: Constitution drain, create spawn; SQ Darkvision 60ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +10, Ref +18, Will +18; Str -, Dex 30, Con -, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +28, Intimidate +26, Knowledge(religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +7 (+9 following tracks); Ability Focus (Constitution Drain), Alertness, Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack, Wingover.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 31 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith within 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Encounter Sixteen

Bastrayne: male Shadow Human Ari3/Ftr4/Blkgrd6; CR 13; Medium humanoid (Human)(Extra Planar); HD 3d8+6 + 10d10+20; hp 98; Init +0; Spd 30 ft.; AC 23 (+10 armor, +1 natural armor, +2 deflection), touch 12 flat-footed 23; Base Atk/Grp +12/+16; Atk +18 melee (1d12+9/ 19-20x3, Long Axe); Full Atk +18/+13/+8

melee (1d12+9, / 19-20x3, Long Axe); SA Command undead 4/day, smite good 2/day (+1 To Hit, +6 Damage), sneak attack +1d6 SQ Aura of Despair, Aura of Evil, Cold Resistance 15, Darkvision 60 ft, dark blessing, detect good, Evasion, Fiendish servant, Low-light vision, poison use, Shadow Blend, Fast Healing 2, +2 Luck Bonus on all Saves (already calculated); AL LE; SV Fort +15, Ref +7, Will +11; Str 19, Dex 10, Con 14, Int 8, Wis 14, Cha 12.

Skills and Feats: Bluff +6, Concentration +8 Diplomacy +13, Hide +0, Knowledge(Religion) +1, Listen +8, Move Silently +1*, Sense Motive +8; Cleave, Diehard, Endurance, Exotic Weapon Proficiency (Long Axe), Improved Critical(Long Axe), Improved Sunder, Power Attack, Weapon Focus (Long Axe), Weapon Specialization (Long Axe)

*Shadow creatures get a +6 racial modifier to Move Silently checks.

Spells Prepared (2/2/1; DC 12+spell level): 1st-Corrupt Weapon, Divine Sacrifice; 2nd-Cure Moderate Wounds, Death Knell, 3rd—Demonhide.

Aura of Despair (Su): Bastrayne radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Possessions: Amulet of Natural Armor +1, +1 Long Axe, +2 Full Plate, Gauntlets of Ogre Strength +2, Ring of Protection +2, dagger 1500 gp in gems.

Fiendish Bat: Diminutive Magical Beast (Augmented Animal, Extra Planar) hd 4d8; hp 18; Init +2; spd 5ft fly 60 (perfect); AC 19 (+3 natural, +4 size, +2 dex) touch 16 flat-footed 17; Base Atk/Grp +3/-13; Atk -; Full Atk -; SA -; SQ Blind Sense 20ft, Darkvision 60ft, Empathic Link, Improved evasion, Low-light vision, Resist Cold 7, Resist Fire 5, share saving throws, share spells, speak with Bastrayne, SR 7, +2 Luck Bonus on all saves (already figured in) Shadow Blend; AL LE; SV Fort +12, Ref +8, Will +10; Str 3, Dex 15, Con 10, Int 7, Wis 15, Cha 4.

Skills and Feats: Hide 18, Listen +8* Move Silently +12*, Spot +8; Alertness, improved flight.

*Bats have a +4 racial bonus to Spot and Listen Checks, Shadow creatures have a +6 racial bonus to Move Silently checks.

Blindsense: (Ex) A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the

shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Gryppe: male Shadow Human Rog7/ NSE3 ; CR 11; Medium humanoid (Human)(Extra Planar); HD 7d6+14+3d8+6; hp 60; Init +8; Spd 45 ft.; AC 21 (+5 armor, +2 deflection, +4 dex), touch 16, flat-footed 21; Base Atk/Grp +8/+8; Atk +13 melee (1d6+1/ 18-20, Rapier); Full Atk +13/+8 melee (1d6+1/ 18-20, Rapier); SA Sneak Attack +5d6, teamwork (See/hear allies); SQ Agility Training, Cold Resistance 13, Darkvision 60 ft, Evasion, Low-light vision, Skill Teamwork +2, Shadow Blend, Fast Healing 2, Trap Sense +1 Uncanny Dodge +2 Luck bonus to all saves (already calculated); AL LE; SV Fort +7, Ref +14, Will +4; Str 10, Dex 19, Con 14, Int 12, Wis 8, Cha 13.

Skills and Feats: Bluff +6, Diplomacy +14, Escape Artist +17, Gather Information +6, Hide 22, Intimidate +6, Knowledge(Nobility and Royalty) +6, Listen +12 Move Silently +23*, Profession (Government Worker) +4, Sense Motive +6, Spot +10, Tumble +17; Dodge, Elusive Target, Improved Initiative, Mobility, Weapon Finesse.

*Shadow creatures get a +6 racial modifier to Move Silently checks.

Agility Training (Ex): A Nightsong Enforcer reduces the armor check penalty imposed by light armor by 2.

Skill Teamwork (Ex): Allies within 30 feet of Gryppe gain a +2 competence bonus on Balance, Climb, Escape Artist Hide, Listen, Move Silently and Spot checks.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Teamwork (Ex): A Nightsong Enforcer has +20 circumstance bonus on Listen and Spot Checks to see and hear allies.

Possessions: Cloak of Elvenkind, +1 Chain Shirt, Gloves of Dexterity +2, +1 Rapier, Ring of Protection +2, 2 potions of cure moderate wounds.

Appendix One – APL

Encounter Four

Advanced Phase Wasp: CR 5; Small magical beast; HD 5d10; hp 27; Init +7; Spd 15 ft., fly 60 ft. (perfect); AC 15, touch 14, flat-footed 12; Base Atk/Grp: +5/+0; Atk +5 melee (1d6-1, sting); Full Atk +5 melee (1d6-1, sting); Space/Reach: 5 ft./ 5 ft.; SA: *Magic missile*; SQ Darkvision 60ft., low-light vision, *see invisibility*, displacement; AL N; SV Fort +4, Ref +7, Will +3; Str 8, Dex 17, Con 10, Int 2, Wis 15, Cha 6.

Skills and Feats: Hide +7, Listen +8, Spot +7, Survival +3; Alertness, Improved Initiative.

Magic Missile (Sp): A phase wasp can produce an effect that functions like a *magic missile* spell (caster level 6th), shooting three missiles. Once it has used this ability, it must wait 1d4 rounds before it can do so again.

See Invisibility (Sp): A phase wasp produces an effect like that of a *see invisibility* spell (caster level 3rd), except that it is always active.

Displacement (Su): A light-bending glamor continually surrounds the phase wasp, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the wasp by some means other than sight. A *true seeing* effect allows the user to see the wasp's position, but *see invisibility* has no effect.

Elite Warrior Phase Wasp: CR 9; Medium magical beast; HD 12d10+24; hp 90; Init +6; Spd 15 ft., fly 90 ft. (perfect); AC 15, touch 15, flat-footed 12; Base Atk/Grp: +12/+14; Atk +14 melee (2d6+2, sting); Full Atk +14 melee (2d6+2, sting); Space/Reach: 5 ft./ 5 ft.; SA: *Magic missile*; SQ Darkvision 60ft., low-light vision, *see invisibility*, displacement; AL N; SV Fort +10, Ref +10, Will +6; Str 14, Dex 15, Con 12, Int 2, Wis 15, Cha 6.

Skills and Feats: Hide +2, Listen +12, Spot +11, Survival +7; Alertness, Quicken Spell-Like Ability (*magic missile*), Improved Initiative, Improved natural attack (sting), Fly-by attack.

Quickened Magic Missile (Sp): A phase wasp can produce an effect that functions like a *magic missile* spell (caster level 10th), shooting five missiles. Once it has used this ability, it must wait 1d4 rounds before it can do so again. This ability is used as a free action. The elite warrior phase wasp can empower this spell-like ability 3 times per day.

See Invisibility (Sp): A phase wasp produces an effect like that of a *see invisibility* spell (caster level 3rd), except that it is always active.

Displacement (Su): A light-bending glamor continually surrounds the phase wasp, making it

difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the wasp by some means other than sight. A *true seeing* effect allows the user to see the wasp's position, but *see invisibility* has no effect.

Reference: *Monster Manual II* page 168.

Encounter Five

Advanced Fiendish Shadow Phase Spider: CR 11; Huge magical beast; HD 11d10+55; hp 115; Init +7; Spd 60 ft., climb 30 ft.; AC 14, touch 11, flat-footed 12; Base Atk/Grp: +11/+26; Atk +16 melee (bite 1d8+10, poison); Full Atk +16 melee (bite 1d8+10, poison); Space/Reach: 15 ft./ 10 ft.; SA: Poison, Smite Good 1/day (+0 to hit, +11 to damage); SQ Cold Resistance 15, Darkvision 60ft., DR 5/ Magic, Ethereal Jaunt, Evasion, Fast Healing 2, Fire Resistance 10, Low-light Vision, Spell Resistance 16; AL NE; SV Fort +12, Ref +10, Will +4; Str 25, Dex 16, Con 20, Int 7, Wis 13, Cha 10.

Skills and Feats: Climb +18, Hide +0, Move Silently +18, Spot +6; Ability Focus(poison), Improved Initiative, Power Attack, Stealthy.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Ethereal Jaunt (Su): A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and can shift back again as a move action (or during a move action). The ability is otherwise identical with *ethereal jaunt* (caster level 15th).

Poison (Ex): Injury, Fortitude DC 22, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

Encounter Six

Tuliktu Archers: Male Elf (wood) Rgr3/Ftr2/OotBI5; CR 10; Medium humanoid (Elf); HD 8d8 + 2d10; hp 63; Init +5; Spd 30 ft.; AC 22, touch 16, flat-footed 17 (+6 Armor, +1 deflection +5 Dex); Base Atk/Grp +10/+13; Atk +14 melee (1d6+4, Elvencraft Longbow) or +18 ranged (1d8+4, 19-20/x3, Longbow); Full Atk +14/+9 melee (1d6+4, Elvencraft Longbow) or +16/+16/+11 ranged (1d8+4, 19-20/x3, Elvencraft Longbow); Space/Reach 5 ft./5 ft.; SA Ranged Precision, Close Combat Shot; SQ low-light vision, elf traits; AL CE; SV Fort +6, Ref +9, Will +4; Str 16, Dex 21, Con 10, Int 8, Wis 13, Cha 10.

Skills and Feats: Craft (Bowmaking) +4, Knowledge (Religion) +1, Listen +13, Move Silently +5, Spot +17, Survival +6; Alertness, Precise Shot, Point Blank Shot,

Rapid Shot, Weapon Focus (Longbow), Greater Weapon Focus (Longbow) Improved Critical (Longbow), Sharp-Shooting (B).

Ranged Precision (Ex): As a standard action the Archers can make a single precisely aimed attack with a ranged weapon dealing an extra 3d8 damage. The target must be within 30' and not immune to critical hits.

Close Combat Shot (Ex): The Archers may attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Possessions: +1 Elvencraft [str +3] Longbow. +2 Chain Shirt. 40 arrows. Gloves of Dexterity +2, Ring of Protection +1, 10gp.

Physical Description: The Tuliktu Archers are wood elven archers with a tattoo of a raven over their left eye.

Rahwe: Male Elf (wood), Clr5/LmtlSvnt7, CR 12; Medium humanoid; HD 5d8 + 7d4; hp 51; Init +1; Spd 20 ft.; AC 23(+7 Armor, +4 Shield, +1 Dex, +1 Deflection), touch 12, flat-footed 22; Base Atk/Grp +6/+8; Atk +8 melee (1d6+2, club) or +8 ranged (1d8+1, x3, Longbow) or by spell; Full Atk +8/+3 melee (1d6+2, club) or +8/+2 ranged (1d8+1, x3 Longbow) or by spell; Space/Reach 5 ft./5 ft.; SA spells; SQ low-light vision, elf abilities resistance to fire 20, Immune to Sleep; AL NE; SV Fort +7, Ref +5, Will +15; Str 14, Dex 13, Con 11, Int 12, Wis 20, Cha 8.

Skills and Feats: Concentration +15, Knowledge (Arcana) +9, Knowledge (Planes) +5, Listen +9, Spellcraft +9; Domain Spontaneity(Fire) Domain Focus (Fire), Empower Spell, Energy Substitution (Fire) Sudden Maximize.

Spells Prepared (6/7+1/5+1/5+1/4+1/3+1/1+1; DC 15+spell level, 16+spell level for Fire spells): oth—Create Waterx2, Cure Minor Wounds, Detect Magic, Read Magic, Mending; 1st—Burning Hands*, Cure Light Woundsx2, Detect Undeadx2, Divine Favor, Entropic Shield, Protection from Good; 2nd—Death Knell, Deific Vengeancex2, Produce Flame*, Sound Burst, Wave of Grief.; 3rd—Blessed Aim, Burning Hands (Empowered)*, Cure Serious Wounds, Invisibility Purge, Wrackx2; 4th—Cure Critical Wounds, Freedom of Movement, Greater Magic Weapon, Tongues, Wall of Fire*; 5th—Fire Shield*, Flame Strikex2, Slay Living; 6th—~~Fire Seeds~~* Greater Dispel Magic.

*Domain Spell: Domains Fire(Turn or destroy Water Creatures, Rebuke command or bolster Fire creatures), Spells cast at 12 caster level and Plant (Rebuke or command plant creatures)

Elemental specialty (Ex): All energy damage dealing spells deal fire energy damage.

Resistance to Energy (Ex): Rahwe has Resistance 20 vs fire.

Immunity to Sleep (Ex): Rahwe is immune to sleep effects.

Energy Penetration (Ex): Rahwe gains a +2 on spell caster checks to overcome spell resistance.

Energy Focus (Ex): Rahwe adds 1 to the DC of any fire based spells used.

Possessions: spell component pouch, club, +1 Longbow, +2 Chain Mail, +2 Heavy Wooden Shield, +2 Periapt of Wisdom, +1 Ring of Protection, +1 Cloak of Resistance, 50 gp, Unholy symbol (Obad-Hai).

Encounter Eleven

Ghost of Maanole: Male Elf Ghost Clr 5/SoMI 6 Medium Undead (Augmented Humanoid) (Incorporeal) CR 13; HD 11d12+3; HP 74; Init +3; Spd 30; AC 17 (+4 deflection +3 Dex) touch 17 flat-footed 14; Base Atk/Grp +7/+5; Atk +10 Incorporeal Touch (1d6); Full Atk +10/+5 Incorporeal Touch (1d6); Space/Reach 5 ft./5ft; SA corrupting touch, horrific appearance, manifestation; SQ Darkvision 60 ft, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL CE; SV Fort +10, Ref +9, Will +7; Str 6, Dex 16, Con -, Int 12, Wis 16, Cha 18.

Skills and Feats: Concentration +14, Knowledge (Geography) +3, Knowledge (History) +3, Knowledge (Religion) +5, Listen +15, Spot +15, Survival +11; Point Blank Shot, Precise Shot, Toughness, Quicken Spell

Corrupting Touch (Su): See *Monster Manual* page 117.

Horrific Appearance (Su): See *Monster Manual* page 118, but DC 19.

Manifestation (Su): See *Monster Manual* page 118.

Corellon's Perception (Ex): A 5th-level Seeker of the Misty Isles has sight and hearing far beyond a normal elf's, and she has attuned her senses to repetitively sweep her immediate area. She gains a +5 racial bonus on Listen, Search, and Spot checks. Furthermore, she can attempt to spot or hear something she failed to notice previously once per round per skill as a free action (such attempts are ordinarily move actions).

Spells Prepared as 10th level caster: (6/5+1/5+1/4+1/3+1/2+1; DC 13+spell level): oth—Detect Magicx2, Guidancex2, Resistancex2; 1st—Inflict light wounds x4, Protection from Law*, Shield of faith; 2nd—Deific Vengeancex3, Shatter*, Sound burstx2; 3rd—Contagion (x2), Dispel Magic, Magic Circle vs Law*, Invisibility Purge; 4th—Chaos Hammer*, Divine Power, Poison (x2); 5th—Dispel Law*, Quickened Divine Favor, Slay Living.

*Domain Spell: Deity - Fenmarel Mestarine; Domains Chaos(Cast spells with Chaos descriptor at +1 caster level) and Travel (Freedom of Movement for 6 rounds.)

Description. You see a Gray Elven Ghost. His clothes are in tatters, and his hip is crushed. He holds in one hand a rock that has two elven eyes cut into it.

Advanced Spectre: Medium Undead (Incorporeal) CR 8; HD 11d12; HP 71; Init +7; Spd 40 fly 80 (perfect); AC 16 (+3 deflection +3 Dex) touch 16 flat-footed 13; Base Atk/Grp +5/-; Atk +8 Incorporeal Touch (1d10 plus energy drain); Full Atk +8 Incorporeal Touch (1d10 plus energy drain); Space/Reach 5 ft/5ft; SA energy drain, create spawn; SQ Darkvision 60 ft, incorporeal traits, sunlight powerlessness, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +3, Ref +6, Will +9; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 16.

Skills and Feats: Hide +17, Intimidate +16, Knowledge (Religion) +16, Listen +18, Search +16, Spot +18, Survival +2(+4 following tracks); Alertness, Blind-fight, Improved Initiative, Improved Natural Attack.

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 18 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each negative level bestowed, the spectre gains 5 temporary hit points.

Encounter Fourteen

Strongest Dread Wraith: CR 15; Large Undead (Incorporeal); HD 32d12; hp 208; Init +15; Spd Fly 60 ft.(good); AC 27, touch 27, flat-footed 16; Base Atk/Grp: +16/-; Atk: Incorporeal touch +26 melee (2d6 + 1d8 Constitution drain); Full Atk: Incorporeal touch +26 melee (2d6 + 1d8 Constitution drain); Space/Reach: 10 ft./10 ft.; SA: Constitution drain, create spawn; SQ Darkvision 60ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +12, Ref +23, Will +24; Str -, Dex 32, Con -, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +32, Intimidate +26, Knowledge(religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +28, Survival +10 (+12 following tracks); Ability Focus (Constitution Drain), Alertness, Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Natural Attack (incorporeal touch), Iron Will, Lightning Reflexes, Mobility, Spring Attack, Wingover.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed

on a DC 35 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith within 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Encounter Sixteen

Bastrayne: male Shadow Human Ari3/Ftr4/Blkgrd8; CR 15; Medium humanoid (Human)(Extra Planar); HD 3d8+6 + 12d10+24; hp 113; Init +0; Spd 30 ft.; AC 24 (+10 armor, +2 natural armor, +2 deflection), touch 12, flat-footed 24; Base Atk/Grp +14/+18; Atk +20 melee (1d12+9/ 19-20x3, +1 Unholy Long Axe); Full Atk +20/+15/+10 melee (1d12+9,/ 19-20x3, +1 Unholy Long Axe);SA Command undead 4/day, smite good 2/day (+1 To Hit, +8 Damage), sneak attack +2d6 SQ Aura of Despair, Aura of Evil, Cold Resistance 15, Darkvision 60 ft, dark blessing, detect good, Evasion, Fiendish servant, Low-light vision, poison use, Shadow Blend, Fast Healing 2, +2 Luck Bonus on all Saves (already calculated); AL LE; SV Fort +16, Ref +7, Will +11; Str 19, Dex 10, Con 14, Int 8, Wis 14, Cha 12.

Skills and Feats: Bluff +6, Concentration +12 Diplomacy +13, Hide +0, Knowledge(Religion) +1, Listen +8 Move Silently +1*, Sense Motive +8; Cleave, Diehard, Divine Vigor, Endurance, Exotic Weapon Proficiency (Long Axe), Improved Critical(Long Axe), Improved Sunder, Power Attack, Weapon Focus (Long Axe), Weapon Specialization (Long Axe)

*Shadow creatures get a +6 racial modifier to Move Silently checks.

Spells Prepared (3/2/1/1; DC 12+spell level): 1st- Corrupt Weapon, Cure Light Wounds, Divine Sacrifice;2nd- Cure Moderate Wounds, Death Knell, 3rd- Demonhide, 4th—Visage of the Deity.

Aura of Despair (Su): Bastrayne radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Possessions: Amulet of Natural Armor +2, +1 Unholy Long Axe, +2 Full Plate, Gauntlets of Ogre Strength +2, Ring of Protection +2, Dagger, 6500 gp in gems.

Fiendish Bat: Diminutive Magical Beast (Augmented Animal, Extra Planar) hd 4d8; hp 18; Init +2; spd 5ft fly 60 (perfect); AC 19 (+3 natural, +4 size, +2 dex) touch 16 flat-footed 17; Base Atk/Grp +3/-13; Atk -; Full Atk -; SA -; SQ Blind Sense 20ft, Darkvision 60ft, Empathic Link, Improved evasion, Low-light vision, Resist Cold 7, Resist Fire 5, share saving throws, share spells, speak with Bastrayne, SR 7, +2 Luck Bonus on all saves (already figured in) Shadow Blend; AL LE; SV Fort +13, Ref +8, Will +10; Str 3, Dex 15, Con 10, Int 7, Wis 15, Cha 4.

Skills and Feats: Hide 18, Listen +8* Move Silently +12*, Spot +8; Alertness, improved flight.

*Bats have a +4 racial bonus to Spot and Listen Checks, Shadow creatures have a +6 racial bonus to Move Silently checks.

Blindsense: (Ex) A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Gryppe: male Shadow Human Rog7/ NSI5 ; CR 13; Medium humanoid (Human)(Extra Planar); HD 7d6+14+5d8+10; hp 73; Init +10; Spd 45 ft.; AC 25 (+6 armor, +2 deflection, +6 dex, +1 insight), touch 19, flat-footed 25; Base Atk/Grp +10/+10; Atk +18 melee (1d6+1/ 18-20, Rapier); Full Atk +18/+13 melee (1d6+1/ 18-20, Rapier); SA flanking teamwork, Sneak Attack +6d6, teamwork (See/hear allies); SQ Agility Training, Cold Resistance 15, Darkvision 60 ft, Evasion, Low-light vision, Mirror Image 1/day, Skill Teamwork +2, Shadow Blend, Fast Healing 2, Trap Sense +2, Uncanny Dodge, +2 Luck bonus to all saves (already calculated); AL LE; SV Fort +7, Ref +17, Will +4; Str 10, Dex 22, Con 14, Int 12, Wis 8, Cha 13.

Skills and Feats: Bluff +6, Diplomacy +14, Escape Artist +19 Gather Information +6, Hide 24, Intimidate +6, Knowledge(Nobility and Royalty) +6, Listen +14 Move Silently +25*, Profession (Government Worker) +4, Sense Motive +4, Spot +10, Tumble +19; Dodge, Elusive Target, Improved Initiative Mobility, Weapon Finesse, Weapon Focus (rapier).

*Shadow creatures get a +6 racial modifier to Move Silently checks.

Agility Training (Ex): A Nightsong Enforcer reduces the armor check penalty imposed by light armor by 2.

Flanking Teamwork (Ex): When Gryppe flanks an opponent, he and all other allies who threaten the same opponent gain a +1 circumstance bonus on their attack rolls (in addition to normal flanking bonus).

Mirror Image (Sp): Once per day Gryppe can cast Mirror Image as a spell like ability as a 5th level caster.

Skill Teamwork (Ex): Allies within 30 feet of Gryppe gain a +2 competence bonus on Balance, Climb, Escape Artist Hide, Listen, Move Silently and Spot checks.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Teamwork (Ex): A Nightsong Enforcer has +20 circumstance bonus on Listen and Spot Checks to see and hear allies.

Possessions: Cloak of Elvenkind, +2 Mithral Chain Shirt, Gloves of Dexterity +4, Ioun Stone, dusty rose prism, +1 Rapier, Ring of Protection +2, 2 potions of cure moderate wounds.

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illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Ethereal Jaunt (Su): A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and can shift back again as a move action (or during a move action). The ability is otherwise identical with *ethereal jaunt* (caster level 15th).

Poison (Ex): Injury, Fortitude DC 24, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

Encounter Six

Tuliktu Archers: Male Elf (wood) Rgr3/Ftr2/OotBI7; CR 12; Medium humanoid (Elf); HD 10d8 + 2d10; hp 75; Init +5; Spd 30 ft.; AC 24, touch 17, flat-footed 17 (+6 Armor, +2 natural armor, +1 deflection +6 Dex); Base Atk/Grp +12/+15; Atk +16 melee (1d6+4, Elvencraft Longbow) or +21 ranged (1d8+4, 19-20/x3, Longbow); Full Atk +16/+11/+6 melee (1d6+4, Elvencraft Longbow) or +19/+19/+14/+9 ranged (1d8+4, 19-20/x3, Elvencraft Longbow); Space/Reach 5 ft./5 ft.; SA Ranged Precision, Close Combat Shot; SQ low-light vision, elf traits; AL CE; SV Fort +6, Ref +9, Will +4; Str 16, Dex 24, Con 10, Int 8, Wis 13, Cha 10.

Skills and Feats: Craft (Bowmaking) +4, Knowledge (Religion) +1, Listen +13, Move Silently +5, Spot +19, Survival +6; Alertness, Precise Shot, Point Blank Shot, Rapid Shot, Weapon Focus (Longbow), Greater Weapon Focus (Longbow), Improved Critical (Longbow), Sharp-Shooting, Improved Precise Shot, Sharp-Shooting (B).

Ranged Precision (Ex): As a standard action the Archers can make a single precisely aimed attack with a ranged weapon dealing an extra 4d8 damage. The target must be within 30' and not immune to critical hits.

Close Combat Shot (Ex): The Archers may attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Possessions: +1 Elvencraft [str +3] Longbow. +2 Chain Shirt. 40 arrows. Gloves of Dexterity +2, Amulet of Natural Armor +2, Ring of Protection +1. 10gp.

Physical Description: The Tuliktu Archers are wood elven archers with a tattoo of a raven over their left eye.

Rahwe: Male Elf (wood), Clr5/LmtlSvnt9, CR 14; Medium humanoid; HD 5d8 + 9d4; hp 57; Init +1; Spd 20 ft.; AC 24(+7 Armor, +4 Shield, +1 Dex, +2 Deflection), touch 13, flat-footed 23; Base Atk/Grp +7/+9; Atk +9 melee (1d6+2, club) or +9 ranged (1d8+1, x3, Longbow) or by spell; Full Atk +9/+4 melee (1d6+2, club) or +9/+4 ranged (1d8+1, x3 Longbow) or by spell; Space/Reach 5 ft./5 ft.; SA spells; SQ low-light vision,

Encounter Four

Elite Warrior Phase Wasp: CR 9; Medium magical beast; HD 12d10+24; hp 90; Init +6; Spd 15 ft., fly 90 ft. (perfect); AC 15, touch 15, flat-footed 12; Base Atk/Grp: +12/+14; Atk +14 melee (2d6+2, sting); Full Atk +14 melee (2d6+2, sting); Space/Reach: 5 ft./5 ft.; SA: *Magic missile*; SQ Darkvision 60ft., low-light vision, *see invisibility*, displacement; AL N; SV Fort +10, Ref +10, Will +6; Str 14, Dex 15, Con 12, Int 2, Wis 15, Cha 6.

Skills and Feats: Hide +2, Listen +12, Spot +11, Survival +7; Alertness, Improved Initiative, Quicken Spell-Like Ability, Improved Natural Attack (sting), Fly-By Attack.

Quickened Magic Missile (Sp): A phase wasp can produce an effect that functions like a *magic missile* spell (caster level 10th), shooting five missiles. Once it has used this ability, it must wait 1d4 rounds before it can do so again. This ability is used as a free action.

See Invisibility (Sp): A phase wasp produces an effect like that of a *see invisibility* spell (caster level 3rd), except that it is always active.

Displacement (Su): A light-bending glamor continually surrounds the phase wasp, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the wasp by some means other than sight. A *true seeing* effect allows the user to see the wasp's position, but *see invisibility* has no effect.

Reference: *Monster Manual II* page 168.

Encounter Five

Advanced Fiendish Shadow Phase Spider: CR 12; Huge magical beast; HD 14d10+55; hp 132; Init +7; Spd 60 ft., climb 30 ft.; AC 14, touch 11, flat-footed 12; Base Atk/Grp: +14/+30; Atk +20 melee (bite 2d6+12, poison); Full Atk +20 melee (bite 2d6+12, poison); Space/Reach: 15 ft./10 ft.; SA: Poison, Smite Good1/day (+0 to hit, +14 to damage); SQ Cold Resistance 15, Darkvision 60ft., DR 10/ Magic, Ethereal Jaunt, Evasion, Fast Healing 2, Fire Resistance 10, Low-light Vision, Spell Resistance 16, +2 Luck bonus on all saves (already calculated); AL NE; SV Fort +16, Ref +14, Will +7; Str 26, Dex 16, Con 20, Int 7, Wis 13, Cha 10.

Skills and Feats: Climb +18, Hide +0, Move Silently +18, Spot +6; Ability Focus (poison), Improved Initiative, Power Attack, Stealthy.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial

elf abilities resistance to fire 20, Immune to Sleep, Immune to Paralysis and Poison; AL NE; SV Fort +8, Ref +6, Will +17; Str 14, Dex 13, Con 11, Int 12, Wis 22, Cha 8.

Skills and Feats: Concentration +17, Knowledge (Arcana) +9, Knowledge (Planes) +5, Listen +11, Spellcraft +9; Domain Spontaneity(Fire) Domain Focus (Fire), Empower Spell, Energy Substitution (Fire) Sudden Maximize.

Spells Prepared (6/7+1/7+1/5+1/5+1/4+1/2+1/1+1; DC 15+spell level, 16+spell level for Fire spells): oth—Create Waterx2, Cure Minor Wounds, Detect Magic, Read Magic, Mending; 1st—Burning Hands*, Cure Light Woundsx2, Detect Undead, Divine Favor, Entropic Shield, Protection from Good; 2nd—Darkness, Death Knell, Deific Vengeancex3, Produce Flame*, Sound Burst, Wave of Grief.; 3rd—Blessed Aim, Burning Hands (Empowered)*, Cure Serious Wounds, Invisibility Purge, Wrackx2; 4th—Cure Critical Wounds, Inflict Critical Woundsx2, Greater Magic Weapon, Tongues, Wall of Fire*; 5th—Fire Shield*, Flame Strikex2, Slay Livingx2; 6th—Fire Seeds* Greater Dispel Magic, Harm; 7th—Blasphemy, Fire Storm*.

*Domain Spell: Domains Fire(Turn or destroy Water Creatures, Rebuke command or bolster Fire creatures), Spells cast at 12 caster level and Plant (Rebuke or command plant creatures)

Elemental specialty (Ex): All energy damage dealing spells deal fire energy damage.

Resistance to Energy (Ex): Rahwe has Resistance 20 vs fire.

Immunity to Sleep (Ex): Rahwe is immune to sleep effects.

Energy Penetration (Ex): Rahwe gains a +4 on spell caster checks to overcome spell resistance.

Energy Focus (Ex): Rahwe adds 1 to the DC of any fire based spells used.

Possessions: spell component pouch, club, +1 Longbow, +2 Chain Mail, +2 Heavy Wooden Shield, +4 Periapt of Wisdom, +2 Ring of Protection, +2 Cloak of Resistance, 50 gp, Unholy symbol (Obad-Hai).

Encounter Eleven

Ghost of Maanole: Male Elf Ghost Clr 5/SoMI 8 Medium Undead (Augmented Humanoid) (Incorporeal) CR 15; HD 13d12+3; HP 87; Init +3; Spd 30; AC 17 (+4 deflection +3 Dex) touch 17 flat-footed 14; Base Atk/Grp +7/+5; Atk +10 Incorporeal Touch (1d6); Full Atk +10/+5 Incorporeal Touch (1d6); Space/Reach 5 ft/5ft; SA corrupting touch, horrific appearance, manifestation; SQ Darkvision 60 ft, incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL CE; SV Fort +10, Ref +9, Will +7; Str 6, Dex 16, Con -, Int 12, Wis 16, Cha 18.

Skills and Feats: Concentration +14, Knowledge (Geography) +3, Knowledge (History) +3, Knowledge (Religion) +5, Listen +15, Spot +15, Survival +11; Divine Metamagic (Quicken) Point Blank Shot, Precise Shot, Toughness, Quicken Spell

Corrupting Touch (Su): See *Monster Manual* page 117.

Horrific Appearance (Su): See *Monster Manual* page 118, but DC 20.

Manifestation (Su): See *Monster Manual* page 118.

Corellon's Perception (Ex): A 5th-level Seeker of the Misty Isles has sight and hearing far beyond a normal elf's, and she has attuned her senses to repetitively sweep her immediate area. She gains a +5 racial bonus on Listen, Search, and Spot checks. Furthermore, she can attempt to spot or hear something she failed to notice previously once per round per skill as a free action (such attempts are ordinarily move actions).

Spells Prepared as 12th level caster: (6/6+1/5+1/5+1/3+1/3+1/2+1; DC 13+spell level): oth—Detect Magicx2, Guidancex2, Resistance x2; 1st—Inflict light wounds x5, Protection from Law*, Shield of faith; 2nd—Deific Vengeancex3, Shatter*, Sound burstx2; 3rd—Contagion (x2), Dispel Magic (x2), Magic Circle vs Law*, Invisibility Purge; 4th—Chaos Hammer*, Divine Power, Poison (x2); 5th—Dispel Law*, Quickened Divine Favor, Slay Livingx26th—Animate Objects*, Harmx2.

*Domain Spell: Deity - Fenmarel Mestarine; Domains Chaos(Cast spells with Chaos descriptor at +1 caster level), Magic Cast spells from scrolls and wands as Wizard, and Travel (Freedom of Movement for 6 rounds.)

Description. You see a grey elven Ghost. His clothes are in tatters, and his hip is crushed. He holds in one hand a rock that has two elven eyes cut into it.

Advanced Spectre: Medium Undead (Incorporeal) CR 9; HD 15d12; HP 90; Init +7; Spd 40 fly 80 (perfect); AC 16 (+3 deflection +3 Dex) touch 16 flat-footed 13; Base Atk/Grp +7/-; Atk +10 Incorporeal Touch (1d10 plus energy drain); Full Atk +10/+5 Incorporeal Touch (1d10 plus energy drain); Space/Reach 5 ft/5ft; SA energy drain, create spawn; SQ Darkvision 60 ft, incorporeal traits, sunlight powerlessness, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +5, Ref +8, Will +11; Str -, Dex 17, Con -, Int 14, Wis 14, Cha 16.

Skills and Feats: Hide +20, Intimidate +19, Knowledge (Religion) +19, Listen +21, Search +19, Spot +21, Survival +2(+4 following tracks); Ability Focus (Energy Drain), Alertness, Blind-fight, Improved Initiative, Improved Natural Attack.

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 22 for the Fortitude save to remove a negative level. For each such negative level bestowed, the spectre gains 5 temporary hp.

Encounter Fourteen

Advanced Strongest Dread Wraith: CR 15; Large Undead (Incorporeal); HD 32d12; hp 208; Init +15; Spd Fly 60 ft.(good); AC 27, touch 27, flat-footed 16; Base Atk/Grp: +16/-; Atk: Incorporeal touch +26 melee (2d6 + 1d8 Constitution drain); Full Atk: Incorporeal touch +26 melee (2d6 + 1d8 Constitution drain); Space/Reach: 10 ft./ 10 ft.; SA: Constitution drain, create spawn; SQ Spell Resistance 25, Darkvision 60ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +12, Ref +23, Will +24; Str -, Dex 32, Con -, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +32, Intimidate +26, Knowledge(religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +28, Survival +10 (+12 following tracks); Ability Focus (Constitution Drain), Alertness, Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Natural Attack (incorporeal touch), Iron Will, Lightning Reflexes, Mobility, Spring Attack, Wingover.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 35 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith within 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Encounter Sixteen

Bastrayne: male Shadow Human Ari3/Ftr4/Blkgrd10; CR 17; Medium humanoid (Human)(Extra Planar); HD 3d8+6 + 14d10+28; hp 128; Init +0; Spd 30 ft.; AC 24 (+10 armor, +2 natural armor, +2 deflection), touch 12, flat-footed 24; Base Atk/Grp +16/+22; Atk +24 melee (1d12+12/ 19-20x3, Unholy Long Axe); Full Atk +24/+19/+14 melee (1d12+12/ 19-20x3, Unholy Long Axe);SA Command undead 4/day, smite good 3/day (+1 To Hit, +17 Damage), sneak attack +3d6 SQ Aura of

Despair, Aura of Evil, Cold Resistance 15, Damage Reduction 5/Magic, Darkvision 60 ft, dark blessing, detect good, Evasion, Fiendish servant, Low-light vision, poison use, Shadow Blend, Fast Healing 2, +2 Luck Bonus on all Saves (already calculated); AL LE; SV Fort +17, Ref +8, Will +12; Str 22, Dex 10, Con 14, Int 8, Wis 14, Cha 12.

Skills and Feats: Bluff +6, Concentration + 12, Diplomacy +13, Hide +0, Knowledge (Religion) +1, Listen +8 Move Silently +1*, Sense Motive +8; Cleave, Diehard, Divine Vigor, Endurance, Exotic Weapon Proficiency (Long Axe), Improved Critical(Long Axe), Improved Sunder, Power Attack, Weapon Focus (Long Axe), Weapon Specialization (Long Axe)

*Shadow creatures get a +6 racial modifier to Move Silently checks.

Spells Prepared (3/3/2/1; DC 12+spell level): 1st- Corrupt Weapon, Cure Light Wounds, Divine Sacrifice; 2nd- Cure Moderate Wounds, Death Knell, Wave of Grief; 3rd-Demonhide Cure Serious Wounds; 4th-Visage of the Deity, Lesser.

Aura of Despair (Su): Bastrayne radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Possessions: Amulet of Natural Armor +2, Belt of Giant Strength +4, +1 keen dagger, +1 Unholy Long Axe, +2 Full Plate, Ring of Protection +2.

Fiendish Bat: Diminutive Magical Beast (Augmented Animal, Extra Planar) hd 6d8; hp 27; Init +6; spd 5ft fly 60 (perfect); AC 21 (+5 natural, +4 size, +2 dex) touch 16 flat-footed 19; Base Atk/Grp +4/-11; Atk -; Full Atk -; SA -; SQ Blood bonk, Blind Sense 20ft, Darkvision 60ft, Empathic Link, Improved evasion, Low-light vision, Resist Cold 7, Resist Fire 5, share saving throws, share spells, speak with Bastrayne, SR 7, +2 Luck Bonus on all saves (already figured in) Shadow Blend; AL LE; SV Fort +14, Ref +9, Will +11; Str 4, Dex 15, Con 10, Int 8, Wis 15, Cha 4.

Skills and Feats: Hide +20, Listen +8* Move Silently +12*, Spot +8; Alertness, improved flight improved initiative.

*Bats have a +4 racial bonus to Spot and Listen Checks, Shadow creatures have a +6 racial bonus to Move Silently checks.

Blindsense: (Ex) A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Gryppe: male Shadow Human Rog7/ NSE7; CR 15; Medium humanoid (Human)(Extra Planar); HD 7d6+14+7d8+14; hp 86; Init +10; Spd 45 ft.; AC 25 (+6 armor, +2 deflection, +6 dex, +1 insight), touch 19, flat-footed 25; Base Atk/Grp +12/+12; Atk +20 melee (1d6+1+2d6/ 18-20, Vicious Rapier); Full Atk +20/+15/+10 melee (1d6+1+2d6/ 18-20, Vicious Rapier); SA flanking teamwork, Opportunist, Sneak Attack +7d6, teamwork (See/hear allies); SQ Agility Training, Cold Resistance 15, Darkvision 60 ft, Evasion, Low-light vision, Mirror Image 1/day, Skill Teamwork +4, Shadow Blend, Fast Healing 2, Trap Sense +2, Uncanny Dodge, +2 Luck bonus to all saves (already calculated); AL LE; SV Fort +8, Ref +18, Will +5; Str 10, Dex 22, Con 14, Int 12, Wis 8, Cha 13.

Skills and Feats: Bluff +6, Diplomacy +14, Escape Artist +21, Gather Information +6, Hide 26, Intimidate +6, Knowledge(Nobility and Royalty) +6, Listen +16 Move Silently +27*, Profession (Government Worker) +4, Sense Motive +4, Spot +16, Tumble +21; Dodge, Elusive Target, Improved Initiative Mobility, Weapon Finesse, Weapon Focus (rapier).

*Shadow creatures get a +6 racial modifier to Move Silently checks.

Agility Training (Ex): A Nightsong Enforcer reduces the armor check penalty imposed by light armor by 2.

Flanking Teamwork (Ex): When Gryppe flanks an opponent, he and all other allies who threaten the same opponent gain a +1 circumstance bonus on their attack rolls (in addition to normal flanking bonus).

Mirror Image (Sp): Once per day Gryppe can cast Mirror Image as a spell like ability as a 5th level caster.

Opportunist (Ex): Once per round a nightsong enforcer can make an attack of opportunity upon an opponent who has just been injured in melee by another character.

Skill Teamwork (Ex): Allies within 30 feet of Gryppe gain a +2 competence bonus on Balance, Climb, Escape Artist Hide, Listen, Move Silently and Spot checks.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Teamwork (Ex): A nightsong Enforcer has +20 circumstance bonus on Listen and Spot Checks to see and hear allies.

Possessions: Boots of speed, Cloak of Elvenkind, +2 Mithral Chain Shirt, Gloves of Dexterity +4, Ioun Stone, dusty rose prism, +1 Vicious Rapier, Ring of Protection +2, 2 potions of cure serious wounds.

Appendix Two – New Rules Items

New Feats

Divine Vigor [Divine]

[Complete Warrior, pg 108]

You can channel energy to increase your speed and durability.

Prerequisites: Turn or rebuke undead ability.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level. These effects last a number of minutes equal to your Charisma modifier.

Domain Spontaneity [Divine]

[Complete Divine, page 80]

You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.

Prerequisites: Ability to turn or rebuke undead.

Benefit: Each time you take this feat, choose a domain that you have access to. You may now convert prepared divine spells into any spell from that domain. You expend a spell of equal or higher level, as well as expending one of your daily turn undead attempts. This works just as good clerics spontaneously cast prepared spells as *cure* spells.

Special: You can take this feat multiple times. Each time you take the feat, it applies to a new domain.

Elusive Target [Tactical]

[Complete Warrior, page 110]

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of these tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be effected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no benefit on the damage roll but still takes the corresponding penalty on the attack role.

Diverting Defense: To use this maneuver, you must designate one of the flanking attackers affected by your

Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally. And its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not gain a chance to trip you if your attempt fails.

Energy Substitution [Metamagic]

[Complete Arcane, page 79]

You can modify an energy based spell to use another type of energy instead.

Prerequisites: Knowledge (Arcana) 5 ranks, any meta magic feat.

Benefit: Choose one type of energy (acid, cold, electricity, or fire). You then can modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type—for example a *fireball* composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

Sharp-Shooting [General]

[Complete Warrior, page 105]

Your skill with ranged weapons lets you score hits others would miss due to an opponent's cover.

Prerequisites: Point Blank Shot, Precise Shot, base attack bonus +3

Benefit: Your targets receive a +2 bonus to Armor Class due to cover. This feat has no effect against foes with no cover or total cover.

Normal: Cover normally gives a +4 bonus to AC.

Special: A fighter may select Sharp-Shooting as one of his fighter bonus feats.

New Items

Longaxe

[Complete Adventurer, page 115]

A longaxe looks like a greataxe with an elongated haft. This feature makes the weapon awkward to wield by those unfamiliar with its use, but those proficient with the weapon can use the haft's extra length to attack foes more than 5 feet away as long as they are willing to forgo precision in favor of dealing extra damage.

If you are proficient with the longaxe, you can treat it as a reach weapon any time you use the Power Attack feat to shift 3 or more points of your attack bonus from attack to damage. When you use a longaxe in this manner, you can strike opponents 10 feet away with it, but you cannot use it against an adjacent foe. Because you determine the use of the Power Attack feat for an entire turn, you must wield the longaxe as either a reach weapon or a normal weapon until the beginning of your next turn once you make the decision. You cannot wield it as both a reach weapon and a normal weapon in the same turn.

Characters proficient in the longaxe can treat it as a greataxe for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

Bow, Elvencraft

[Races of the Wild, page 166]

One of the biggest problems facing any archer is deciding what to do when a foe gets within melee reach. Does one stand fast and take the consequences (which can prove painful if not deadly), fall back (not always practical), or drop the bow and draw a melee weapon (inconvenient at best). Elf bowyers have made the choice somewhat less difficult by crafting bows that can stand up to melee combat. Thanks to elven ingenuity, these weapons work just as well as melee weapons as they do as ranged weapons.

An elvencraft bow is thicker and heavier than a normal bow. An elvencraft shortbow functions as a club when wielded as a melee weapon. An elvencraft longbow functions as a quarterstaff when wielded as a melee weapon. The wielder incurs no penalty on attack rolls when using an elvencraft bow as a melee weapon.

A character wielding an elvencraft bow can freely interchange melee and ranged attacks during the same round. When wielding an elvencraft bow, the user threatens the squares around him no matter how he last used the weapon.

Magical enhancements to an elvencraft bow only affect its use as a bow. Enhancements to the melee capabilities of the weapon must be added separately.

An elvencraft bow costs 300 gp more than a normal bow.

New Spells

Blessed Aim

[Spell Compendium, page 31]

Divination

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S

Casting Time: 1 standard action

Range: 50 ft.

Effect: 50-ft.-radius spread centered on you

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell grants your allies within the spread a +2 morale bonus on ranged attack rolls.

Deific Vengeance

[Spell Compendium, page 62]

Conjuration [Summoning]

Level: Cleric 2, Purification 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

This spell deals 1d6 points of damage per two caster levels (maximum 5d6), or 1d6 points of damage per aster level (maximum 10d6) if the target is undead.

Demonhide

[Spell Compendium, page 63]

Abjuration [Evil]

Level: Blackguard 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Evil creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains damage reduction 5/cold iron or good.

Divine Sacrifice

[Spell Compendium, page 70]

Evocation

Level: Blackguard 1, paladin 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Your first attack each round for the duration of the spell deals an extra 5d6 points of damage if it hit, and you take 10 points of damage each time you make such an attack, whether or not the attack is successful.

Visage of the Deity, Lesser

[Spell Compendium, page 231]

Transmutation [Evil or Good]

Level: Blackguard 4, cleric 3, Mysticism 3, paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You gain a +4 enhancement bonus to Charisma. You also gain resistance to acid 10, cold 10, and electricity

10 if you are good, or resistance to cold 10 and fire 10 if you are evil.

Wave of Grief

[Spell Compendium, page 237]

Enchantment [Evil, Mind-Affecting]

Level: Bard 2, blackguard 2, cleric 2

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

All within the cone when the spell is cast take a -3 penalty on attack rolls, saving throws, ability checks, and skill checks.

Material Component: Three tears.

Wrack

[Spell Compendium, page 243]

Necromancy [Evil]

Level: Cleric 4, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5ft./2 levels)

Target: One humanoid

Duration: 1 round/level + 3d10 minutes; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your touch causes your target to experience excruciating pain. For the duration of the spell, the subject falls prone and is blinded and helpless. Even when the spell ends, the subject is still shaken for 3d10 minutes.

New Prestige Classes

Elemental Savant

Complete Arcane

Elemental Savants study the basic building blocks of existence—air, earth, fire, and water—learning to harness their powers. Eventually they transcend their mortal forms and become elemental beings.

Elemental savants often begin their careers as individuals intrigued by one or all of the classic elements. Before they ever take level in the prestige class, these spellcasters typically find themselves drawn to spells of a particular energy type. These spellcasters find satisfaction in the unleashed purity of the elemental energy forms, and they become elemental savants to grow closer to the element that becomes their favorite.

Most elemental savants start out as warmages, wizards, or sorcerers, although divine spellcasters are not unknown in the class. A cleric with Fire Water or Sun domains could also qualify for this prestige class.

Adaptation: Making a particular element the basis for a theme of a spellcaster's repertoire is an idea that could exist in most any game. For a twist, you might want to consider elements that go beyond the standard, though this would require some work on the DM's part. Other elements might include bone, metal, nether, plasma, and wood, to name a few. Determining the sort of damage each of these elements does, and how that type of damage interacts with the four recognized types of energy damage (acid, cold, electricity and fire) is the crux of this design process.

Hit Die: d4

Requirements

To qualify to become an elemental savant, a character must fulfill the following criteria.

Skills: Knowledge (Arcana) 8 ranks, Knowledge (the planes) 4 ranks.

Feat: Energy Substitution (acid, cold, electricity or fire).

Spells: Able to cast at least three spells that have one of the following descriptors in common: acid, cold electricity or fire. One of the spells must be at least 3rd level.

Special: Must have made peaceful contact with an elemental or outside that has an elemental subtype (air, earth, fire or water).

Class Skills

The elemental savant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (arcane) (Int), Knowledge (the planes) (Int), Profession (Wis) and Spellcraft (Int).

Skill points attach Level: 2 + Int modifier.

Class Features

The following are the class features of the elemental savant prestige class.

Weapon and Armor Proficiency: Elemental savants gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level except 5th and 10th, an elemental savant gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not however gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, a bonus feat, and so on). If she had more than one spellcasting class before becoming an elemental savant, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Elemental Specialty, resistance to energy 5, +1 level of existing spellcasting class
2 nd	+1	+0	+0	+3	Immunity to sleep, +1 level of existing spellcasting class
3 rd	+1	+1	+1	+3	Energy penetration +2, +1 level of existing spellcasting class
4 th	+2	+1	+1	+4	Resistance to energy 10, +1 level of existing spellcasting class
5 th	+2	+1	+1	+4	Energy Focus +1
6 th	+3	+2	+2	+5	Darkvision, +1 level of existing spellcasting class
7 th	+3	+2	+2	+5	Resistance to Energy 20, +1 level of existing spellcasting class
8 th	+4	+2	+2	+6	Energy Penetration +4, +1 level of existing spellcasting class
9 th	+4	+3	+3	+6	Immunity to paralysis and poison, +1 level of existing spellcasting class
10 th	+5	+3	+3	+7	Elemental perfection, energy focus +2, energy immunity

Elemental Specialty (Ex): The first step towards transcending mortal form requires an elemental savant to choose her elemental specialty. Upon entering the class, she must select an element and its associated energy type (air = electricity, earth = acid, fire = fire, water = cold). This choice must match the Energy Substitution feat that the savant selected to gain entry to the prestige class. When the savant casts a spell that normally deals energy damage, its energy descriptor changes to the savant's chosen energy type, and it deals damage of that energy type instead of its normal energy type.

For example, an elemental savant choosing to specialize in fire could still cast *meld into stone*, and its descriptor would not change because it does not deal energy damage. However, if she casts *Melf's acid arrow*, the spell would deal fire damage and have the fire descriptor instead of dealing acid damage and having the acid descriptor.

Resistance to Energy (Ex): As an elemental savant gains levels in this prestige class, she becomes more resistant to the type of energy allied with her chosen element. At 1st level, she gains resistance 5 against this energy type. This resistance rises to 10 at 4th level and 20 at 7th level.

Immunity to Sleep (Ex): At 2nd level, as an elemental savant continues to transcend her mortal form, she gains immunity to sleep effects.

Energy Penetration (Ex): Beginning at 3rd level, an elemental savant further refines her ability to wield energy associated with her chosen element. When she casts a spell using that type of energy, she gains a +2 competence bonus on caster level checks (1d20 + caster level) to overcome a creature's spell resistance. At 8th level, this bonus increases to +4. These bonuses stack with those granted by the *Spell Penetration* and *greater Spell Penetration* feats.

Energy Focus (Ex): From 5th level on, an elemental savant is better able to manipulate energy associated with her chosen element. The save DC for any spell with that energy descriptor increases by 1. At 10th level, these save DCs increase by 1 again (total increase of 2). These increases are cumulative with those granted by the *Spell Focus* and *Greater Spell Focus* feats.

Darkvision (Ex): At 6th level, an elemental savant gains darkvision out to 60 feet.

Immunity to Paralysis and Poison (Ex): As an elemental savant approaches elemental perfection, she gains immunity to paralysis and poison at 9th level.

Elemental Perfection: At 10th level, an elemental savant, through long association with elemental entities and extensive study of their secrets, completely transcends her mortal form to become an elemental creature. Her type changes to elemental. She no longer needs to eat, sleep, breathe (though she must still rest to regain spells). She gains an elemental creature's immunity to stunning, and she is no longer subject to extra damage from critical hits or flanking. An elemental savant gains the speed and movement modes, natural attacks, special attacks and special qualities of a Medium elemental of the type appropriate to her elemental specialty as noted in the *Monster Manual*, except that the save DC against her elemental attack form, if any (whirlwind, burn or vortex) is 20 + her Con modifier.

Upon achieving this state, an elemental savant's appearance undergoes a minor physical change, usually to the skin or eyes. An earth elemental savant, for example might acquire gemlike eyes and hard pebbly skin. Anyone who shares the elemental savant's predilection for study of her chosen plane immediately recognizes her transcendent nature. She gains a +2 circumstance bonus on all Charisma-based skill and ability checks when interacting with creatures that share her elemental subtype (air, earth, fire or water) and with other elemental savants who have chosen her element.

Unlike a normal elemental, an elemental savants retains a soul separate from her body. She can be raised from the dead as normal for a creature of her previous type.

Energy Immunity (Ex): From 10th level on , an elemental savant gains immunity to the type of energy associated with her chosen element.

Nightsong Enforcer

Complete Adventurer

Throughout the city, even the vilest assassin does not command more respect than the nightsong enforcer. They could be anywhere—they could strike at any time. You cannot escape their uncanny senses. And worst of all, they often work in elite teams.

The enforcers of the Nightsong Guild focus on the stealth-centered combat training that rogues usually learn; they forgo some of the sleight of hand or fast-talking aspects of being a thief. However, nightsong enforcers are not mere thugs. They are deadly opponents who strike from hidden positions and move silently behind their foes. When in battle, their goal is to eliminate their enemies, not to fight. Thus, they strike quickly from the shadows. They do not worry about honor or fighting fair, scoffing at such ideals as childish.

Rogues most often become nightsong enforcers, although bards, fighters, and urban rangers are also known to undertake the class. On occasion, a wizard or sorcerer will endure the intensive training required to join the enforcers' ranks.

When working with others, a nightsong enforcer is the linchpin. She is the very picture of fidelity when it comes to supporting teammates on a mission. It is common for an enforcer to lead a team composed of not only other enforcers, but fighters, spellcasters, or rogues.

Adaptation: Although described here as associated with the Nightsong Guild, the nightsong enforcer prestige class could have many different uses in a campaign. Enforcers could represent the members of an elite criminal organization, a well-funded private security force, or a highly trained branch of a nation's military. Emphasizing their training and group tactics can greatly shape an encounter or a character based around this prestige class.

Hit Die: d8

Level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+0	Sneak attack +1d6, teamwork (hear/see allies)
2 nd	+2	+0	+3	+0	Agility training
3 rd	+3	+1	+3	+1	Skill teamwork +2
4 th	+4	+1	+4	+1	Sneak attack +2d6
5 th	+5	+1	+4	+1	Flanking teamwork
6 th	+6	+2	+5	+2	Opportunist
7 th	+7	+2	+5	+2	Sneak attack +3d6, skill teamwork +4
8 th	+8	+2	+6	+2	Improved evasion
9 th	+9	+3	+6	+3	Teamwork (<i>status</i>)
10 th	+10	+3	+7	+3	Sneak attack +4d6

Requirements

To qualify to become a nightsong enforcer, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Skills: Hide 10 ranks, Move Silently 10 ranks.

Feats: Improved Initiative

Special: Evasion class feature

Special: The character must undergo intensive training and tests with the Nightsong Guild before she can gain the class abilities.

Class Skills

The nightsong enforcer's class skills (and the key ability for each skill are Balance (Dex), Climb (Str), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Additional Level: 4 + Int modifier

Class Features

All of the following are class features of the nightsong enforcer prestige class.

Weapon and Armor Proficiency: Nightsong enforcers are not proficient with any weapon. They are proficient with light armor but not with shields.

Sneak Attack (Ex): A nightsong enforcer deals an extra 1d6 points of damage when flanking an opponent or any time the target would be denied its Dexterity bonus. This extra damage applies to ranged attacks only if the target is within 30 feet. It increases to 2d6 points at 4th level, 3d6 points at 7th level, and 4d6 points at 10th level. See the rogue class feature, page 50 of the *Player's Handbook*. If a nightsong enforcer gets a sneak attack bonus from another source (such as levels of rogue), the bonuses on damage stack.

Teamwork (Ex): Nightsong enforcers are trained to keep a close eye on teammates on a joint mission. A nightsong enforcer gets a +20 circumstance bonus on Listen and Spot checks to hear and see allies.

At 9th level, a nightsong enforcer's senses are honed so finely that she is aware of the location and status (as with the *status* spell) of all allies within 100 feet, even if they are not within sight.

Agility Training (Ex): Starting at 2nd level, a nightsong enforcer reduces the armor check penalty imposed on her by light armor by 2 (to a minimum of 0).

Skill Teamwork (Ex): At 3rd level and higher, a nightsong enforcer can use her training to improve the skill of those around her. All allies within 30 feet of the nightsong enforcer gain a +2 competence bonus on Balance, Climb, Escape Artist, Hide, Listen, Move Silently, and Spot checks. Allies must be able to see the nightsong enforcer to gain this bonus.

At 7th level, this bonus increases to +4.

Flanking Teamwork (Ex): When a nightsong enforcer of 5th level or higher flanks an opponent, the enforcer and all other allies who threaten the same opponent gain a +1 circumstance bonus on their attack rolls (in addition to the normal flanking bonus, if it applies).

Opportunist (Ex): Once per round, a nightsong enforcer of 6th level or higher can make an attack of opportunity against an opponent who has just been injured in melee by another character. See the rogue class feature, page 51 of the *Player's Handbook*.

Improved Evasion (Ex): If a nightsong enforcer of 8th level or higher is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw, and half damage if the saving throw fails.

Seeker of the Misty Isles

Complete Divine

Milennia ago, a well-placed arrow from Corellon Larethian put out one of Gruumsh's eye. But Gruumsh and Kurtulmak conspired to have their revenge on the deity of the elves. Using potent magic (and sacrificing thousands of orcs, kobolds, and captive elves), Gruumsh and Kurtulmak managed to whisk away one of the world's most beautiful elven communities: the Misty Isle. Neither Corellon Larethian's personal power nor the combined prowess of the elven nation's diviners was able to glean so much as a hint about where Gruumsh and Kurtulmak have hidden the Misty Isle – Only that the elves there yet survive, though they are trapped and cannot contact their brethren.

Thus an elite order of elves was born: the seekers of the misty Isle. Ever since the Misty Isle was stolen away, the seekers have walked the length and breadth of the land, hunting patiently for the lost elves. Even among the long lived elves, a dozen generations of seekers have lived and died without discovering more than a few scattered clues as to the Misty Isle's location. Yet still they search, and to give one's life to the seekers' cause is one of the noblest sacrifices an elf can make.

Joining the seekers is an arduous process, for the order admits only those likely to survive long travels in hostile lands. And because looking for the Misty Isle is a lifelong quest, the ranks of the seekers are filled with those who no longer "fit in" among the elves: the heartbroken, the grieving, and the exiled. Many have at least some training as a ranger or druid, because the forbidding wilderness where a seeker wanders provides entry trials of its own. Multiclass barbarian druids and cleric/rangers also find the pursuit rewarding.

NPC seekers of the Misty Isle can be found nearly anywhere, because Gruumsh and Kurtulmak could have hidden a portal to the Misty Isle anywhere from a city sewer to a lonely mountain cave to the depths of the Abyss itself. Seekers don't often stay in one place for long, but they'll join any quest that even hints at progress in the search for the Misty Isle.

Adaptation: This prestige class is both race- and deity-specific, but you can file off the serial numbers and use it for any group of elite wanderers. The flavor of the class is a romanticized version of the French Foreign Legion – a group composed of people who want to start their lives over, far from everything they know.

Hit Die: d8

Requirements

To qualify to become a seeker for the Misty Isle, a character must fulfill all the following criteria.

Race: Elf or half-elf.

Skills: Knowledge (religion) 4 ranks, Survival (8 ranks).

Spells: Able to cast 2nd-level divine spells.

Special: Must be inducted into the order by another member.

Class Skills

The seeker of the Misty Isle's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Speak Language (n/a), Spellcraft (Int), Spot (Wis), and Survival (Wis). See Chapter 4 for the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int Modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+2	+0	Extra domain (Travel)	+1 level of existing class
2nd	+1	+3	+3	+0	--	+1 level of existing class
3rd	+2	+3	+3	+1	--	+1 level of existing class
4th	+3	+4	+4	+1	Swiftfooted	+1 level of existing class
5th	+3	+4	+4	+1	Corellon's surefooted perception,	

6th	+4	+5	+5	+2	Find the path	+1 level of existing class
7th	+5	+5	+5	+2	Extra domain (Magic)	+1 level of existing class
8th	+6	+6	+6	+2	--	+1 level of existing class
9th	+6	+6	+6	+3	Arcane sight	+1 level of existing class
10th	+7	+7	+7	+3	Discern location	

Class Features

All of the following are class features of the seeker of the Misty Isle prestige class.

Weapon and Armor Proficiency: Seekers of the Misty Isle are proficient with all martial weapons and with all light and medium armor.

Extra Domain: A seeker of the Misty Isle gains the granted power and spell access for the Travel domain at 1st level and the Magic domain at 7th level. For an explanation of how nonclerics receive domain spells, see the Extra Domains section at the beginning of this chapter.

Spells per Day/Spells Known: When a new seeker of the Misty Isle level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever spellcasting class in which she could cast 2nd-level divine spells before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on). This essentially means that she adds the level of seeker of the Misty Isle to the level of whatever other spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one spellcasting class in which she could cast 2nd-level divine spells before she became a seeker of the Misty Isle, the player must decide which class to assign each level of seeker of the Misty Isle for the purpose of determining spells per day and spells known.

Swiftfooted (Ex): At 4th level, the seeker can ignore the normal -5 penalty for accelerated movement when she uses the following skills: Balance, Climb, Hide, Move Silently, and Survival (for following tracks). Her penalty for accelerated tumbling is reduced from -10 to -5.

Corellon's Perception (Ex): A 5th-level Seeker of the Misty Isles has sight and hearing far beyond a normal elf's, and she has attuned her senses to repetitively sweep her immediate area. She gains a +5 racial bonus on Listen, Search, and Spot checks. Furthermore, she can attempt to spot or hear something she failed to notice previously once per round per skill as a free action (such attempts are ordinarily move actions).

Surefooted (Ex): As a side effect of the seeker of the Misty Isle's keen senses, she is always searching the terrain around her. Accordingly, she has a preternatural sense of minute details in the landscape she can use to her advantage. She can ignore DC modifiers on Balance, Move Silently, and Tumble checks derived from the surface or terrain.

Find the Path (Sp): A 6th-level seeker can use *find the path* on herself once per day as a spell-like ability. Her caster level is equal to her class level.

Arcane Sight (Su): Three times per day, a 9th-level seeker of the Misty Isle's eyes glow blue, enabling her to use *arcane sight*, as the spell from a caster of the seeker's highest divine caster level.

Discern Location (Sp): A 10th-level seeker can use *discern location* once per week as a spell-like ability. Her caster level is equal to her class level.

Order of the Bow Initiate

Complete Warrior

When asked, "What is Truth?", an initiate of the Order of the Bow picks up his bow, fires an arrow and, without saying a word, lets his mastery of the weapon serve as the gauge of the archer's progress along the way. By learning the meditative art of the Way of the Bow, the archer improves his discipline, precision, and spirituality. Order of the Bow initiates see their weapons as extensions of their being, and the use of the bow as a spiritual experience.

Fighters are the most common initiates of the Order of the Bow. Rangers, paladins, and even barbarians utilize these skills and philosophies as well. Some rogues and bards have been known to enter the order, but they are rare indeed.

NPC initiates are most often encountered teaching others the ways of archery or wandering the lands looking for true challenges for their skill.

Hit Die: d8.

Requirements

To qualify to become an Order of the Bow initiate, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Craft (bowmaking) 5 ranks, Knowledge (religion) 2 ranks.

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow, shortbow, or the composite version of either).

Class Skills

The Order of the Bow initiate's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Knowledge (religion) (Int), Ride (Dex), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Order of the Bow initiate prestige class.

Weapon and Armor Proficiency: Order of the Bow initiates gain no proficiency with any weapon or armor.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Ranged precision +1d8
2nd	+2	+0	+3	+3	Close combat shot
3rd	+3	+1	+3	+3	Ranged precision +2d8
4th	+4	+1	+4	+4	Greater Weapon Focus
5th	+5	+1	+4	+4	Ranged precision +3d8
6th	+6	+2	+5	+5	Sharp-Shooting
7th	+7	+2	+5	+5	Ranged precision +4d8
8th	+8	+2	+6	+6	—
9th	+9	+3	+6	+6	Ranged precision +5d8
10th	+10	+3	+7	+7	Extended precision

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an initiate must be within 30 feet of his target. An initiate's ranged precision attack only works against living creatures with discernable anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a ranged precision attack, and any item or ability that protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from the extra damage.

Unlike with a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the initiate's extra precision damage stacks with sneak attack damage. Treat the initiate's ranged precision attack

as a sneak attack in all other ways.

The initiate's bonus to damage on ranged precision attacks increases by +1d8 every two levels.

An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Close Combat Shot: At 2nd level, an initiate can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Greater Weapon Focus (Ex): At 4th level, an Order of the Bow initiate gains the Greater Weapon Focus feat with a single ranged weapon for which he has taken the Weapon Focus feat even if he has not attained 8th level as a fighter.

Sharp-Shooting: At 6th level, an initiate gains the Sharp-Shooting feat (see below) even if he does not meet the prerequisites.

Extended Precision (Su): A 10th-level Order of the Bow initiate's senses and feel for "the shot" become so attuned that he may make ranged precision attacks (and sneak attacks, if he has the ability) at a range of up to 60 feet.

New Templates

Shadow Creature

"Shadow" is a template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beats, monstrous humanoid, plant, undead, or vermin (referred to hereafter as the base creature).

A shadow creature uses all the base creature's statistics and abilities except as noted here. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes.

Size and Type: Animals or vermin with this template become magical beats, but otherwise the creature type is unchanged. Shadow creatures encountered on the Material Plane have the extraplanar subtype and are native to the Plane of Shadow.

Speed: As base creature X 1-1/2

Special Qualities: A shadow creature retains all the special qualities of the base creature, and also gains the following:

- Resistance to cold equal to 5 + 1 per Hit Die, to a maximum of 15.
- Darkvision out to 60 feet.
- Low-light vision.
- **Shadow Blend (Su):** In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will. Note: Since this just allows a creature to fade into the darkness, dark vision allows a creature to see any creature using this ability.

Shadow creatures also have one additional special ability for every 4 Hit Dice they possess (minimum of one additional ability) chosen from the following list:

- +2 luck bonus on all saving throws
- **Cause Fear (Sp):** 1/day. Caster level 5th. The save DC is Charisma-based.
- Damage reduction 5/magic.
- Evasion, as the rogue class feature.
- Fast healing 2.
- **Mirror Image (Sp):** 1/day. Caster level 5th.
- **Plane Shift (Sp):** 1/day, to or from the Plane of Shadow only. Caster level 15th.

If the base creature already has one or more of these special qualities, use the better value.

Skills: Same as base creature. Shadow creatures gain a +6 racial bonus on Move Silently checks.

Feats: Same as base creature.

Environment: Plane of Shadow

Organization: Same as base creature.

Challenge Rating: Same as base creature +1.

Treasure: Same as base creature.

Alignment: Usually neutral evil.

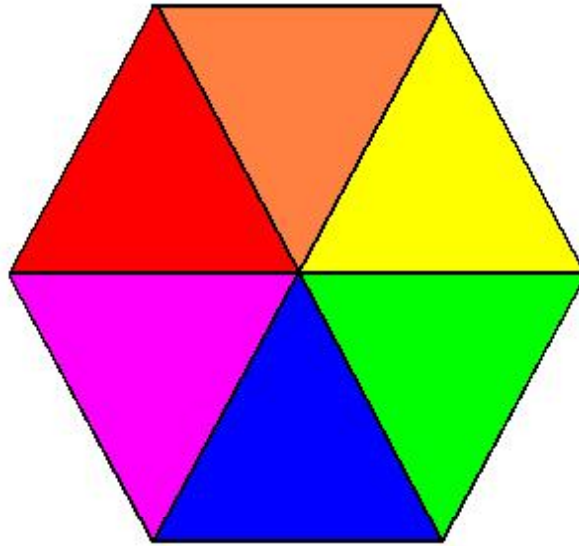
Advancement: Same as base creature.

Level Adjustment: Same as base creature +2.

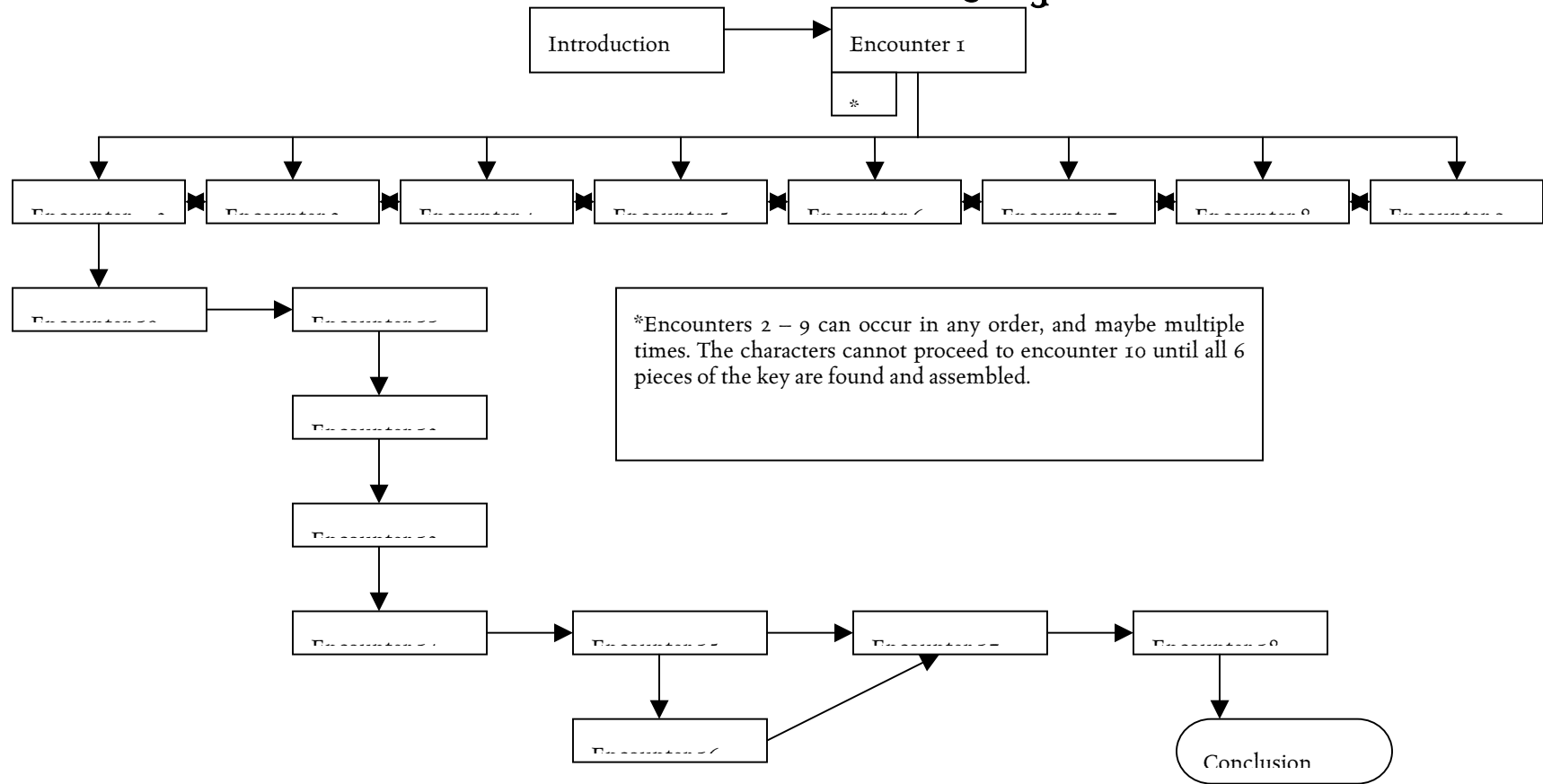
Judge's Aid #1 – The Hexagonal Key

Depending on how much time you have and whether you want more role playing, you can cut up the below hexagonal key into its triangular pieces and hand the pieces to the players as they find them. It would then be up to them to figure out that the six triangles put together form a hexagon.

Alternately, if you are pressed for time, feel free to inform the players that they “found a key piece” when they find each gem piece.



Judge's Aid #2 – Flow Chart of events

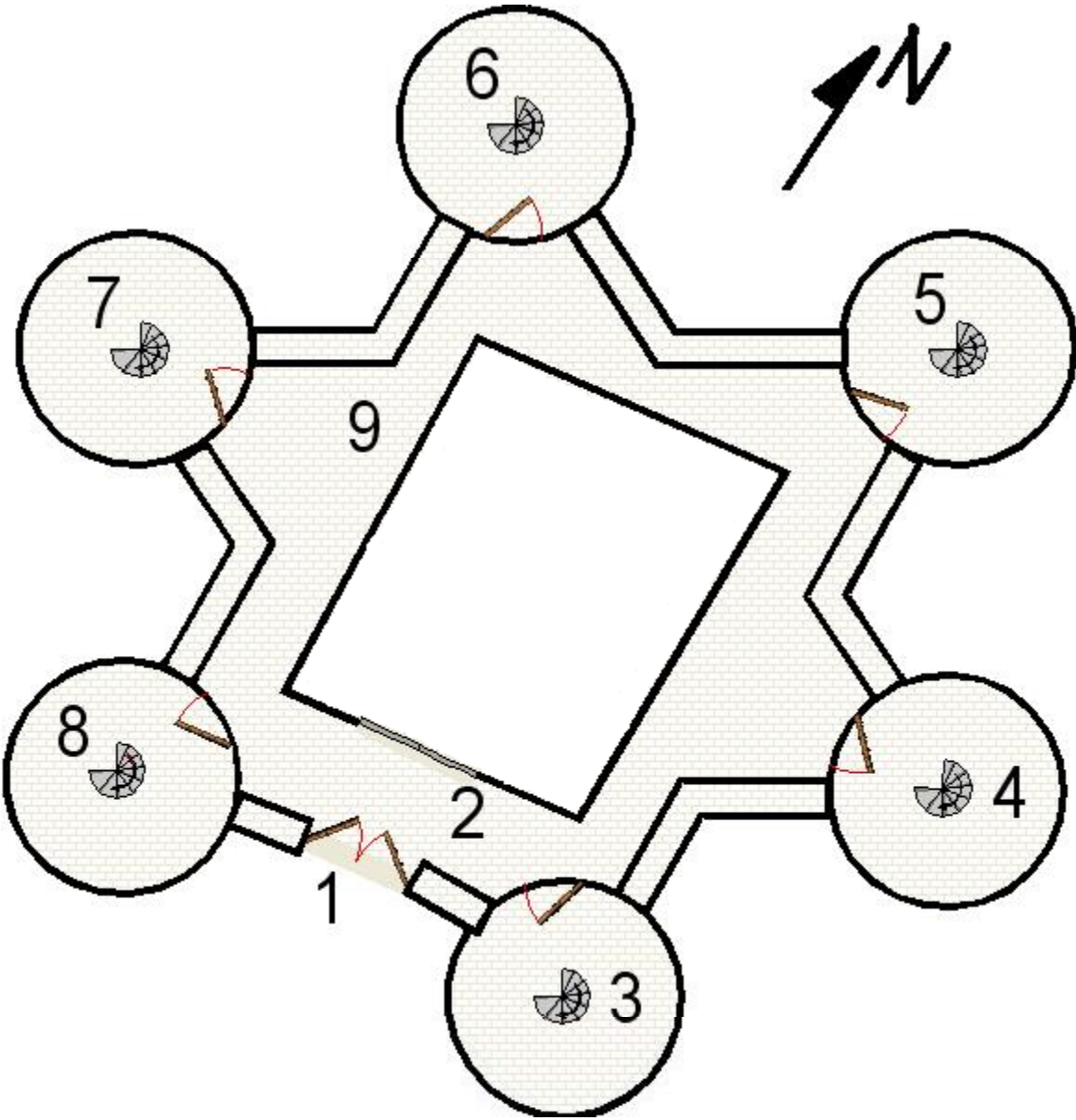


Judge's Aid #3 – Time table to determine encounter 18 state

The theory behind Encounter 18 is that Bastrayne and Gryppe will head out through the secret door to examine what has been happening up above once the meteor crashes after the PCs enter room 11. Thus, they are gone for 30 minutes while they check on the situation upstairs. If the PCs cleaned up the bodies of the elves, then there's nothing to tell Bastrayne and Gryppe that something is amiss. If the PCs diplomatically talked the elves into leaving, Bastrayne and Gryppe are alerted by the fact that their possessions are gone. Subsequently, they head back to their room, either alerted or not.

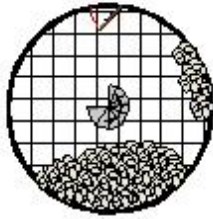
Encounter	Combat	Search room	Special	Other	Total
11	none	4 min			
12		15 min	10 min Unbury		
13	None	1 min	1 min		
14	not really	4 min	trap		
15		29 min			
16	none	7 min			
17	None	6 min			

Map One – Main Map of Star Haunt (Outer Keep Overview)

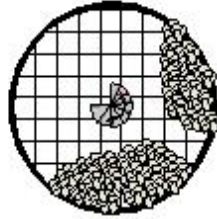


Map Two – Map of Star Haunt Towers

Tower #1 [Marked #3 on Star Haunt Main Map]

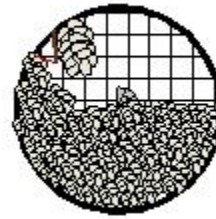


3a
(1st floor)



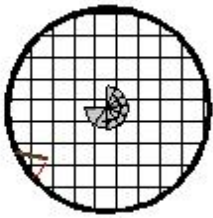
3b
(2nd floor)

Tower #2 [Marked #4 on Star Haunt Main Map]

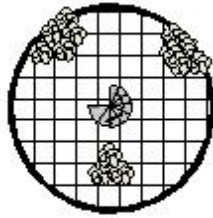


4a
(1st floor)

Tower #3 [Marked #5 on Star Haunt Main Map]

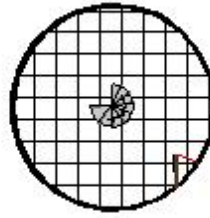


5a
(1st floor)

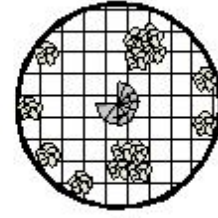


5b
(2nd floor)

Tower #5 [Marked #7 on Star Haunt Main Map]



7a
(1st floor)

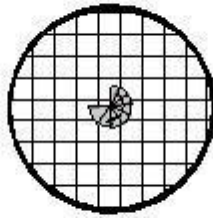


7b
(2nd floor)

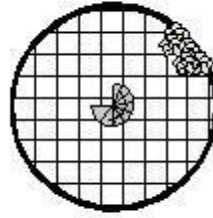
Tower #4 [Marked #6 on Star Haunt Main Map]



6a
(1st floor)



6b
(2nd floor)



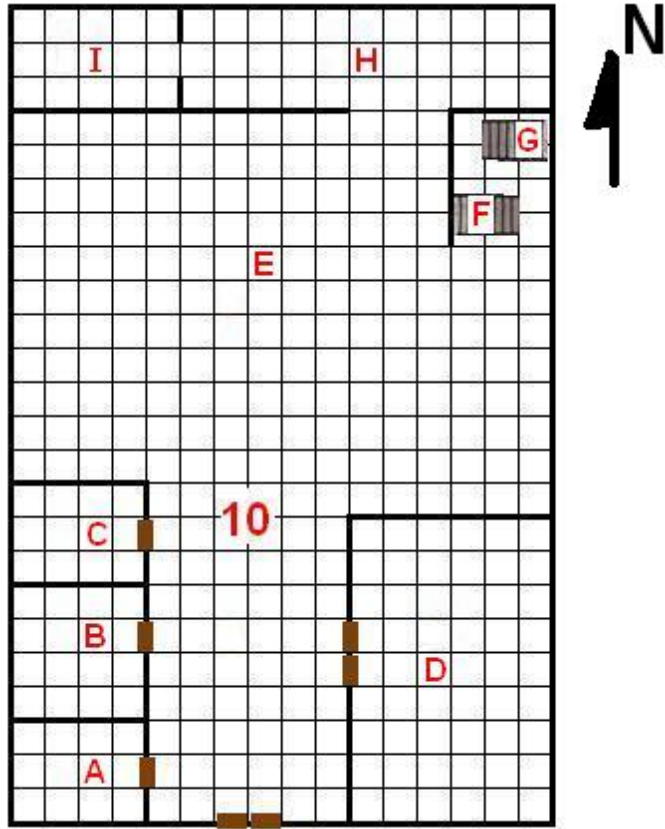
6c
(3rd floor)

Tower #6 [Marked #8 on Star Haunt Main Map]

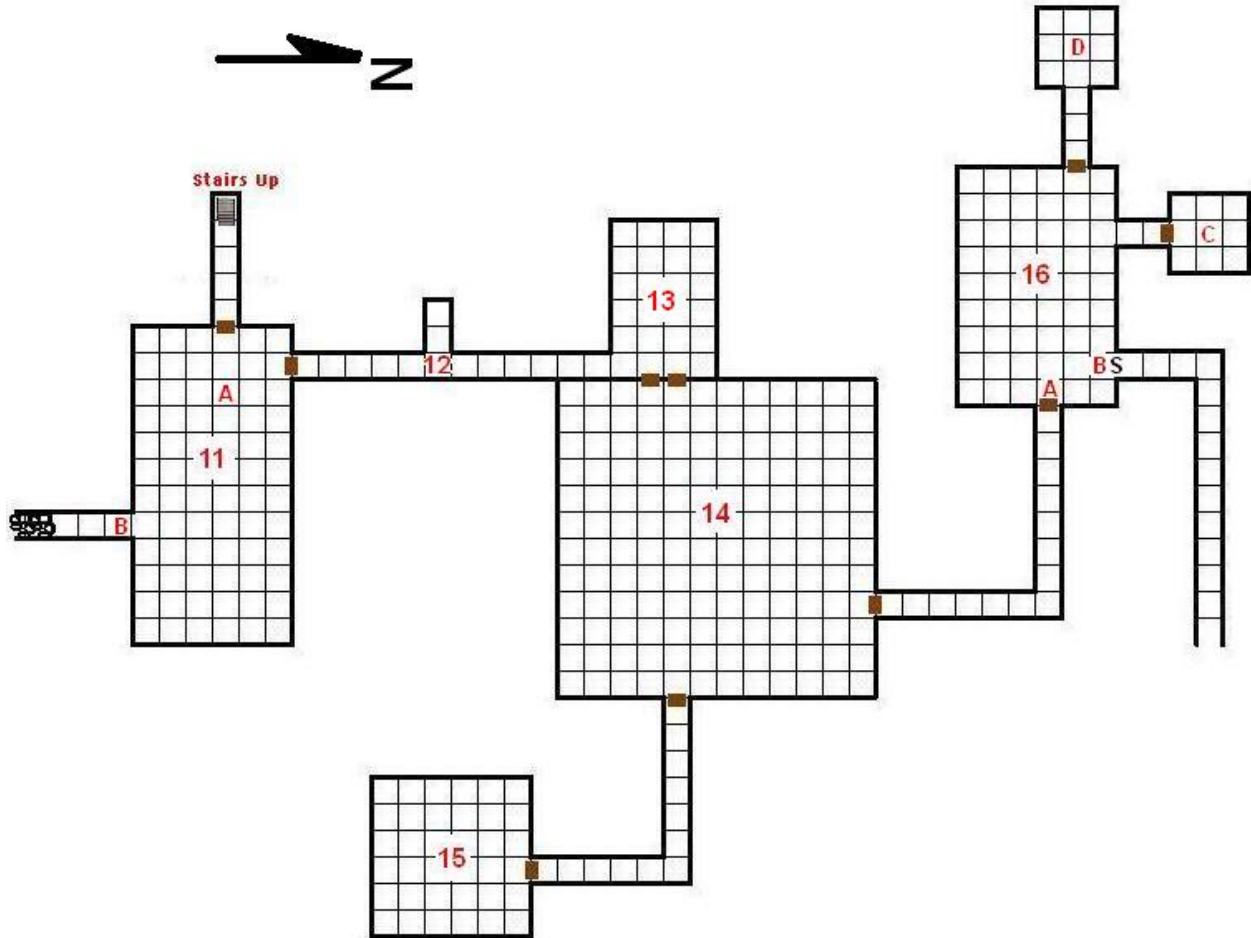


8a
(1st floor)

Map Three – Map of Star Haunt (Inner Keep)



Map Four – Map of Star Haunt (Dungeon)



Player Handout #1

In your hands you find a journal of an Elf named Maanole. Most of the journal is historical accounts and maps of Nyronnd and the surrounding countries. The following journal entries are ones that seem to catch your interest. All text in this book is in Elven.

4th Reaping, CY 540

My exploration of the area continues. I have recently been informed that there is an old human fort in the Celadon forest. My compatriots, D'virac and J'madge both think that maybe a portal to the Mystic Isle might be found in this fort. There are many rumors about strange events and sprits that infest the place. I feel it might be our best lead yet. We set out tomorrow!

1st Harvester, CY 540

We have made it. This is a creepy place. The courtyard is filled with various images of what must have been past events. Some are benevolent; some are scary. Creatures now inhabit many of the towers. We try to avoid what we can. I have had to turn a ghost child already. And there are some towers we have run from. The main keep seems to have a locked door. We don't know how to enter, and our magic is useless. I hope that the Lady of Dreams can bless us with one so we can find a way in. If not, this trip may have been for naught.

3rd Harvester CY 540

The three of us have asked our gods for guidance. From what we can piece together, there is a secondary entrance to the keep. There is also a key, but it is guarded by some creatures. We hope to retrieve the key and find the secondary entrance, it appears to be our only way in.

4th Harvester CY 540

We did it. We got the key without any bloodshed. It looks like a gem, so I decided to leave one of my own gems as sacrifice to the gods for their bounty. I know the Daughter of the Night Skies is shining her light upon our mission, how can we not succeed.

12th Harvester CY 540

SUCCESS AGAIN! We have found the door and the key opens it. As it is late we have decided to rest, give thanks and venture forward on the morn. I feel the Mystic Isle is within reach; I am so excited, I hope I can reach my meditative state for the evening.

13th Harvester CY 540

How could it. . . How could we. . . I can't continue

15th Harvester CY 540

I awake again and my fate has not changed. We were not in the keep for 30 minutes when, I don't know what happened. Was it a falling star? Was it an earthquake? All I know is my friends, friends that brought me into the Seekers now lie dead ahead of me, crushed by a cave in. I did not survive unscathed. I have been able to heal my damage, yet I am stuck beneath a huge boulder. Even with the use of spell I cannot budge it. Luckily with my spells I can continue to survive for a long time. I only hope that the Mystic Seer can guide one of her servants to come and rescue me.

26th Harvester

I am not alone. Some. . .thing is waiting for me. I do not know what it waits for, I just wish it would take me now. I do not want to slowly die under this rock.

Patchwall 540?

Night and day are now lost to me. I have no idea of the day or even how much time has passed since I've been here. I do know I have been here at least a month, perhaps even more. I do not always make my midnight prayers. As such, I have not always been able to replenish my spells. The Moonlit Mystery must still be with me, as I do for some reason seem to be able to get spells enough to survive. Please save me!

I do not know.

I have now totally lost track of time. For all I know, I could have been trapped here for years. This is turning out to be a hard existence. As I meditate at night, I have these images. At first I was only seemingly watching as others enacted cruel, violent, destructive scenes. Last night, if that word still has any meaning for me, I was the one causing the violence, the cruelty, the destruction. I feel that I have lost something. . NO I feel that this place has taken it away. I can no longer picture beautiful things. And I HATE. I HATE my weak elven body. If I were strong I would be out of here. I HATE my dead elven 'friends' for taking me to this forsaken place. And I HATE those who have not bothered to try to rescue me. CURSE THEM ALL!

My body has changed. I now blend in with the shadows. I also do not need as much sustenance, which is good as my goddess has abandoned me as well. My mind has changed also. As I read my journal, I think what a pathetic creature must have written it. I am ashamed that it was my hand that penned these words. I need a stronger god, I have started praying to the Lone Wolf. Although he deals with my cousin species of elf, I do hope that he will bless this pathetic creature, so that I can avenge those who could not take the time to come to my aid. All will know my wrath.

I starve. I will soon die. But I know my journey is not over. I know I shall haunt this place, and if the Lone Wolf so blesses me, when those of the flesh finally do come to my aid. They will be the ones who need aid.

(the ink trails off)