



HAUNTED PLACES

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PATHFINDER
ROLEPLAYING GAME COMPATIBLE



LETTERS FROM THE FLAMING CRAB

HAUNTED PLACES

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Letters from the Flaming Crab is a monthly series of Pathfinder-compatible supplements. Each Letter focuses on exploring a different topic to give gamemasters and players new, exciting options that can be dropped into any campaign.

Previous Issues: Winged Cavalry & Culinary Magic

Coming in December: The Wheel of the Year!

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



THE UCS FLAMING CRAB



FROM: Lieutenant Leonard Siddig. Ship's Doctor. UCS Flaming Crab.
TO: Lieutenant Commander Molly Shell. Captain. UCS Flaming Crab.
SUBJECT: The Jenkins Incident

As you know, three weeks ago Ensign Jenkins came to sick bay with lacerations on his arms. Jenkins claimed to have no idea how he got the injuries. Damndest thing I ever saw, Molly. It looked like he had pulled chunks of his own arms out with his bare fingers. I found blood and tissue still under his fingernails. I patched up Jenkins' arms and turned him over to Chief Crosby. Jenkins got locked up in the brig for a few days to make sure he wouldn't harm himself further. He continued to claim he didn't know how or why he had injured himself. Then we got attacked by those wyverns and it was all hands on deck so Jenkins was released.

A week later, Ensign Colm was carried into sick bay. She had been stabbed six times, mostly in the forearms but once just below her heart. It took nearly eight hours of surgery and magic to stabilize her. She's still in sick bay. She didn't remember being attacked but the angle of the wounds suggested they were self-inflicted. Chief Crosby found the knife Colm had been stabbed with but couldn't find any sign of who used it.

I know you noticed how tense the crew's been these last seven days, worried that we've got a murderer on board.

Today, as I was performing a check-up on Colm, who comes stumbling in again but Jenkins? His arms were slit open from wrist to elbow. He'll live, but there was nerve damage. I don't think he'll ever regain full use of his left hand again.

This time, Chief Crosby searched Jenkins' bunk. Wish she'd have thought of that before. She found a painting beneath the mattress and it spooked the you-know-what out of her. She ordered the room sealed and ran off for Lady Marina, that priestess we picked up five jaunts back. Lady Marina called the painting a "haunt.". Said they were places or things cursed by a memory or a spirit to torment the living that come near them. Sort of like a ghostly landmine.

Given the blood on the painting, we figure this damned thing hijacked people's minds and forced them to paint on the canvas using their own blood. Then the painting made them forget doing it. Jenkins must have found the painting during his last shore leave. Then Colm found it and stole it. Then Jenkins stole it back from her. Lady Marina used some holy water to destroy the painting. It screamed while it burned. Made me shiver, Molly. I'm not afraid to admit it.

That's my report. Jenkins and Colm will be okay physically. Lady Marina recommends they get some spiritual therapy. Chief Crosby's going to recommend security measures to prevent this from happening again. I know you see this as an adventure, Molly, but this underscores things for me. We need to find a way home ASAP.

LEONARD BASHIR
Ship's Doctor, UCS Flaming Crab

We had intended to run a book based on the observations of the Flaming Crab crew on the universality (multi-versality?) of certain holidays as the third book in this series. Given that Halloween is coming up, though, I decided to take the notes Captain Shell put together on the painting haunt detailed by her ship's doctor as well as some other haunts they encountered, and put together Letters from the Flaming Crab: Haunted Places. Inside you'll find four haunts (one is sometimes also a loci), one new medium

spirit, and three new archetypes inspired by those haunts just in time for the spookiest day of the year.

I hope you enjoy and join us next month for Letters from the Flaming Crab: Wheel of the Year.

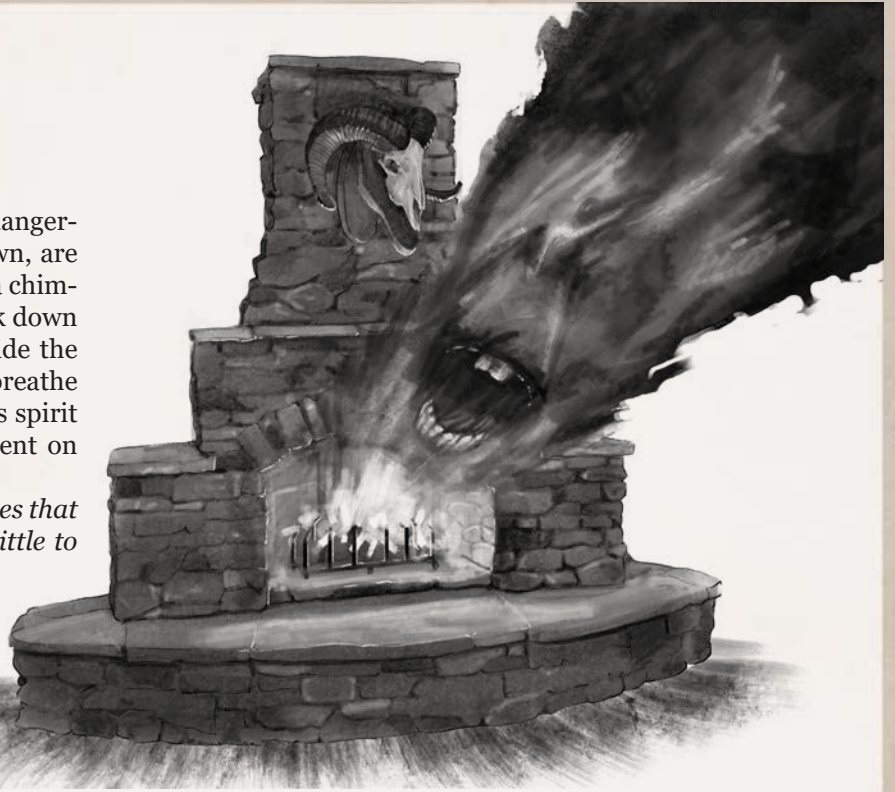
Thanks!
J Gray

HAUNTED PLACES

CHIMNEY COFFIN (CR 6)

The life of a chimney sweep's apprentice is a dangerous one. These climbing children, as they are known, are forced by their masters to shimmy up the inside of a chimney, pushing a brush as they go, and then slide back down at speed. All too often, children become stuck inside the chimney and die, usually from suffocation as they breathe in soot. While the dead child is always removed, his spirit sometimes lingers, merging with the chimney, intent on sharing his anguish with anyone who uses it.

Wind whistles through the old chimney. The flames that flicker in the fireplace cast an eerie glow and do little to ward off the evening chill.



CHIMNEY COFFIN

CR 6

XP 2400

NE Haunt (20 ft. radius from the fireplace)

Caster Level 5th

Notice Perception DC 20 (the sounds of a child sobbing and coughing coming from inside the chimney)

HP 12; **Trigger** fire lit in fireplace; **Reset** 1 day

Effect

One minute and 23 seconds after a flame is lit in the fireplace, a cloud of soot bursts out from it and covers those present. Everyone within 20 feet of the fireplace is covered by the soot and feel it clogging their nostrils and throat as if being affected by the *suffocation* spell (DC 15).

Destruction

The chimney must be torn down and each brick split into at least two pieces. The brick pieces must then be buried in a sanctified cemetery.

CHILD (Medium Spirit)

A child spirit can be a source of energy and uncanny insight.

Spirit Bonus: When you channel a child, your spirit bonus applies to Acrobatics, Bluff, Climb, Escape Artist, Perception, and Stealth skill checks as well as to Reflex saves.

Seance Boon: You gain a +1 bonus to AC.

Favored Locations: Orphanages, parks, playgrounds, schools.

Influence Penalty: Your mind and body act as if you were a small child of no more than 10 years of age. You take a penalty equal to your spirit bonus on Intelligence checks, Intelligence-based skill checks, Strength checks, Strength-based skill checks (except Climb), and attack rolls.

Taboos: Choose one: you never give up an opportunity to play and have fun; you refuse to eat anything even remotely healthy; you can't stay up past your bedtime; you can't resist playing a prank on someone else; you throw a temper tantrum when you don't get your way.

One For The Little Boy (Lesser, Su): When an ally uses an aid another action to help you with a skill check or attack roll or to give you a bonus to AC, the bonus granted is increased by +1 for every three medium levels you possess (minimum +1).

Jack Be Nimble (Intermediate, Su): When you make a successful Reflex saving throw against an effect that normally deals half damage on a successful save, you instead take no damage. If you fail your Reflex save, you instead take only half damage.

Quite Contrary (Greater, Su): You can allow the child to gain 1 point of influence over you to make an immediate save against any mind-affecting effect. You gain a bonus on the save equal to 1/2 your medium level.

Legendary Child (Supreme, Su): Once per day, you can make a *limited wish* as the spell. This ability does not require a 1,500 gp diamond and can only be used when the medium sees the first star of the evening.

Shifter's Stone (CR 6)

These loci generally develop naturally in places where good aligned druids, skinwalkers, and nature-inclined witches meet to celebrate the passage of time and seasons.

A single granite menhir stands in this small forest meadow. Its face has been smoothed by the passing sea-

sons, though patterns in the green lichen that clings to its surface suggest that it may have borne carvings eons ago. Around the standing stone, the meadow's grasses bend outward and clockwise, ending in a faint ring of white mushrooms. A peaceful wind seems to dance and swirl within.

SHIFTER'S STONE

CR 6

XP 2,400

NG Protective Boon Loci Spirit (30 ft. radius centered on the standing stone)

Caster Level 6th

HP 12; **Weakness** Hard to Heal, Susceptible to Corruption; **Ceremony** Knowledge (nature) DC 26, Perform (dance) DC 26

Effect

When the celebrant performs the appropriate dance as an offering to the changing seasons or the shifting moon she is joined by the ghostly forms of three women: one young, one middle-age and one elderly. Each in turn shifts through the dance to take on the form of a great animal who end the ceremony by howling upwards in unison. Any in the loci's area of effect who join in this howl gain the ability to shift their form as *beast shape III*.

As a site dedicated to wildlife, harming or killing any animal or magical beast within this area damages this loci as an act of violence or murder.

Corruption Effect

The Shifter's Stone loci becomes the Shifter's Stone haunt (see below).

Shifter's Stone (CR 8)

Corrupted Loci Haunt

Once a place of celebration and mirth, this glade was the site of horrific crimes against nature and now serves as a conduit of nature's fear, anger and wrath.

A single granite menhir stands imposingly in this barren clearing. The stone is deeply cracked and drips with wet, black lichen. Rusty-brown humanoid hand prints and claw marks mar the stone's ancient face and at its base lie dozens of bleached white animal bones. Dried grasses and dead leaves cover the hard ground and overhead the wind seems to wail and howl.

SHIFTER'S STONE

CR 8

XP 4,800

NE Persistent haunt (30 ft. radius centered on the standing stone)

Caster Level 6th

Notice Perception DC 20 (to notice a set of pacing bear prints in the surrounding grass)

HP 16; **Trigger** proximity; **Reset** 1 day

Effect

When this haunt is triggered, the form of a raging bear, pierced with dozens of spears and arrows, howls and charges from the stone toward the viewer. All creatures in the area feel the deep desire to flee like prey animals and believe they are transformed into tiny creatures (rabbits, squirrels, rats, and so forth) as if affected by the *baleful polymorph* (DC 16) spell for 1 hour.

Destruction

The circle's loci must be restored.

PRIMAL SPIRIT (Spiritualist Archetype)

Not all spiritualists are connected to lost and missing souls. In places where the land itself has been scarred and ravaged, the spirits of the land sometimes call out to the psychically attuned. These primal spirits embody the manifest suffering of the earth, with preternatural insight and animalistic viciousness.

Class Skills: A primal spirit adds Handle Animal (Cha) and Survival (Wis) to her class skill list and removes Bluff (Cha) from her class skill list.

Spells: A primal spirit removes *summon monster I*, *summon monster II*, *summon monster III*, *summon monster IV*, *summon monster V* and *summon monster VI* from her spell list and adds *summon nature's ally I*, *summon nature's ally II*, *summon nature's ally III*, *summon nature's ally IV*, *summon nature's ally V* and *summon nature's ally VI*.

Primal Aspect (Su):

At 1st level, a primal spirit can apply the aspect of an animal to herself as a swift action. She selects one animal aspect from the hunter's animal focus ability, using her spiritualist level in place of her



hunter level. A primal spirit may not grant this animal aspect to any other creature, including any animal companions, and may only have one aspect active at a time. There is no limit to the amount of time she can maintain a given aspect active on herself. If a primal spirit ever gains the animal focus ability from another source, she loses this ability, though she counts all primal spirit levels as hunter levels for the purpose of determining the effects of animal focus. This ability replaces phantom.

Bestial Form (Su): At 1st level, a primal spirit can manifest a pair of ectoplasmic claws as a free action. These claws are treated as natural weapons, allowing her to make two claw attacks as a full-attack action using her full base attack bonus. Each of these attacks deals 1d4 points of damage plus her Strength modifier (1d3 if Small). At 7th level, a primal spirit gains Eldritch Claws as a bonus feat, and the damage of her claws increases by one step to 1d6 points of damage (1d4 if Small). This ability replaces etheric tether.

Wild Empathy (Ex): At 2nd level, a primal spirit gains wild empathy as the druid ability. This ability replaces bonded senses.

Natural Soul (Ex): At 3rd level, a primal spirit's connection to the natural world helps her find the unnatural more easily than other spiritualists. She may use *detect undead* at will as a spell-like ability with a caster level equal to her spiritualist level.

At 5th level, she learns to blend her spiritual resonance with her surroundings. This ability functions as a constant hide from undead effect (DC = 11+ the primal spirit's Wisdom modifier) as a caster of her spiritualist level. This ability replaces the 3rd level bonded manifestation and modifies detect undead.

Preternatural Warnings (Su): At 4th level, a primal spirit's connection to the spirit world warns her of impending danger. She gains a +2 insight bonus to her armor class and saving throws. This bonus increases to +4 at 12th level and to +6 at 20th level. This ability replaces spiritual interference and greater spiritual interference.

Wild Shape (Su): At 6th level, a primal spirit gains the ability to transform herself into a powerful semi-ectoplasmic animal. This ability functions as a druid's wild shape ability as a druid of her primal spirit level -2. At 8th level, when so transformed, a primal spirit gains the ability to traverse the air as the *air walk* spell. At 12th level she gains the phase lurch ability as an ectoplasmic creature. At 18th level when so transformed, she gains the horrifying ooze ability as if an ectoplasmic creature, with a DC equal to 10 + 1/2 her spiritualist level + her Wisdom modifier. She may not use this ability to assume elemental forms, though she may assume plant forms. This ability replaces phantom recall, the 8th and 18th level bonded manifestation increases, fused consciousness, spirit bond, and dual bond.

Dual Aspect (Su): At 13th level, a primal spirit learns

to embody several natural spirits at once. She gains a second animal focus. Like her primal aspect ability, there is no limit to the amount of time she may embody either aspect. If a primal spirit ever gains animal focus from another source she loses this ability as well. This ability replaces her 13th level bonded manifestation increase.

Stable of Despair (CR 4)

Far too often, owners treat their proud horses like slaves rather than prized companions. When a proud horse of noble lineage starves and dies while under an owner's care, the stable can become a haunted place.

Cobwebs and the heavy scent of mold tell the tale. This rotting stable hasn't been home to living horses in quite some time. The stalls are empty save one. In that stall, the rat gnawed bones of a long dead horse lay scattered on the ground.

STABLE OF DESPAIR

CR 4

XP 1,200

NE haunt (30 ft. radius from point of manifestation)

Caster Level 4th

Notice Perception DC 15 (the smell of fresh cut hay and the noise of a sorrow-filled whinny)

HP 8; **Trigger** proximity; **Reset** 1 day

Effect

A ghostly image of a painfully thin, diseased horse rises from the ground. What little flesh it has is liquefying and falling from its bones in putrid, plopping drops. All creatures present hear the words, "As I am, so shall you be."

All witnesses within 30 feet can see the flesh rotting and melting off their bodies and the bodies of their companions. They are affected by the *fear* spell (DC 15) as waves of terror and pain flow throughout the remains of the structure.

Destruction

The bones of the horse must be soaked in holy water and buried by a good-aligned cleric. The stable must then be burned to the ground and the ashes scattered to the winds.



RIDER OF THE UNDEAD (Antipaladin Archetype)

Among the antipaladins who serve the gods of undeath, there are those that impress their masters so well that they are rewarded with a unique mount. This mount will never tire, never falter, and never disobey.

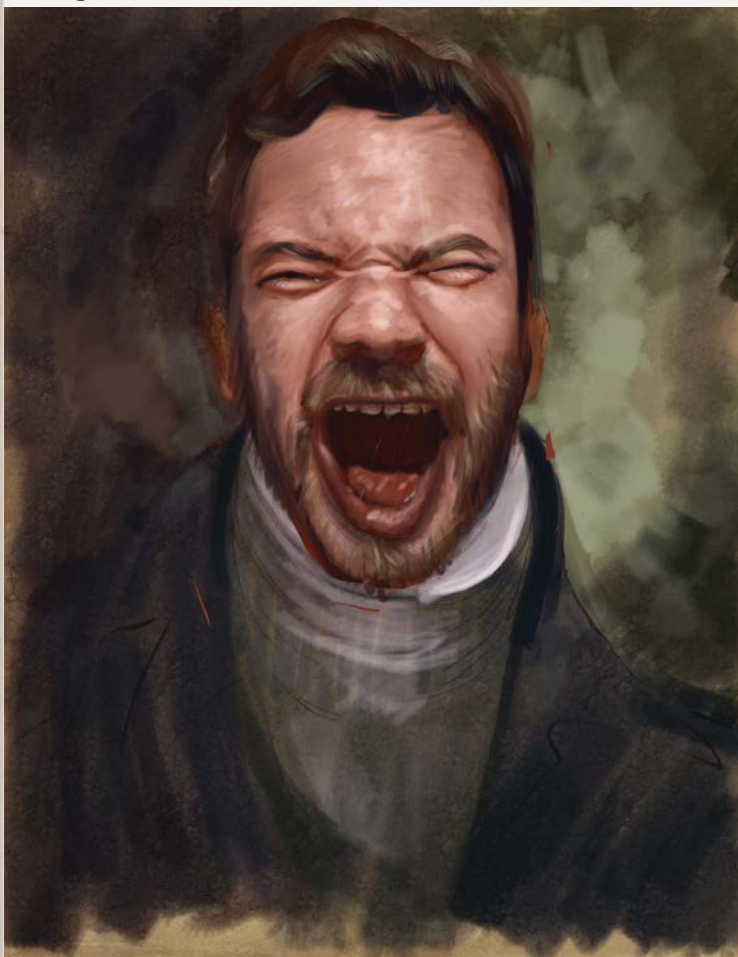
Class Skills: A rider of the undead gains Diplomacy (Cha) as a class skill. This replaces Stealth (Dex).

Unholy Alliance (Ex): At 3rd level, a rider of the undead receives a +2 bonus on Diplomacy, Intimidate, and Sense Motive checks against undead. This bonus increases by +2 at 7th level and every 4 levels thereafter. This ability replaces aura of cowardice.

Command of Death (Su): At 4th level, a rider of the undead can control the undead using her channel energy ability as if she possesses the Command Undead feat. Channeling negative energy while using the Command Undead feat consumes three uses of her touch of corruption ability.

Undead Mount (Sp): Upon reaching 5th level, a rider of the undead is rewarded for her service by her god and granted an undead, skeletal mount.

The mount functions as a druid's animal companion (as modified below), using the rider of the undead's class level as her effective druid level. The rider of the undead does not take an armor check penalty on Ride checks while riding her mount.



Once per day, as a full-round action, a rider of the undead can magically call her mount to her side. This ability is the equivalent of a spell of a level equal to one-third the antipaladin's level. The mount immediately appears adjacent to the rider of the undead. A rider of the undead can use this ability once per day at 5th level, and one additional time per day for every 4 levels thereafter, for a total of four times at 17th level.

Should the skeletal mount be destroyed, the rider of the undead's patron god will grant her a new mount after 24 hours of ritual and prayer.

This ability replaces the fiendish boon ability.

Skeletal Mount

Starting Statistics

Size Large; **Speed** 50 ft.; **AC** +2 natural armor; **Attack** bite (1d4), 2 hooves (1d6)*;

Ability Scores Str 16, Dex 13, Con -, Int 2, Wis 12, Cha 8; **Special Qualities** darkvision,

DR 5/bludgeoning; **Immune** cold, undead traits

* This is a secondary natural attack.

4th-Level Advancement

Ability Scores Str +2, Cha +2; natural armor +2, **Special Qualities** combat trained.

Aid to Undeath (Ex): At 8th level, a rider of the undead gains a +3 bonus on saving throws against mind-affecting effects, death effects, and the spell-like and supernatural abilities of the undead. In addition, whenever the rider of the undead uses the aid another action to assist one of her undead allies, the ally receives a +4 bonus to her armor class, attack roll, saving throw, or skill check. At 12th level, and every four levels thereafter, this bonus increases by an additional +2. This ability replaces the aura of despair ability.

Unfinished Painting (CR 4)

These haunts come into being when a particularly crazed painter dies before finishing their beloved masterpiece. The soul of the creator, twisted with shame for not being able to complete its final work, sinks into the canvas and infuses it with a cruel measure of suffering; the same the artist felt in the moments just before death. These alluring paintings are bewitching to the eye, and those who are unlucky enough to find one within their care may find their own obsessions with the painting to be a bit too dangerous for the tastes of their friends and allies.

Is it the painting or your eyes that waver in and out of focus, causing a nauseating sense of motion as the colors of the paint seem to bleed just beyond your field of vision? A blink of the eyes and the feeling has passed. Just a normal painting, begging for a place of honor on someone's wall.

UNFINISHED PAINTING

CR 4

XP 1,200

Alignment NE persistent spiteful item-bound haunt
Caster Level 6th

Notice Perception DC 20 (to notice faint laughing when the painting is touched)

HP 18; Trigger touch; **Reset** 1 week

Effect

When the painting is first touched by a humanoid, the creature that does so must attempt a DC 18 Will save. If unsuccessful, the creature becomes enamored with the painting, deciding to take it for themselves and jealously guarding it, refusing to let even trusted friends touch it. Before resting every night thereafter, the human carefully examines the painting, becoming more and more anxious that it remains unfinished. The creature attempts to find different materials (dyes, inks, paints) in order to finish the piece, but all of these materials fade the moment they touch the canvas.

On the fifth night, the creature's obsession with finishing the painting completely takes hold of its senses. It attempts to harm itself with any edged weapon, dealing damage to itself every round for 6 rounds equal to 1d8 + its Strength modifier, as if affected by a *terrible remorse* spell. If the creature survives, it spends the next ten minutes attempting to use its blood to finish the painting by using its fingers as a makeshift brush. If anyone attempts to stop the creature from harming itself, it instead attacks the intruder. Once this effect ends, the creature will not remember harming itself nor why it was attached to the painting in the first place. Within the next two days, any blood accumulated on the painting starts to fade until it disappears completely.

Destruction

Once reduced to 0 hit points, the painting must be washed with holy water. This removes all color from the canvas, preventing the haunt from manifesting again.

MAD PAINTER (Mesmerist Archetype)

There are those who would say that true art is that which touches the soul. The mad painter would be the first to agree with such a sentiment, and take any opportunity that they possibly can to do exactly that. Combining their psychic magic with a love of painting, the mad painter looks forward to doing nothing more than enchanting their audience.

Eye for Detail (Ex): The mad painter adds 1/2 his mesmerist level (minimum 1) to all Artisan (painting), Craft (painting), and Profession (painter) skill checks. This ability replaces consummate liar.

Hypnotic Strokes (Su): Starting at 1st level, the mad painter can conjure a mystical brush to paint hypnotic patterns in thin air. This ability functions as either the distraction or fascinate bardic performance, chosen by the mad painter when he first activates this ability. If he chooses to have it function as distraction, he uses his Craft (painting) skill instead of a Perform skill for the purposes of that ability. If he chooses to have it function as fascinate, he uses

his class level as his effective bard level to determine the save DC.

The mad painter can use this ability for a number of rounds per day equal to 3 + his Charisma modifier. Activating this ability is a standard action, but it can be maintained each round as a free action. At 7th level, a mad painter can start this ability as a move action instead of a standard action. At 13th level, he can activate it as a swift action.

This ability replaces hypnotic stare.

Painted Tricks (Su): In order for a mad painter to implant a trick onto a creature, he must first paint a small symbol on each one of the target's eyelids. This ability alters mesmerist tricks.

Enchanted Painting (Su): At 1st level, a mad painter can cast one of his known enchantment spells into a painting he has created. Doing this expends a spell slot of the appropriate level. The spell remains stored within the painting for 1 hour per mesmerist level. During this time, the first creature within 20 feet to carefully examine the painting triggers the spell and takes a -2 penalty to its saving throw. If the spell can target multiple creatures, it targets the triggering creature first and then those which are closest to the painting. The spell's effects are not limited by the 20-foot radius in which the spell could be triggered. Only one spell can be imbued within a single painting at any given time.

When imbuing his spell within the painting, the mad painter can specify a password or phrase that protects a creature from the spell. Anyone using the password cannot trigger that particular spell's effects as they remain within 20 feet of the painting nor can they be targeted by its effects. If the creature leaves the radius and returns later, it must use the password again.

This ability replaces painful stare.

Strokes of Insanity (Su): At 3rd level and every 4 levels thereafter, a mad painter's hypnotic strokes ability imposes a further effect on affected creatures. The mad painter chooses one option each time he gains a benefit from this ability, and the choice can't be changed later. The mad painter can't choose the same hypnotic strokes improvement more than once unless otherwise noted. These effects last for the duration of the fascination effect + the mad painter's Charisma modifier.

Disorientation: The creature takes a -2 penalty to attack rolls. This penalty increases to -3 at 8th level.

Paralyzing Fear: The creature takes a -2 penalty to AC. At 11th level, the penalty becomes -3.

Psychic Inception: The hypnotic strokes ability and any improvements can affect creatures that are mindless or immune to mind-affecting effects (such as an undead or vermin). The mad painter can also partially affect such a creature with his mind-affecting spells and abilities for as long as this effect lasts; it gains a +2 bonus on its saving throw (if any), and if affected, it still has a 50% chance each round of ignoring the effect. Ignoring the effect doesn't end the effect, but does allow the creature to act normally for that round.

Sluggishness: The creature has all of its speeds reduced by 5 feet (to a minimum of 5 feet), and takes a -2 penalty to Reflex saving throws. This penalty increases to -3 at 8th level.

Susceptibility: The mad painter gains a +2 competence bonus to Bluff, Diplomacy, and Intimidate checks made against the creature. At 8th level, this bonus increases to +3.

Timidity: The creature takes a -2 penalty to damage rolls. This penalty increases to -3 at 8th level. This ability replaces bold stare.

Suggestive Piece (Su): A mad painter of 6th level or higher can choose to make a *suggestion* (as per the spell) to a creature that he has already fascinated with his hypnotic strokes ability. Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A mad painter can use this ability more than once against an individual creature during a single fascination effect. A Will saving throw (DC 10 + 1/2 mad painter's level + mad painter's Cha modifier) negates the effect. This is an enchantment (compulsion), mind-affecting ability and relies on visual components.

At 18th level, this effect upgrades to mass suggestion, allowing the mad painter to make a suggestion simultaneously to any number of creatures that he has already fascinated.

This ability replaces the mesmerist tricks gained at levels 6 and 18.

Killing Abstraction (Su): At 20th level, the mad painter can spend 8 hours creating a painting which can cause one creature to die from fear. To be affected, the target must be within 30 feet of the painting. One creature of the mad painter's choice who can see this painting (and is within 30 feet of it) receives a Will save (DC 10 + the mad painter's level + the mad painter's Charisma modifier) to negate this effect. If a creature's saving throw succeeds, the target is staggered for 1d4 rounds. If a creature's saving throw fails, it dies. This is a mind-affecting death effect that relies on visual components. The mad painter can only have one painting imbued with this ability at any given time. This ability replaces rule minds.



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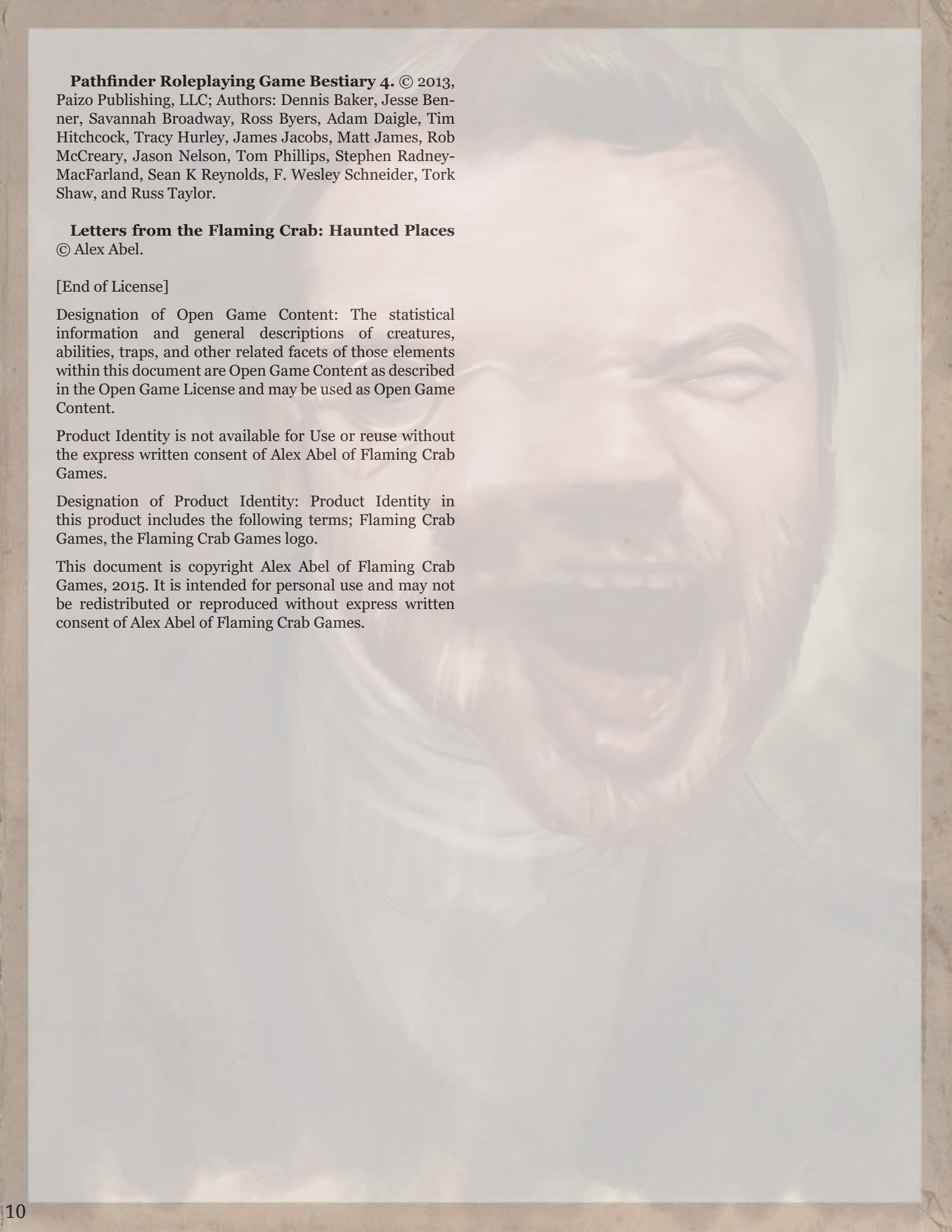
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