



GHOSTWALK WEB ENHANCEMENT

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The **RPGA** *Ghostwalk* playtesters are not listed in the product, but we want to thank them here for their valuable feedback.

Based on the original **DUNGEONS & DRAGONS**® game by E. Gary Gygax and Dave Arneson and on the new edition of the **DUNGEONS & DRAGONS** game designed by Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, and Peter Adkison.



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The Temple of Redcliff is a short D&D adventure for four 10th-level characters. Consult the Scaling the Adventure sidebar for ways to modify the scenario for higher or lower levels of play.

This scenario can be incorporated into any style of campaign. Since the adventure takes place in an abandoned temple and includes undead creatures, any party that chooses to undertake the mission should include a cleric.



One of the advantages of designing games in Washington state is the ready supply of rules-knowledgeable gamers. During the design and development of the *Ghostwalk* campaign, we spent a whole summer playing through two of the adventures included in the book. This weekly minicampaign allowed us to test not only the adventures but also the game rules for the setting. Playtester feedback helped shape the flavor of *Manifest* and its environs, and the comments we received often offered ideas and solved problems that the designers had overlooked.

Unfortunately, not everything we wanted to include would fit into the book. So without further ado, here are some additional monster templates, feats, spells, and magic items for the *Ghostwalk* campaign, plus an adventure seed for you to develop and the full statistics for the playtest characters. May all of these offerings enhance your players' experiences on the other side.

NEW MONSTER TEMPLATES

The following templates are new for the *Ghostwalk* campaign. One is an acquired template that remains in force only temporarily; the other is inherited.

BLOOD GHOUL (TEMPLATE)

A blood ghoul is a mortal creature temporarily altered by the ingestion of a vampire's blood. Though this act compels the blood ghoul to serve the vampire that provided it, many of these creatures actually enjoy their roles and would willingly serve even without this compulsion. Despite their connections with vampires, blood ghouls are not themselves undead, nor are they related in any way to the ghouls in the *Monster Manual*. Blood ghouls cannot propagate their own kind; each is created by a particular vampire. The transformation usually lasts several days but may persist for weeks or even months (see *Spawning a Blood Ghoul*, below).

Because they can move about freely in daylight, blood ghouls serve as the eyes, hands, and guards of their masters. In the *Ghostwalk* campaign, vampires often dispatch blood ghouls to meet contacts and arrange deals within the city, where undead are forbidden to go. Occasionally, vampires also use such servants to protect their hidden lairs.

A blood ghoul looks the same as it did before its transformation, except that its eyes tend to gleam with an eerie red glow in low-light conditions. A typical blood ghoul has a feral and sly demeanor and adopts a posture that bespeaks stealth.

A blood ghoul understands whatever languages it knew before its transformation.

Sample Blood Ghoul

This example uses a wolf as the base creature.

Blood Ghoul Wolf

Medium-Size Animal

Hit Dice: 2d8+6 (15 hp)

Initiative: +2

Speed: 50 ft.

AC: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Attacks: Bite +3 melee

Damage: Bite 1d6+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Trip

Special Qualities: Empathic link, ghoul rage, low-light vision, scent, turning sensitivity

Saves: Fort +6, Ref +5, Will +1

Abilities: Str 15, Dex 15, Con 17, Int 2, Wis 12, Cha 6

Skills: Hide +3, Listen +8, Move Silently +4, Spot +6, Wilderness Lore +1*

Feats: Alertness^B, Weapon Finesse (bite)^B

Climate/Terrain: Any forest, hill, plains, and mountains

Organization: Solitary, pair, or pack (7-16)

Challenge Rating: 2

Alignment: Neutral

Advancement: 3-5 HD (Large)

A blood ghoul wolf typically serves as a guard for its master. It neither enjoys nor dislikes the service.

The eyes of a blood ghoul wolf gleam red in the fading sun, and it appears leaner and hungrier than an ordinary wolf.

COMBAT

A blood ghoul wolf makes effective use of its trip attacks in conjunction with biting.

Trip (Ex): A blood ghoul wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the blood ghoul wolf.

Empathic Link (Su): A blood ghoul wolf is treated as if under the effect of its vampire master's domination ability, though only basic commands (as noted in the *dominate person* spell description) can be conveyed. If the vampire is killed, the blood ghoul wolf becomes confused (see the *DUNGEON MASTER'S Guide*, page 84) until the duration of the template expires.

Ghoul Rage (Ex): This ability works exactly like a barbarian's rage, except that the blood ghoul wolf's Strength and Constitution scores each increase by only +2, and the effect lasts for only 3 rounds. There is no daily use limit for this ability, but each use of ghoul rage subtracts one day from the template's remaining duration. The blood ghoul wolf can activate this ability of its own free will, and it tends to do so whenever it enters combat.

While a blood ghoul wolf rages, its mouth froths with blood and its eyes become noticeably red in any light. Its statistics change as follows: HD 2d8+8; hp 17; AC 12, touch 10, flat-footed 10; Atk +4 melee (1d6+4, bite); SV Fort +7, Will +3; Str 17, Con 19.

Turning Sensitivity: A blood ghoul wolf cannot actually be turned, but if it is in the area of a turning effect that is powerful enough to turn an undead creature of 2 Hit Dice, it is dazed for 1 round. If the turning effect would destroy an undead with 2 HD, the blood ghoul wolf immediately loses the blood ghoul template and is dazed for 1 round. All the normal effects that occur when the template ends naturally also apply to such a premature termination.

Scent (Ex): A blood ghoul wolf can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills: *A blood ghoul wolf receives a +4 racial bonus on Wilderness Lore checks when tracking by scent.

Creating a Blood Ghoul


"Blood ghoul" is an acquired template that can be added to any Medium-size or smaller corporeal animal or humanoid (referred to hereafter as the base creature).

A blood ghoul has all the base creature's statistics and special abilities except as noted here. The transformation is temporary, lasting up to 1 week per Hit Die of the vampire who provided the blood (see *Spawning a Blood Ghoul*, below). The creature returns to its former state when the duration expires, losing all effects of the template.

Size and Type: The base creature's size and type are unchanged.

Special Qualities: A blood ghoul retains all the base creature's special qualities and gains those described below.

Empathic Link (Su): A blood ghoul is treated as if under the effect of the vampire's domination ability, though only basic commands (as noted in the *dominate person* spell description) can be conveyed. If the vampire is killed, the blood ghoul becomes confused (see the *DUNGEON MASTER'S Guide*, page 84) until the duration of



the template expires. This ability functions in the same way for humanoid and animal blood ghouls.

Ghoul Rage (Ex): By drawing upon the corrupt power within its body, a blood ghoul can choose to enter a limited sort of rage. When this ability is activated, the creature's mouth froths with blood, and its eyes turn red from increased blood flow. This ability works exactly like a barbarian's rage, except that the creature's Strength and Constitution scores each increase by only +2, and the effect lasts for only 3 rounds, regardless of the blood ghoul's Constitution modifier. There is no daily use limit for this ability, but each use of ghoul rage subtracts one day from the template's remaining duration. Even animals with this template can activate this ability of their own free will, and they tend to do so whenever they enter combat.

SPAWNING A BLOOD GHOUL

To create a blood ghoul, a vampire must get the target creature to ingest some of his undead blood. Creating a blood ghoul does not harm or weaken a vampire in any way.

The vampire can impose the template for a total number of weeks equal to his Hit Dice, allocating that time as desired among his blood ghoul servants in increments of 1 week. For example, a 5-HD vampire could create up to five blood ghouls, each lasting for 1 week. Alternatively, he could create three blood ghouls that last 1 week each plus a fourth that lasts 2 weeks, or one blood ghoul that lasts 5 weeks, or any combination that adds up to 5 weeks of time. He need not create all his blood ghouls at once, but he must have at least 1 week of duration available at the time he creates a new blood ghoul; otherwise the attempt fails. Each time 1 week of a blood ghoul's template duration passes, the vampire regains a week's worth of potential duration. Thus, when the first week of a blood ghoul's 2-week duration has elapsed, the vampire regains 1 week of potential duration.

A vampire may extend the length of a blood ghoul's service at any time by feeding her more of his blood. Each such feeding extends the service by one week, assuming that the vampire has a week's worth of duration available. If he has more than 1 week available, he may add as many weeks as desired to one blood ghoul's template through multiple feedings, or he may divide the available duration up among several blood ghouls (mini

Turning Sensitivity: Though a blood ghoul is not undead, the vampiric blood within it recoils from the positive energy used to turn or destroy undead. A blood ghoul cannot actually be turned, but if it is in the area of a turning effect that is powerful enough to turn an undead creature of its Hit Dice, it is dazed for 1 round. If the turning effect would destroy an undead with the blood ghoul's HD, the creature immediately loses the blood ghoul template and is dazed for 1 round. All the normal effects that occur when the template ends naturally (see below) also apply to such a premature termination.

Abilities: Increase from the base creature as follows: +2 Strength, +2 Constitution.

Feats: A blood ghoul gains Alertness as a bonus feat for the duration of the template.

mum extension 1 week), or he may use it to create new blood ghouls.

Feeding a prospective or existing blood ghoul takes 1 minute. Once the target is fed, she is nauseated for 1 minute while the undead blood works its changes in her body. After this process is complete, she gains the blood ghoul template and becomes a willing servant of the vampire for 1 week. Normally, this transformation is applied to already willing targets, or to *charmed* or helpless ones. If the target is unwilling and able to resist, the vampire must pin her during a grapple. Once she is pinned, the vampire can use his next attack to force her (with a successful grapple check) to ingest his blood. Upon tasting vampire blood, the target must succeed at a Will saving throw (DC equals the save DC of the vampire's other special abilities) or consume his blood for the next minute. A successful saving throw means the vampire must try again the next round with another grapple check. This compulsion to drink blood is a mind-affecting, compulsion effect.

When a blood ghoul loses this template by any means (either through expiration or via turning sensitivity; see above), she becomes fatigued. This condition persists until she gets 8 hours of complete, uninterrupted rest. If she was serving the vampire against her will (in other words, if ingestion of the vampire's blood was the only thing compelling her service), she is immediately freed from his control. Losing the template does not, however, remove any other control the vampire may exert over the former blood ghoul (such as his natural domination ability or a charm effect from a spell).

Challenge Rating: Same as the base creature +1.

VALICORN (TEMPLATE)

Valicorns are the offspring of unicorns and horses or other horselike creatures. They are rare except in forests where the unicorn population has dwindled below the level at which it can sustain itself. In the *Ghostwalk* campaign, repeated attacks by undead and yuan-ti over the centuries have winnowed the Spirit Wood unicorns down to but a handful of individuals, so those remaining have begun to take horses as mates. Valicorns are normally foaled by *awakened* horses, but in desperate times even a normal horse may bear or sire a valicorn.

A valicorn resembles its horse parent, except that its eyes are the color of the unicorn parent's, and it has slightly cloven hooves and a hard plate on its forehead made of the same material as a unicorn's horn. Valicorns breed true with their own kind or with unicorns.

A valicorn's attitude is much like that of a true unicorn, though it is more likely to run for help than to charge into battle with a powerful enemy. Valicorns refuse to be tamed, although they make lasting friendships with those of pure heart, just as unicorns do.

The hornplate from a valicorn's forehead is worth up to 100 gp in some markets, and it is used for the same purposes that unicorn horns are. Those who trade in such trophies are normally shunned by good creatures.

Valicorns understand Sylvan and Common, though they cannot actually speak. Most are adept at responding through head gestures when they need to communicate with speaking creatures.

Sample Valicorn

This example uses a light horse as the base creature.

Swiftmane (Valicorn Light Horse)

Large Magical Beast

Hit Dice: 3d8+9 (22 hp)

Initiative: +2

Speed: 60 ft.

AC: 15 (−1 size, +2 Dex, +4 natural), touch 11, flat-footed 13

Attacks: Hornplate +3 melee and 2 hooves −3 melee

Damage: Hornplate 1d4+2, hoof 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Immunities, low-light vision, protection from evil, scent

Saves: Fort +6, Ref +5, Will +3

Abilities: Str 13, Dex 15, Con 17, Int 10, Wis 14, Cha 8

Skills: Listen +9, Spot +9

Feats: Alertness^B

Climate/Terrain: Temperate forest

Organization: Solitary, pair, or grace (3–6)

Challenge Rating: 2

Alignment: Chaotic good

Advancement: 4–8 HD (Large)

Swiftmanes are the offspring of unicorns and wild horses. They often travel the Spirit Wood in pairs or graces. Swiftmanes sometimes serve as mounts for other protectors of the woodland.

COMBAT

A swiftmane usually attacks with its hornplate and follows up with hoof attacks.

Spell-Like Abilities: 3/day—*detect evil*; 1/day—*cure light wounds*, *dimension door*. Caster level 5th.

Immunities (Ex): Swiftmanes are immune to all poisons and to *charm* and *hold* effects.

Protection from Evil (Su): This ability duplicates the effects of the spell of the same name. It functions continuously, and the swiftmane cannot suppress the effect.

Scent (Ex): A swiftmane can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Creating a Valicorn

“Valicorn” is an inherited template that can be added to any equine animal of Small to Large size (hereafter referred to as the base creature). *Awakened* creatures of these kinds may also acquire the template. Normally, the valicorn template is added only to ponies, light horses (war or riding), or heavy horses (war or riding), since unicorns find the idea of mating with anything less horselike than these creatures repugnant.

A valicorn has all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to magical beast. Its size is unchanged.

AC: The base creature's natural armor bonus increases by +1.

Attacks: A valicorn gains an attack with its hornplate (a kind of head-butt) in addition to the base creature's attacks. The hornplate becomes the creature's primary attack, and all other natural attacks except bite become secondary. The valicorn cannot use the hornplate attack if it also bites in the same round. The valicorn's hornplate is treated as a +1 magic weapon, though its power fades if it is removed from the valicorn.

Damage: The valicorn's hornplate attack deals 1d4 points of bludgeoning damage plus the valicorn's strength bonus and the hornplate's +1 enhancement bonus.

Special Attacks: A valicorn retains all the base creature's special attacks and gains those described below.

Spell-Like Abilities: 3/day—*detect evil*. 1/day—*cure light wounds*, *dimension door*. Caster level 5th.

Special Qualities: A valicorn retains all the base creature's special qualities and gains those described below.

Immunities (Ex): Valicorns are immune to all poisons and to *charm* and *hold* effects.

Protection from Evil (Su): This ability duplicates the effects of the spell of the same name. It functions continuously, and the valicorn cannot suppress the effect.

Abilities: Increase from the base creature as follows: +2 Dexterity, +2 Constitution, +2 Wisdom, +2 Charisma. A valicorn has Intelligence 3d6 whether its horse parent was normal or *awakened*.

Feats: A valicorn gains Alertness as a bonus feat.

Climate/Terrain: Temperate forest.

Organization: Solitary, pair, or grace (3-6).

Challenge Rating: Same as the base creature +1.

Alignment: Always chaotic good.

Advancement: Up to 8 HD (same size as base creature).

NEW FEATS

The following additional feats are available to characters in the *Ghostwalk* campaign.

COMBINE TURNING [DIVINE]

You can combine multiple turn or rebuke attempts into a single, more powerful attempt.

Prerequisites: Able to turn or rebuke undead more than once per day.

Benefit: If you have more than one use of your turn (or rebuke) ability remaining for the day, you can spend additional uses of that ability to improve your chances of success on a single attempt. You decide whether or not to combine uses of your turning ability in this way and how many uses you want to spend before the turning check is rolled. For each additional use of the ability that you spend in this manner, you gain a +4 bonus on both your turning check and your turning damage roll.

For example, suppose a 1st-level cleric with a Charisma score of 10 has this feat. Confronted on a solo adventure by two ghouls (each 2 HD with +2 turn resistance), he decides to spend one additional use of turning to improve his chances against these foes. He marks off two turn attempts for the day and makes a

turning check. He rolls a 15 on the d20 and adds +0 for his Charisma modifier and +4 for the extra use of turning, giving a total of 19. According to Table 8–16: Turning Undead in *the Player's Handbook*, he can turn an undead with Hit Dice less than or equal to 3 + his cleric level, or 4 in this case. Success! He rolls his turning damage on 2d6 and gets a 3, to which he adds +1 for his level, +0 for his Charisma modifier, and +4 for the extra turning use spent. His total is 8, which is just enough to affect both ghouls. They ghouls retreat on their turn, and on his next turn the cleric runs away to safety.

There is no limit to the number of uses of turn (or rebuke) you can spend to improve a single roll; the bonuses stack. The additional turning uses spent must always be of the same type as the one to be improved. For example, turn undead attempts cannot be spent to improve one's ability to turn fire creatures (granted by the Water domain).

You can also spend uses of your own turn ability to aid another's turning attempt. In that case, you grant the recipient a +4 bonus on his turning check for every daily use of your turning ability that you spend in this manner. To aid another's turning attempt, you must use a ready action. Uses of turn cannot be combined with rebuke attempts, and vice versa.

ELFBLOOD [GENERAL]

The traits from your elven ancestry are particularly strong.

Prerequisites: Half-elf (nondrow).

Benefit: Your racial bonus on Listen, Search, and Spot checks increases to +2. You gain an elf's ability to notice secret doors just by passing them. Wizard is always a favored class for you, as is your highest-level class.

SPELLS

The following new spells are available to spellcasters in the *Ghostwalk* campaign.

CANDLELIGHT

Evocation [Light]

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, M/DF

Casting Time: 1 action


Range: Touch

Target: Object touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No



You cause an object to glow like a candle, shedding light in a 5-foot radius from the point you touch. The effect is immobile, but it can be cast on a movable object if desired. The light produced by this cantrip is not strong enough to counter or dispel any magical darkness.

Invented by the elves for use in nighttime ceremonies, *candlelight* has made its way into common usage. It is particularly useful to novices and apprentices who need to spend long hours in study.

Arcane Material Component: A tiny candle.

DEMONIC BLOOD INFUSION

Transmutation [Chaotic, Evil]

Level: Clr 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Willing creature touched

Duration: 1 hour/level

Saving Throw: None (see text)

Spell Resistance: Yes

You grant the subject infernal power by transforming its blood into the blood of a demon. The subject gains the fiendish template and the chaotic and evil subtypes, and it becomes chaotic evil if it is not already. The creature counts as an outsider for the purpose of spells and effects that affect only certain creature types. However, any effect that banishes, binds, or sends away outsiders does not function against the subject; instead, it simply causes *demonic blood infusion* to end immediately.

When the spell ends, all its effects terminate immediately, and the target is nauseated for 1d4 rounds.

Repeated use of this spell tends to corrupt the target and force it to become chaotic evil if it was not already. Each time *demonic blood infusion* is cast upon a creature it must attempt a Will saving throw. Failure means the subject becomes chaotic if it was not already. If the subject is chaotic but nonevil, failure causes it to become evil. Each time the spell is used against the same creature, the DC for this saving throw increases by 1.

Demonic blood infusion was invented by the followers of Orcus, who use it to boost the power of their church's mortal servants.

Material Component: A vial of demon's blood worth 100 gp.

DOOR TO GREAT EVIL

Transmutation [Teleportation]

Level: Pal 4

Components: V, DF

Casting Time: 1 action

Range: Personal or touch

Target: You or willing paladin touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell functions like *teleport*, except as noted above and as follows. When you cast this spell, you select one of two variants.

Send Yourself: You teleport yourself, your gear, and your special mount (if any). You do not designate a destination; you are automatically transported to the nearest location on the same plane where your talents as a holy soldier are needed. There is always at least one evil creature (or one creature committing an evil act) at this location. Fighting this creature or creatures is always an appropriate action—you are not required to parley, and killing such creatures is always justified according to the rules of your faith. The encounter level is less than or equal to your character level minus 2; thus, if you are a 14th-level paladin, you face an encounter of EL 12 or below. If you are of a race that has a level adjustment (such as a dark elf), use your effective character level instead of your actual character level for the purpose of determining the encounter level for this spell.

Door to great evil guarantees safe arrival for you (on solid ground, not within a raging fire or underwater, no chance of a mishap, and so on), but it does not provide you with a way to return. You do, however, have a vague awareness of the distance traveled and know the direction you must go to return to the location where the spell was cast.

Send Another: This version of the spell functions as above, except that instead of teleporting yourself, you send another willing paladin with her gear and special mount (if any) in your place. The challenge to the paladin is based on her character level, not yours. All other factors in the spell description above that refer to “you” instead refer to the target paladin in this version.

This spell is a favorite of paladins of Aluvan and Draicanish, and of Durann to a lesser extent. Once per year, many of them go on “door crusades,” in which senior paladins cast this spell on several paladins in a row, sending them to purge evil from many spots beneath the city of Manifest.

FETID BREATH

Conjuration (Creation)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: 10 ft.

Area: Cone

Duration: 1 round (see text)

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

This spell functions like *stinking cloud*, except as noted above and as follows.

You exhale a 10-foot cone of stinking gas. Though the cone persists for only 1 round, creatures who succumb to its effects are still nauseated for 1d4+1 rounds after leaving the area of the cone. A creature that has a special saving throw bonus against poison may apply that to its saving throw against this spell. Creatures immune to poison are unaffected by *fetid breath*.

Legends maintain that this spell was created either by the yuan-ti or by an arcane worshipper of Khostren.

Material Component: A clove of garlic or an onion, which you must eat.

LEECH GHOST SKILL

Necromancy [Ectomancy]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 10 minutes

Range: Touch (see text)

Target: Ghost touched

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

You bind the ectoplasmic form of the target ghost onto another creature (hereafter called the “bearer”). The ghost clings to the bearer’s back or chest in the form of a tattoo for the duration of the spell. *Leech ghost skill* binds only the ghost, not any of its equipment.

While this ghostly tattoo is in place, the bearer may use the ghost’s skill ranks instead of his own as desired, regardless of the nature of the skill. For example, a bearer wearing a ghost rogue/wizard tattoo could use the ghost’s ranks in Climb, Hide, Knowledge, Spellcraft, or any of the ghost’s other skills (including class-exclusive skills that the bearer does not possess) if they exceed his own. He still uses his own ability modifiers for making skill checks. The bearer does not have access to any of the ghost’s other abilities or to any knowledge

that is not related to skills (such as bardic knowledge, class abilities, ghost powers, memories, racial bonuses, and so on), nor does he gain the ability to speak or understand any languages that the ghost knows.

The ghost cannot be attacked or harmed while bound to the target. The ghost remains completely aware of its surroundings, though it cannot speak or use any abilities (including mental communication).

When the spell ends, the ghost is immediately freed and appears in an area adjacent to the bearer. If the bearer is killed by any means (even *disintegrate* or some other effect that destroys his body), the ghost is immediately freed and appears in the bearer’s square. When it appears, the ghost has all the abilities it had at the time of the binding (such as prepared spells or available spell slots, uses of turn undead, and so on).

This spell was invented by members of the Piran Sedestadel at the behest of the Yisa-khardomas, who sought a way to punish criminal ghosts and still let them contribute to life in the city.

Material Component: A silver needle and a vial of acid, together worth 100 gp.


NEW MAGIC ITEMS

The residents of Manifest have developed a number of new magic items to suit their particular needs.

Blue Octopus Amulet: This item consists of a wooden octopus (painted blue) hanging from a leather cord. In its tentacles, the octopus holds a hard, glassy sphere filled with seawater. The amulet acts as a *protection from elements (fire)* spell, absorbing a total of 60 points of fire damage before it is rendered useless. It also absorbs hit point damage from *horrid wilting* and similar attacks that work by removing or destroying moisture in the target. It provides no protection against subdual damage from thirst, since it is filled with saltwater. Like a *brooch of shielding*, the amulet does not have a fixed duration for its effect; it simply continues to protect its wearer until it has absorbed 60 points of damage.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *protection from elements*; **Market Price:** 1,500 gp; **Weight:** 1 lb.

Chaniud’s Placards: These lacquered pieces of parchment are usually found in sets of ten. One side of each placard bears the symbol of Chaniud the Lawkeeper (three horizontal lines below an open circle); the other side depicts a famous cleric or scholar of Chaniud’s faith. To activate a placard, the bearer must hold the card, speak Chaniud’s name, and ask a single question as if using a *commune* spell. Since most of these items are created by the church of Chaniud, the answer comes from his agents and may be colored by



the god's or agent's perspective. (Members of other faiths who create similar placards do not use Chaniud's symbols or historical figures.) After the placard has answered one question, it loses all magic, and the images on both sides fade until they are barely visible. The creation costs and other information provided below are for a single placard.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *commune*; *Market Price:* 875 gp; *Cost to Create:* 375 gp + 55 XP.

Message Arrow: Each of these masterwork arrows has the image of a pointing hand etched into its head and a small wooden sleeve on its shaft that can hold a single folded piece of paper. If a message is placed into the sleeve and the arrow is fired into the air, it speeds off in the direction of the intended recipient, who may be a specific individual or the closest person matching a given description, as explained in the *helping hand* spell. Its maximum range is 5 miles.

Locating a recipient who is within range takes the amount of time described in the *helping hand* spell, based on the distance to the target. While in flight, the *message arrow* is invisible and insubstantial, so it cannot harm creatures or be attacked. When it finds the intended recipient or an appropriate match for the description it was given, the arrow strikes the ground at the feet of that individual, who may then retrieve the message from the sleeve. Once it lands, the power of the *message arrow* is spent; it cannot be used in the same way to send a response.

The *message arrow* cannot reach targets within a completely enclosed space, but it can accurately steer through any opening that is at least the size of an arrow slit. If the arrow cannot find the recipient or a suitable match within range, or if it is prevented from reaching the target by some barrier, it returns to the creature that fired it and embeds itself near that creature's feet, its power spent and its shaft broken.

A crossbow bolt variant of this weapon can be fired from a crossbow instead of a standard bow. Either variety may be used as a masterwork item of its type if desired, though it has the normal chance for breakage or loss, and it possesses no special combat properties.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *helping hand*; *Market Price:* 400 gp.

ADVENTURE SEED

One of the younger trees of the forest has awakened as a spirit-tree and is in need of an arboreal guardian of its own. Though it is much weaker than a mature tree and lacks the knowledge and wisdom of any elven spirits within it, the first arboreal guardians to bond with it

can help to shape its personality. The young tree is also very vulnerable to attacks by monsters that might want to destroy or corrupt it.

GHOSTWALK CHARACTERS

The following characters were developed by the *Ghostwalk* playtesters for testing out the adventures included in the book.

Antilliaros (Fully Manifested): Female human ghost Bard 3/Eidolon 1; CR 4; Medium-size outsider; HD 3d6 plus 1d8; hp 17; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Atk +3 melee (1d6, +1 screaming bola flail*), or +6 ranged (1d6-1/[TS]3, masterwork shortbow with masterwork arrows); SQ bardic knowledge +5, bardic music (countersong, fascinate, inspire competence, inspire courage) 3/day, darkvision 60 ft., ghost qualities, low-light vision, outsider traits; AL CN; SV Fort +1, Ref +4, Will +7; Str 8, Dex 13, Con 11, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +10, Decipher Script +6, Diplomacy +8, Gather Information +10, Hide +5, Intimidate +9, Knowledge (arcana) +8, Knowledge (ghost lore*) +6, Knowledge (history) +8, Perform +10, Sense Motive +6; Control Visage*, Exotic Weapon Proficiency (bola flail), Ghost Ride*, Iron Will.

Bardic Knowledge: Antilliaros may make a bardic knowledge check with a bonus of +5 to see whether she knows some relevant information about local notable people, legendary items, or noteworthy places.


Bardic Music: Antilliaros can use her song or poetics to produce magical effects on those around her.

Countersong (Su): Antilliaros can counter magical effects that depend on sound by making a Perform check for each round of countersong. Any creature within 30 feet of her who is affected by a sonic or language-dependent magical attack may use her Perform check result in place of his or her saving throw if desired. Countersong lasts for 10 rounds.

Fascinate (Su): Antilliaros can cause a single creature within 90 feet that can see and hear her to become fascinated with her. Antilliaros's Perform check result is the DC for the opponent's Will save. Any obvious threat breaks the effect. Fascination lasts 3 rounds.

Inspire Competence (Su): Any ally within 30 feet who can see and hear Antilliaros gets a +2 competence bonus on skill checks with a particular skill for as long as he or she can hear the music.

Inspire Courage (Su): Any ally who can hear Antilliaros receives a +2 morale bonus on saves against



charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. The effect lasts for 5 rounds after the ally can no longer hear Antilliaros.

Ghost Qualities* (Ex): Antilliaros is a disembodied soul with an ectoplasmic body and ghost weakness. She is incorporeal outside of Manifest. She has no discernable anatomy and can sense her physical body with a successful Wisdom check (DC 15). She has a +3 natural armor bonus when not incorporeal and a +4 racial bonus on Hide checks (already figured into the statistics above).

Bard Spells Known (3/2; save DC 13 + spell level): 0—*daze, detect magic, ghost sound, mage hand, read magic, resistance*; 1st—*cause fear, charm person, mage armor*.

Possessions: *Bullroarer* (+1 silvered screaming bola flail*), masterwork shortbow, 20 masterwork arrows, +1 cloak of protection (as ring), 2 potions of cure moderate wounds, masterwork bells (musical instrument).

Description: Antilliaros is a mysterious woman who doesn't reveal much about herself. She uses her Control Visage feat to conceal her appearance at all times, appearing wrapped from head to toe in an exotic outfit.

History and Personality: Born in Salkiria, Antilliaros always had an inquisitive streak and a hunger for knowledge, as is appropriate for a worshiper of Uhanam. When she died from a *fire trap* while adventuring, her ghost appeared in Manifest, and she decided to stick around a while and learn about her new form and the nature of the city of the dead. Since then, she has developed some of her ghost abilities and is pursuing the Path of the Dominator. She would very much like to acquire a set of mithral bells.

Player: Antilliaros' player is Jennifer Clarke Wilkes, an editor in Wizards of the Coast, Inc.'s RPG R&D Department. Jennifer realized that because ghosts have muted senses, they would tend to dress in bright clothing, prefer loud music, and eat very spicy food.

☛ **Furka (Fully Manifested):** Male elf ghost Conjurer 3/Eidolon 1; CR 4; Medium-size outsider; HD 3d4–3 plus 1d8–1; hp 10; Init +6; Spd 30 ft.; AC 17, touch 16, flat-footed 11; Atk +4 melee (1d8+3/19–20, longsword), or +4 melee (1d4+2/19–20, dagger), or +10 ranged (1d8+3/[TS]3, +1 mighty [+2 Str bonus] composite longbow with masterwork arrows); SQ darkvision 60 ft., elf traits, familiar benefits, ghost qualities, low-light vision, outsider traits, weasel familiar (Silver); AL N; SV Fort +0, Ref +9, Will +4; Str 15, Dex 23, Con 9, Int 16, Wis 8, Cha 8.

Skills and Feats: Alchemy +6, Concentration +4, Hide +20, Knowledge (ghost lore) +6, Knowledge (history) +9, Knowledge (nature) +9, Listen +3, Search +5,

Spellcraft +9, Spot +3; Alertness, Ghost Flight*, Ghost Glide*, Point Blank Shot, Scribe Scroll.

Elf Traits: Furka is immune to magic *sleep* spells and effects. He is entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it. He has Martial Weapon Proficiency (composite longbow, composite shortbow, longbow, longsword, and rapier) as bonus feats. Furka also has a +2 racial bonus on saves against enchantment spells or effects and a +2 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

Familiar Benefits: Furka gains Alertness as a bonus feat plus the following additional benefits when his familiar is within 5 feet.

Empathic Link (Su): Furka can communicate telepathically with Silver at a distance of up to 1 mile. He has the same connection to an item or a place that Silver does.

Share Spells: Furka may have any spell he casts on himself also affect Silver if the latter is within 5 feet at the time. Furka may also cast a spell with a target of "You" on Silver.

Touch: Silver can deliver touch spells for Furka.


Ghost Qualities* (Ex): Furka is a disembodied soul with an ectoplasmic body and ghost weakness. He is incorporeal outside of Manifest. He has no discernable anatomy and can sense his physical body with a successful Wisdom check (DC 15). He has a +1 natural armor bonus when not incorporeal and a +4 racial bonus on Hide checks (already figured into the statistics above).

Wizard Spells Prepared (5/4/3; save DC 13 + spell level): 0—*detect magic, light, mage hand, open/close, read magic*; 1st—*mage armor, magic missile, summon undead I, true strike*; 2nd—*cat's grace, summon undead II* (2).

Spellbook: 0—*arcane mark, dancing lights, detect ghost*, detect magic, detect poison, disrupt undead, flare, disrupt ectoplasm*, light, mage hand, mending, open/close, preserve ectoplasm*, prestidigitation, ray of frost, read magic, resistance*; 1st—*identify, mage armor, magic missile, obscuring mist, ray of enfeeblement, shield, summon monster I, summon undead I*, true strike, unseen servant*; 2nd—*cat's grace, summon monster II, summon undead II**.

Possessions: *Shadowbolt* (+1 mighty [+2 Str bonus] composite longbow), 20 masterwork arrows, 20 normal arrows, 20 silver arrows, longsword, 2 daggers, cloak of elvenkind, elven wizard outfit, backpack, winter blanket, wineskin, signal whistle, candle, flint & steel, 120 gp.

Description: Furka is a short, scrawny, androgynous-looking elf. His hair and eyes are dark brown. He prefers to dress in elven wizard garb, with flowing robes.



History and Personality: Born in the elven homeland of Sura-Khiri, Furka appeared in Manifest after he was killed in a raid by yuan-ti. Unlike many residents of the city, he doesn't mind summoning undead creatures to fight for him. He rarely does so in the presence of city guards, however, because he knows the practice is frowned upon.

Player: Furka's player is Daniel Kaufman. Daniel has written articles on various games, and his work has appeared in magazines, online, and in sourcebooks. He remembers playing D&D when the *Monster Manual* hadn't come out yet, and he has seen *Star Wars* in the theater more times than on video. (He remembers when "A New Hope" was a mere news blurb and Solo fired first.) A former employee of Wizards of the Coast, Inc., he is now the Commissioning Art Director for Sabertooth Games. He sometimes writes screenplays about girls with guns or plays about girls he knew in grade school, and occasionally he spells his name with a "q."

☛ **Silver (Furka's Familiar):** Male weasel familiar; CR —; Tiny animal; HD 1/2 d8; hp 5; Init +2; Spd 20 ft., climb 20 ft.; AC 16, touch 14, flat-footed 14; Atk +6 melee (1d3–4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SA attach; SQ improved evasion, low-light vision, scent; AL N; SV Fort +2, Ref +4, Will +6; Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +11, Concentration +5, Hide +13, Move Silently +9, Spot +4; Weapon Finesse (bite).

Attach (Ex): If Silver hits with a bite attack, he uses his powerful jaws to latch onto the opponent's body and automatically deals bite damage each round he remains attached. When attached, he has an AC of 12.

Improved Evasion (Ex): If Silver is subjected to an attack that normally allows a Reflex saving throw for half damage, he takes no damage if he makes a successful saving throw and half damage even if the saving throw fails.

Scent (Ex): Silver can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

☛ **Mellik:** Male human Monk 4; CR 4; Medium-size humanoid; HD 4d8+8; hp 26; Init +3; Spd 40 ft.; AC 18, touch 16, flat-footed 15; Atk +5 melee (1d6+1, masterwork kama), or +5 melee (1d6+1, masterwork nunchaku), or +8 ranged (1d8/19–20, masterwork light crossbow with masterwork crossbow bolts); SA flurry of blows, stunning attack 4/day; SQ evasion, fast movement, slow fall 20 ft., still mind; AL LN; SV Fort +6, Ref +7, Will +7; Str 13, Dex 16, Con 14, Int 13, Wis 17, Cha 10.

Skills and Feats: Balance +10, Hide +8, Jump +9, Knowledge (arcana) +4, Listen +8, Move Silently +8,

Spot +6, Tumble +12; Deflect Arrows, Dodge, Foe Hunter (yuan-ti), Kihu-Sherem Guardian.

Flurry of Blows: Mellik may use the full attack action to make one extra attack per round with an unarmed strike or a special monk weapon at his highest base attack, but this attack (and each other attack made that round) takes a -2 penalty. This penalty applies for 1 round, so it affects attacks of opportunity Mellik might make before his next action. If armed with a kama, nunchaku, or siangham, Mellik makes the extra attack either with that weapon or unarmed. In any case, his damage bonus on the attack with his off hand is not reduced.

Stunning Attack (Su): Once per round (but not more than four times per day), Mellik can stun a creature damaged by his unarmed attacks. The foe so struck must make a Fortitude saving throw (DC 16) or be stunned for 1 round in addition to taking normal damage from the attack. Creatures immune to critical hits cannot be stunned with this attack.

Evasion (Ex): If Mellik makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.


Slow Fall: When within arm's reach of a wall, Mellik can use it to slow his descent while falling. He takes damage as if the fall were 20 feet shorter than it actually is.

Still Mind: Mellik gains a +2 bonus on saving throws against spells and effects from the Enchantment school.

Possessions: Masterwork silvered kama, masterwork silvered nunchaku, masterwork light crossbow, 20 bolts, 20 silver bolts, *Theld's Will* (amulet of natural armor +1), *Theld's Shield* (bracers of armor +1), 4 potions of cure light wounds, monk's outfit, backpack, bedroll, 50 feet of silk rope, 4 vials of holy water, flint & steel.

Description: Mellik stands more than 6 feet tall and is broadly built. Like all Kihu-Sherem, his eyes are a brilliant green shade. His hair is black, but he normally shaves his head bald. He dresses in Bazareene fashion appropriate to his noble house, and his clothes are decorated with family markings and minor arcane sigils.

History & Personality: Mellik is a Kihu-Sherem, a specially-bred monk from a noble line assigned to guard one of his family's sorcerer females. Unfortunately for him, she fell in love with a commoner and fled to Manifest to escape her familial obligations. Mellik followed her to the city to save face and his own head. Quiet but headstrong, he packs a powerful punch.



Player: Mellik's player is Tyson Moyer. Tyson got his start at Wizards of the Coast, Inc. in 1998, when he started doing demos at their retail stores. He managed to survive several Pokemon mall tours as well as GEN CON 2000. He hopes eventually to become the leader of a small but wealthy country. For now, he torments his friends and loved ones with a homebrew D&D campaign.

☛ **Telden Fect:** Male human Cleric 4; CR 4; Medium-size humanoid; HD 4d8+4; hp 20; Init +1; Spd AC 15, touch 11, flat-footed 14; Atk -3 melee (1d6-2/19-20, short sword); SA turn undead 8/day; AL LG; SV Fort +6, Ref +3, Will +9; Str 6, Dex 12, Con 12, Int 10, Wis 18, Cha 13.

Skills and Feats: Concentration +4, Diplomacy +3, Heal +10, Jump +8, Knowledge (local) +1, Knowledge (religion) +6, Knowledge (the planes) +1; Divine Energy Focus, Empower Turning, Extra Turning.

Cleric Spells Prepared (5/5/4; save DC 14 + spell level): 0—*create water, detect ghost**, *detect magic, disrupt ectoplasm**, *light*; 1st—*command, comprehend languages, doom, protection from evil†, protection from possession**; 2nd—*aid†, bull's strength, hold person, lesser restoration*.

†Domain spell. Deity: Aluvan. Domains: Good (cast good spells at +1 caster level), Repose (death touch 1/day).

Possessions: +1 studded leather armor, short sword, cloak of resistance +1, pearl of power (1st level), boots of striding & springing, wand of cure light wounds (25 charges), silver holy symbol, signal whistle, backpack, bedroll, flint & steel, 2 torches, 7 days worth of iron rations, waterskin, large sack, belt pouch, 370 gp.

Description: Telden is a tall, thin man in his late thirties who is beginning to show signs of his age. His strength has begun to decline, and his black hair is showing gray at the temples. But his gray eyes are still sharp and full of devotion for his god, though they fill with wrath when any undead dare to enter his field of vision.

History & Personality: Telden was born in Manifest, and his mother died giving birth to him. So great was her love that she returned as a ghost and raised him until she succumbed to the Calling when he was eight. Since his father was a cleric of Aluvan, Telden was raised in the church thereafter. When his father was killed by undead, Telden dedicated himself to destroying such creatures. He is strongly supportive of the ghosts in Manifest, and he hopes that when his time comes to die, he can see his beloved city through a ghost's eyes for a while before finally joining his parents beyond the Veil.

Player: Telden's player is Curt Gould, international logistics guru for Wizards of the Coast, Inc. That's a

fancy way of saying that he makes sure the parts for WotC's games that are manufactured and sold in other countries are cost-efficient and of good quality.

☛ **Traden Soulreaver:** Male human Ranger 1/Rogue 3; CR 4; Medium-size humanoid; HD 1d10+1 plus 3d6+3; hp 22; Init +8; Spd 30 ft.; AC 14, touch 14, flat-footed 14; Atk +7 melee (1d6+1/19-20, +1 short sword) and +7 melee (1d6+1/19-20, +1 short sword), or +7 melee (1d6+1/19-20, +1 short sword) and +7 ranged (1d8/[TS]3, composite longbow); SA sneak attack +2d6; SQ evasion, favored enemy (ghosts), traps, uncanny dodge (Dex bonus to AC); AL CG; SV Fort +4, Ref +7, Will +1; Str 10, Dex 18, Con 12, Int 14, Wis 10, Cha 14.

Skills and Feats: Alchemy +4, Balance +6, Bluff +5, Climb +4, Decipher Script +3, Escape Artist +7, Intuit Direction +4, Jump +2, Listen +7, Open Lock +10, Search +9, Spot +7, Tumble +11, Use Magic Device +6, Wilderness Lore +4; Improved Initiative, Track, Weapon Finesse (short sword), Weapon Focus (short sword).

Evasion (Ex): If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, Traden takes no damage with a successful saving throw.



Favored Enemy: Traden has selected ghosts as a favored enemy. He gains a +1 bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against this type of creature.

Possessions: *Ghost Stabber* (+1 short sword), *Haunt Slicer* (+1 short sword), masterwork short sword, composite longbow, 30 arrows, 10 silvered arrows, 3 *potions of cure light wounds*, bedroll, backpack, 50 feet of silk rope, fire-starting kit, 5 days of iron rations, cloak, traveler's clothes, powdered chalk, thieves tools.

Description: Traden is a tall man with a medium build, gray eyes, long black hair, and a moustache. While the colors of his clothes are muted, he ornaments the interior of his garb with silver to reflect his interest in hunting ghosts.

History & Personality: Traden grew up in Salkiria and moved to Manifest with the intent of becoming a bounty hunter for ghosts. He prefers jobs in which his targets are actually evil, but any ghost will do in a pinch. Since Manifest is the hub of ghost activity in the world, it has been only natural for him to remain there, where he could get work easily. During his stay in Manifest, he has established a few friendships with arboreal guardians in the Spirit Wood.

Player: Traden's player is Alex Weitz. After spending 3 years in Wizards of the Coast, Inc.'s Customer Service Department as the D&D rules guy, Alex



switched departments and now serves as the world-wide training program manager for Organized Play. His job includes (or will include shortly) the training and supporting of judges for WotC card game and roleplaying game events.

**From the Ghostwalk Campaign Setting.*

ABOUT THE AUTHOR

Sean K Reynolds spends a remarkable amount of time on trains, where he defeats bandits, solves complex mathematical equations, and shushes noisy children. Then he wakes up. Check out his website at <http://www.seankreynolds.com>.