

Haunts and More

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Gaming

Haunting Signals

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Remaining Ederranth
New Feat: Chosen Slayer

The idea of ghosts and haunted places have been with us for a very long time. Pathfinder has incorporated this idea, tying the undead into a trap and presenting it in Chapter 8 of the **Pathfinder Gamemastery Guide**.

Haunts and More has several of these unquiet and very unsettling areas for you to explore. In addition, there is an additional surprise; a undead hunter with some new tricks will be a great addition to any adventure filled with undead.

Death of a Treant CR 5

XP 1,600

N Haunt (25 by 25 foot area)

Caster Level 10th

Notice Perception 5 to see an area where all of the plant life has been killed.

hp 10; Trigger proximity; **Reset** 1 day

Effect When anyone enters the area, all of the plant life is immediately subjected to a blight spell.

Destruction Ten acres of forest must be restored and all logging in the area has to stop.

The locals had decided that the forest needed to clear away from more farmland. After all, they were going through a boom period. It was understandable that they slashed and burned. However, they failed to realize that treants were in the area. As a result, sentient plant life was killed through the villager's actions. Now, they suffer from localized blights in their area.

Griella's Last Prediction CR 4

XP 1,200

Persistent CE haunt (20 ft. by 20 ft. room)

Caster Level 5th

Notice Perception DC 12 (to hear the sounds of rats scurrying about)

Weakness Tricked by invisibility

hp 18; Trigger proximity; **Reset** 1 day

Effect When this haunt is triggered, dire rats are called, sent by Griella to chew those who dare enter her death chamber. They burst forth from holes in the walls and start towards the PCs. They will not leave the room to pursue them.

Destruction The body of the myomancer Griella must be retrieved and burned according to the traditions of her family.

There are many methods of telling the future, some of which are unsettling and used for specialized purposes. Griella predicted the death and death of Sir Farnsworth.

Frederick, the son of this noble scoffed at her predictions. In fact, he blamed her for placing into their soldiers and thus giving the edge to his enemies. He had her seized and killed her, throwing her body into an old abandoned cellar. Her body was placed with additional food and blood and then rats were released. They quickly left nothing but bones.

Holy Hand of Zybert CR 4

XP 1,200

NG Haunt (Foyer of a Temple)

Caster Level 8

Notice DC 20 Sense Motive (to feel the subtle probing of a holy man's suggestion)

hp 6; Trigger proximity; **Reset** 1 hour

Effect The affected are subjected to a suggestion spell. They are told to give 10% of their wealth to the temple's alms boxes.

Destruction The PCs must tear out the alms boxes in the church.

Zybert was the last high priest of a good-aligned deity. He was an advocate for the poor, always trying to raise alms for the poor. He died in the service to the temple. His last act was to approve the commissioning of new alms boxes for the all of their temples. He suffered from a brain aneurysm but he wasn't ready to give up servicing the temple. The newest temple for this deity has this haunt with it. It moves whenever a new temple is built.

The Blackmount Mausoleum CR 16

XP 76,800

CE Persistent Haunt (Entire inside of Mausoleum)

Caster Level 17th

Notice Perception DC 30 (to see bits of shadow moving about).

hp 72; Trigger proximity; **Reset** 1 minute

Effect The swirling shadows launch energy drain spell attacks (Fortitude save = DC 23) on anyone who enters into the mausoleum. Anyone who fails to survive this haunt becomes a ghost who is doomed to guard the cemetery.

Destruction This haunt can be destroyed if anyone can make it through the undead filled cemetery and tear down the mausoleum.

The Blackmounts' were a family of necromancers who sought to expand their power in their quest for eternal life. They managed to slowly corrupt the townsfolk but they were slain by a group of heroes who bought in by one brave peasant. Now they seek revenge.

XP 600

CE Haunt (5' by 5' area around pole)

Caster Level 1

Notice Perception 10 (to feel heat around pole.)

hp 4; Trigger proximity; **Reset** 1 hour

Effect Anyone who touches the metal pole and chains used to tie the witches up before they were burned suffer from a blast of fire (burning hands, Reflex DC 12)

Destruction Pole must be doused with 8 vials of holy water while reciting the names of those burned.

The village of Berrton suffered from plagues and violence. Like many other places, they look for scapegoats for their ills. They tied to the pole in the center of the village and watched them burn. Eighteen people were burned before the plagues and violence stopped. The witch hunt had went out of hand. The ghosts of this place want others to suffer as they have. They reach with fiery arms and grab anyone foolish enough to go near the witching pole.

Mirrored Ponies Inn CR 1

XP 400

N Haunt (5' by 5' area around bed.)

Caster Level 1

Notice Perception DC 16 (to feel slight breeze around bed.)

hp 2; Trigger proximity; **Reset** 1 day

Effect Entering the room at the end of the hall can cause someone to quickly tire and they will not know why (touch of fatigue, Fortitude DC 10).

Destruction Get the skeptical owner of the Mirrored Ponies to admit that the inn is haunted and tell his dead wife Sheila that it is okay to move on.

Nuros and Sheila were married at an early age and stayed together for over 30 years. Sheila passed away from a wasting disease over a short period of time. The funeral was attended by all. Nuros grieved and still does so to this day. He refuses to admit that his inn could be haunted even though most of the village and a majority of the visitors tell him stories about seeing his dead wife. He will scoff at them. The only way to convince is to trick him into going into the room and experience the touch of the haunt for himself.

Sheila cannot leave until she knows that Nuros will be okay. She will be at peace if someone can reach Nuros and convince him that he can live without her and marry someone else.

XP 1200

NE Haunt (10' by 10' area around table nearest the door.)

Caster Level 5

Notice Perception 20 (to hear cries of anguish)

hp 8; Trigger Proximity; **Reset** 1 week

Effect A bloody vision of a massacre inside of Bitter's restaurant causes anyone who sees it to be targeted by a by a *fear* spell (save DC 16).

Destruction Capture four bandits and sacrifice them so that revenge has granted.

Bitter's restaurant wasn't always named this. Once it was called the Working Dog. It was a simple place for more well-off peasants to grab a bite to eat if they were on pilgrimage or after a long day of work for single freemen. A group of raiders came into and slaughtered a lot of the people who lived here. The last rallying point was around the Working Dog. The raiders went into the Working Dog and started their final slaughter. However, a group of unknown heroes finally reached the raiders. They were finally driven away but not before they scarred the town's psyche forever.

Warbringer's Ridge CR 10

XP 4800

Persistent N Haunt (40' by 40' section of a very narrow valley)

Caster Level 11

Notice Perception DC 16 (to hear war chanting)

hp 45; Trigger proximity; **Reset** 1 day

Effect Anyone who walks into this legendary pass will get two spells cast on them, *Transformation* and *Rage*. These spells will stack with each other in this one case. In addition, anyone caught under this spell will fight the nearest creature to the death. If no one is available to fight, they will scream out war chants and challenges until the spells pass.

Destruction A peace treaty must be made in the pass through the Longarm Mountains and it must solve a legitimate conflict.

Long ago, this narrow valley was the only way to go through the Longarm Mountains. Tribes of barbarians would often march through here and many desperate battles were waged here since large armies could only send in so many men at a time. Eventually, the wars died down, peaceful co-habitation was possible and now this pass is rarely used. Over time, the spirits of the fallen have stayed, urging others to join them in an never-ending battle.

XP 800

CN Haunt (Painting of Rouso)

Caster Level 7**Notice** Perception DC 20 (to see the colors start to swirl around)**Weakness** Fire can damage the haunt.**hp 6; Trigger** touch; **Reset** 1 hour**Effect** Anyone who touches the painting has the potential to be subjected to a *rainbow pattern* spell.**Destruction** Burn down Rouso's House of Inspiration.

Rouso was a famous artist who attracted a number of patrons who paid extravagantly for his works of art. He never really left his peasant roots behind. Anonymous donations helped many families and he felt art should be given to all and not just for a single man or family to gaze upon. His house was made into a small art gallery and all are free to come in and look (under the supervision of armed guards of course). Now, anyone who touches Rouso's self-portrait experiences some of the visions he was said to have during his life.

Blind Man's Alley CR 7

XP 3200

NE Haunt (4' by 15' section of alley)

Caster Level 9th**Notice** Perception DC 20 (distorted visions of area)**hp 14; Trigger** proximity; **Reset** 1 day**Effect** Anyone who enters a certain section of alley could risk losing their sight forever, being subjected to dark visions without relief (*Blindness* is permanent while the *nightmare* takes place whenever a new person is struck by the curse of Blind Man's Alley.) Fortitude DC 12 to avoid being blinded and Will DC 17 to avoid nightmares.**Destruction** Finding the bodies of the blind beggars' and giving them a proper burial.

The city of Reaper's Point is not an easy place to live. A crime boss named Haslok the Hook wanted to make a point since a beggar pointed out who committed an earlier crime to the local watch. He plucked the eyes of the beggar but he realized there were others in the alley. He had his men grab them and he did the same thing to them as well.

This crime would not be the end though. Haslok and the men who helped him woke up blind. The clerics of Reaper's Point refused to help them due to the orders of the gods. They quickly went insane from all of the unholy nightmares.

XP 4800

Persistent N Haunt (40' by 40' area in middle of the coliseum)

Caster Level 9th**Notice** Perception DC 20 (to hear the clanging of swords)**hp ; Trigger** proximity; **Reset** 1 day**Effect** Two *shadow evocation* spells summon a pair of shadow gladiators from the past that seek the blood of those in the present. (persistence in this case means the summoned will stay until they win, kill the intruders, or drive them from the coliseum).**Destruction** Mix 100 lbs of salt in the sand of the arena. This will disrupt the area enough so that the spirits of those slain in sport will depart.

In the past, there was an advanced civilization who loved their blood sports. Their culture has died away; now only their ruined buildings remain. One such remnant is in the town of Hancrom. The coliseum is the largest building but over time, it was being torn down stone by stone to make new buildings since the ability to cut stone in such exacting dimensions has been lost there. The dead grow restless and started to kill those who try to take material from the coliseum.





Bonus

Name: Ederranth
 Race: Human
 Sex: Male
 Classes: Ranger 2
 Hit Points: 19
 Alignment: Neutral Good
 Speed: Walk 30 ft.
 Languages: Common

Saves

Fortitude: +4
 Reflex: +6
 Will: +0
 to hit: +3
 damage: 1d8+3 (longsword), 1d4+3 (dagger)
 critical: 19-20/x2

Stat Score Mod

Strength 17 (+3)
 Dexterity 17 (+3)
 Constitution 12 (+1)
 Intelligence 10 (+2)
 Wisdom 11 (+0)
 Charisma 10 (+0)

Equipment

Dagger
 Longsword
 Warhammer (special situation weapon)
 Chain Shirt
 Appropriate Survival Equipment

Skill	Total	Rank	Stat	Msc.
Climb	6	2.0	3	1
Handle Animal	5	2.0	0	3
Intimidate	5	2.0	0	3
Perception	5	2.0	0	3
Ride	6	2.0	3	1
Survival	5	2.0	0	3
Survival (Follow /identify tracks)	6	2.0	0	4
Swim	6	2.0	3	1

Encumbrance

Light: 86
 Medium: 173
 Heavy: 260

Feats and Special Qualities

Double Slice
 Two-Weapon Fighting
 Armor Proficiency, Light
 Armor Proficiency, Medium
 Martial Weapon Proficiency
 Shield Proficiency
 Simple Weapon Proficiency
 Improved Shield Bash

Name: Ederranth
 Race: Human
 Classes: Ranger 4
 Hit Points: 19
 Alignment: Neutral Good
 Speed: Walk 30 ft.
 Languages: Common

Stat Score Mod

Strength 17 (+3)
 Dexterity 17 (+3)
 Constitution 12 (+1)
 Intelligence 10 (+2)
 Wisdom 12 (+1)
 Charisma 10 (+0)

Favorite Enemy Undead
 Wild Empathy

Skill Total Rank Stat Msc.

Combat

AC: Total / Touch / Flat Footed
 17 / 13 / 14

Initiative: +3
 BAB: +2
 Melee tohit: +5
 Ranged tohit: +5

Climb	8	4.0	3	1
Handle Animal	7	4.0	0	3
Intimidate	7	4.0	0	3
Perception	8	4.0	1	3
Ride	7	4.0	3	1
Survival	8	4.0	0	3
Survival (Follow /identify tracks)	10	2.0	0	4
Swim	8	4.0	3	1

Feats

Double Slice
 Two-Weapon Fighting
 Armor Proficiency, Light
 Armor Proficiency, Medium
 Endurance
 Hunter's Bond (Hunting Companions)
 Martial Weapon Proficiency
 Shield Proficiency
 Simple Weapon Proficiency
 Improved Shield Bash

 Favorite Enemy: Undead
 Favorite Terrain: Forest
 Wild Empathy

Name: Ederranth
 Race: Human
 Classes: Ranger 7
 Hit Points: 44
 Alignment: Neutral Good
 Speed: Walk 30 ft.
 Languages: Common

Stat	Score	Mod
Strength	17	(+3)
Dexterity	17	(+3)
Constitution	12	(+1)
Intelligence	10	(+2)
Wisdom	12	(+1)
Charisma	10	(+0)

Combat

AC: Total / Touch / Flat Footed
 18 / 14 / 15

 Initiative: +3
 BAB: +4
 Melee tohit: +7
 Ranged tohit: +7

 Saves

 Fortitude: +5
 Reflex: +7
 Will: +2
 to hit: +5
 damage: 1d8+3 (longsword), 1d4+3 (dagger)
 critical: 19-20/x2

Skill	Total	Rank	Stat	Msc.
Climb	8	2.0	3	1
Handle Animal	7	2.0	0	3
Intimidate	7	2.0	0	3
Perception	8	2.0	0	3
Ride	7	2.0	3	1
Survival	8	2.0	0	3
Survival (Follow / identify tracks)	10	2.0	0	4
Swim	8	2.0	3	1

Feats and Special Qualities

Blind-Fight
 Chosen Slayer
 Double Slice
 Two-Weapon Fighting
 Armor Proficiency, Light
 Armor Proficiency, Medium
 Endurance
 Hunter's Bond (Hunting Companions)
 Martial Weapon Proficiency
 Shield Proficiency
 Simple Weapon Proficiency
 Improved Shield Bash

 Favorite Enemy: Undead +2, Magical Beasts
 Favorite Terrain: Forest
 Wild Empathy
 Woodland Stride

Equipment

Dagger
 Longsword
 Chain Shirt
 Warhammer (special situation weapon)
 Appropriate Survival Equipment
 Light Horse (Combat Trained with Military Saddle and other accessories).

Encumbrance

Light: 86
 Medium: 173
 Heavy: 260

Combat

AC: Total / Touch / Flat Footed
 18 / 14 / 15

Initiative: +3
BAB: +7/+2
Melee tohit: +10/+5
Ranged tohit: +10/+5

Saves

Fortitude: +6
Reflex: +8
Will: +3

to hit: +11/6
damage: 1d8+3 (Masterwork longsword), 1d4+3
(Masterwork dagger)
critical: 19-20/x2

Equipment

Masterwork Chain Shirt
Masterwork Longsword
Masterwork Dagger

Encumbrance

Light: 86
Medium: 173
Heavy: 260

Description

Height: 5' 11" Weight: 190 lbs.
Gender: Male Age: 21
Eyes: Blue Hair: Blond
Dominant Hand: Right

Full Description

Ederranth's steel blue eyes are his most dominant feature. His short-cut sandy blond hair serves to draw even more attention to them. He is a very compact individual with enough to challenge nearly any rival.

Ederranth is a taciturn man, rarely speaking unless he is giving orders or instructing someone on the best way to defeat the undead. He paces around a lot when he is must wait but he has the patience to stalk his prey for days if necessary

His outfits are vary plain. On the battlefield, he wears his chain mail shirt layered with padding. Everywhere else, he will wear his wolf-skin cloak, riding boots and a necklace made of the incisor teeth of his most hated undead foes.

Background

Ederranth's life was changed forever when he was a small boy. A necromancer by the name of Cosneth came with his vampire general in tow and skeleton army in tow. His village was raided and the captives were taken away for experiments in making new kinds of undead.

His mother was to hide him away before it was too late. He searched the forest for days but to no avail. A kindly ranger named Girreck took him under his wings and taught him to hunt the foes he sought.

He found one of his old friends moaning in the distance. After only a moment of indecision, he slew him when he determined that his friend was a zombie now. He strove to clear out all of the undead in the land. The gods showed him a vision of how they distorted the natural realms and they allowed him to see how he could further use his abilities to hunt the undead. Ederranth still seeks out the necromancer even to this day.

Plot Hooks

1. The PCs pass through the village where Ederranth's innocence was taken away. They are stalked by him to make sure that they do not work for the necromancer. If the PCs prove to be good, then Ederranth will reveal himself and ask for their aid in slaying the necromancer.

2. The PCs hunt for a weapon to kill new kinds of undead which has sprung across the land. They explore the area where they are told to go but they encounter another adventuring party with Ederranth. If they want to talk, they will find out that they are plagued by undead as well. However, they want to weapon to their land which is hundreds of miles away.

New Feat: Chosen Slayer

Rangers can modify their spell list to include the spells listed below, thus becoming a version of the undead stalker.

Prerequisites: Must be ranger class, must have undead as first favored enemy.

Benefit: Can choose to use these spells in addition to their own spell list: Detect Undead, Halt Undead, Hide from Undead, Disrupt Undead, Disrupting Weapon (undead must have 1/2 or less HD than the number of ranger levels).

Normal: Rangers have to use normal spells.

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Avoid Blind Man's Alley! Don't get caught in Gladiator's Coliseum!

Need more Haunts? Frustrated by limited examples? Haunts and More is a twelve page supplement provided eleven haunts for your PCs to encounter. It also introduces the idea of a stacked haunt. Why should one haunt have only one effect? Bonus Materials includes a pre-made undead hunting ranger with a new feat .

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