

SPECTRAL STARFALL

The air hangs thick with spectral dust, illuminated by the eerie, shifting constellations that crawl across the dungeon walls. Jagged fragments of a shattered star drift like shimmering motes, slowly animating the fallen and twisting the living into grotesque parodies of their former selves, all while the very stone groans under the strain of the encroaching corruption.

ADVENTURE HOOKS & RUMORS

- Whispers among the afflicted speak of a hidden chamber, its constellation alignment said to briefly repel the spectral tide – a desperate gamble the Astral Wardens are too weakened to attempt.
- A frantic message from the Astral Wardens details a surge in spectral activity coinciding with a rare celestial alignment, threatening to unravel the dungeon's structural integrity and unleash a wave of corruption upon the surrounding lands.
- Rumor has it that a fragment of the shattered star, pulsating with raw celestial energy, has been discovered near the heart of the dungeon, its unpredictable alignment warping reality and attracting both the corrupted and those seeking to exploit its power.

LOCATIONS

1. The Astral Threshold

The entrance is a vast, circular chamber carved from dark, heavy stone. The air is heavy with a metallic scent and a faint, unsettling hum. Spectral dust motes dance in the shafts of light filtering from unseen openings above, illuminated by constellations that writhe and shift across the walls. Jagged fragments of starlight drift lazily, occasionally colliding with the stone floor and leaving shimmering, ephemeral trails. The walls themselves seem to pulse with a faint, internal light, and the stone groans subtly underfoot, a constant reminder of the encroaching corruption.

2. The Echoing Galleries

Hallways lined with spectral echoes of past events, their whispers revealing cryptic clues.

3. The Constellation Archive

A library filled with star charts and astronomical devices, crucial for understanding the shifting constellations.

4. The Weeping Gardens

A corrupted garden where spectral flora writhes and emits a mournful, ethereal sound.

5. The Celestial Nexus

This immense chamber is the heart of the dungeon's corruption. The shifting constellations are at their most intense here, projecting complex, ever changing patterns onto the walls and floor. Astral Wardens, clad in weathered robes, desperately chant ancient verses, their faces etched with exhaustion and grim determination. They are

ENCOUNTERS

Name	Details
Animated Remains	Skeletons and corpses animated by spectral fragments, attacking with unnatural speed and resilience.
Astral Warden Patrol	A group of Astral Wardens desperately defending a section of the dungeon from the encroaching corruption.
Spectral Hound Pack	Packs of spectral hounds, drawn to living beings and fiercely protective of the corrupted areas.
Corrupted Guardian	A once holy construct, now twisted and corrupted by the spectral fragments, guarding a key passage.

TREASURE

- Astral Lens:** A crystal lens that allows glimpses into the future, but prolonged use causes disorientation.
- Wardstone Fragment:** A piece of a protective wardstone, granting temporary resistance to spectral corruption, but it drains the wielder's life force.
- Star Shard Amulet:** An amulet containing a fragment of the shattered star, granting enhanced magical abilities, but slowly corrupts the wearer's mind.

NPCS

- Sister Lyra:** An Astral Warden, dedicated and knowledgeable about the starfall's effects.
- Kaelen:** A reclusive scholar who possesses ancient texts detailing celestial phenomena.
- Vorlag:** A rogue cultist who seeks to harness the starfall's power for his own nefarious purposes.

PLOT RESOLUTIONS

- The adventurers could choose to attempt to reactivate the Astral Lens in the Constellation Archive, risking disorientation to gain a glimpse of a future constellation alignment that might briefly repel the spectral tide. However, the visions could be fragmented and misleading, leading them into a deadly trap or a false sense of security.
- The PCs might decide to aid Sister Lyra and the Astral Wardens in a desperate attempt to stabilize the Celestial Nexus, requiring them to navigate treacherous, collapsing sections of the dungeon while battling hordes of animated remains and corrupted guardians. Success could halt the immediate spread of corruption, but failure risks the complete collapse of the dungeon and the unleashing of a catastrophic wave of spectral energy.
- The adventurers could confront Vorlag, the rogue cultist, who possesses a fragment of the shattered star and seeks to exploit its power, potentially leading to a difficult moral choice: attempt to seize the fragment and risk unleashing unpredictable magical effects, or try to reason with him and risk him turning against them. Seizing the fragment might grant immense power, but at a terrible cost to their own minds and potentially the surrounding lands.

