



# d30 Hauntings

## HNT1: SPIRIT'S RAISON D'ÊTRE

### Roll Reason Spirit Can't Pass On

1	complicated personal life: died in violent accident
2	complicated personal life: forced to assist in murder/killing(s)
3	complicated personal life: responsible for death of others
4	complicated personal life: witnessed murder/killing(s)
5	malevolent in life: murderer/killer
6	malevolent in life: psychopath
7	malevolent in life: sociopath
8	mistreated in life: abused mentally
9	mistreated in life: abused physically
10	mistreated in life: abused physically and mentally
11	mistreated in life: cheated/swindled
12	mistreated in life: exiled
13	mistreated in life: imprisoned justly
14	mistreated in life: imprisoned unjustly
15	mistreated in life: kidnapped (died in captivity)
16	mistreated in life: mutilated
17	mistreated in life: murdered
18	mistreated in life: ostracized
19	mistreated in life: sacrificed in ritual (unwilling)
20	mistreated in life: victim of prejudice
21	seeking help: find lost love
22	seeking help: find lost relative
23	seeking help: find missing object
24	seeking help: proper burial
25	seeking help: unfinished business
26	unhappy in life: extremely depressed
27	unhappy in life: extremely lonely
28	unhappy in life: favored place defiled
29	unhappy in life: favored place destroyed
30	unhappy in life: lost loved one

## HNT2: HAUNTED LOCATIONS

### Roll Location

1	burial site: cemetery
2	burial site: crypt
3	burial site: mausoleum
4	burial site: mound
5	misc.: abandoned mine
6	misc.: battlefield
7	misc.: bridge
8	misc.: cave
9	misc.: clearing/field
10	misc.: dead tree
11	misc.: monument
12	misc.: poisoned well
13	misc.: pond/lake
14	misc.: sacrificial location
15	misc.: tribal ground

### Roll Location

16	ruin: castle
17	ruin: estate
18	ruin: fort/outpost
19	ruin: hospital
20	ruin: house
21	ruin: inn
22	ruin: library
23	ruin: monastery
24	ruin: palace
25	ruin: prison
26	ruin: stadium
27	ruin: tavern
28	ruin: temple
29	ruin: tower
30	ruin: village

## GUIDE TO HAUNTING MONSTER TYPES

### Monster Source Notes

ghost	B3	tied to one of the following: place where it died, a graveyard or near treasure it owned
ghost	MM	given undead status for cruelty in life
groaning spirit	MM	spirit of evil female elf; found only in remote places; desires to harm living (a.k.a. banshee)
haunt	MM2	spirit of person that left a vital task unfinished; usually found within 50' of the place where it died
poltergeist	B3	tied to a particular place
poltergeist	FF	tied to the place it died
spectre	BX/MM	hates all life and light

## HNT3: POLTERGEIST ACTIVITY

### Roll Phenomenon

1	air becomes unnervingly still
2	air feels damp/wet
3	air moves/swirls
4	energy surge: electrical
5	energy surge: cold
6	energy surge: heat
7	object becomes ethereal
8	object becomes invisible
9	object disappears
10	object glows
11	object levitates
12	object moves
13	object "thrown" at target (attack)
14	noise/sound: banging
15	noise/sound: chattering
16	noise/sound: cracking
17	noise/sound: crashing
18	noise/sound: footsteps
19	noise/sound: giggling
20	noise/sound: knocking
21	noise/sound: laughter, joyous
22	noise/sound: laughter, malevolent
23	noise/sound: moaning
24	noise/sound: screaming
25	noise/sound: whispering
26	scent/smell: floral
27	scent/smell: death-stench
28	scent/smell: moldy
29	scent/smell: smoky
30	scent/smell: sulfur-like