

Rite Publishing Presents

#30 Haunts for Houses



By T. H. Gulliver



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Dedication: To *Mr. Greenway*
and all teachers who keep their standards high.

*"...you left the bodies and you only moved the headstones! You-only-moved-the-headstones! Why? *Why*?"*

– Poltergeist

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#30 Haunts for Houses

Understanding Haunts

Haunts are an exciting new addition to the game. Rules for haunts can be found in the Pathfinder® Roleplaying Game: GameMastery Guide™ and are not repeated in full here.

- **Area** – This is the maximum area that is held by the haunt. Haunts that are triggered by proximity are triggered when this area is entered. The area of a haunt may be smaller when the room or object haunted is smaller. Some haunts take up a smaller yet deeper area, such as a well. The primary effects of a haunt take place in this area but the secondary effects may move out of the area. For example, a minor haunt that throws books from a bookshelf would only be able to manifest in the area although the book can be flung out of the area. When it might otherwise be unclear, *#30 Haunts for Houses* explains in the effects.

Cycle of a Haunt

An individual haunt has a fairly structured existence.

Trigger: The haunt is triggered often by proximity – when a living creature enters the haunt’s area – or by touch.

Noticing: As the haunt begins to manifest, those in the area inhabited by it have a chance to notice the haunt in the surprise round. What they will notice – a chill in the air, a sibilant whisper, or an object beginning to slide across a table – varies from haunt to haunt.

Initiative: Characters who notice the haunt can make an initiative roll to beat it in the initiative order. Most haunts act on 10 but slow haunts act on 0.

Neutralizing the Haunt: If a PC notices a haunt, and beats it in the initiative order, they have a chance to neutralize the haunt before it fully manifests. Neutralizing the haunt usually involves channelling enough positive energy to reduce it to 0 hit points. A haunt can only be harmed during its manifestation. Most haunts manifest during the surprise round, ceasing activity before entering the normal initiative order. Persistent haunts continue to manifest for a duration that is included in the description of their effects. These haunts can be neutralized with positive energy after the surprise round.

Having an Effect: The effects of haunts begin during the surprise round, when their turn in the initiative order occurs. Some effects may carry over to subsequent rounds (listed in effects).

After the Surprise Round: Most haunts vanish at the end of the surprise round. These effects, however, can continue after the surprise round. A character subjected to a haunt duplicating the effect of a *cause fear* spell is *frightened* for 1d4 rounds or *shaken* for 1 round, as per the spell. If the haunt is persistent, it either continues to trigger its effect after the surprise round or maintains an effect (see designer’s note). A persistent haunt vanishes after its duration expires.

Reset: The cycle can only begin again after its reset period expires.

Designer’s Note: Persistent Haunts

Deciding whether, or not, a haunt should be considered persistent is not always simple.

Haunts duplicate spell effects. When the spell effects are instantaneous, a haunt would only be persistent if it continued to trigger the same spell effect after the surprise round. When haunts duplicate spell effects with other durations, deciding whether they should be persistent requires more care. In *#30 Haunts for Houses*, haunts are only persistent if the spell effect continues to trigger each round, if the spell effect continues beyond the duration normally allowed by the spell effect, or if the spell effect normally requires concentration. This ensures greater consistency in the challenge ratings of haunts.

Common Haunts

These haunts occur more frequently because the restless spirits responsible for haunts continue to engage in some of the mundane activities they engaged in frequently in life. They slam shut doors, walk heavily across the floor, open and close drawers, and complain about the weather.

Minor Haunts

Minor haunts may annoy, or surprise PCs, but they do not usually cause any direct damage. They are useful in setting flavor and can act as a drain on PCs’ resources, if PCs channel positive energy at them before realizing that they are relatively harmless. They can also be combined effectively with other dangers.

Weaker, minor haunts are often found within inhabited houses not because they manifest more frequently but because, when they do manifest, they are tolerated as annoyances. Homeowners may live with a minor haunt rather than relocate or pay for the services of specialists to eliminate them.

PCs do not receive experience points for merely surviving a minor haunt. They only receive experience points for destroying a minor haunt or for surviving a minor haunt when it strategically is combined with another danger. For example, if PCs survive a dangerous opponent after being separated from each other by a Common Door Haunt and a Reluctant Portal, they would receive XP for both haunts, as well as the danger.

When an undead creature resides in an area with minor haunts, the undead can choose when the haunts trigger, delaying their trigger until a moment it chooses. An undead creature can control a number of minor haunts equal to its charisma score. The haunt still has the same duration and amount of time to wait before resetting.

Common Door Haunt CR 1

XP 400

LN minor haunt (5 ft. by 5 ft. door)

Caster Level 1

Notice Perception DC 29 (to hear the sound of the hinges beginning to creak)

hp 2; **Weaknesses** slow; **Trigger** proximity;

Reset 1 hour

Effect The door slams shortly after any creature enters the room, as per the spell *open/close*. This haunt may only activate when living creatures in the room feel fear or engage in battle with undead creatures.

Destruction Removing the door handle from the outside of the door and reinstalling it on the inside confuses the haunt enough to destroy it.

Common House Haunt CR 1

XP 400

CN minor haunt (5 ft. by 5 ft. area such as a cluttered desk, a chest of drawers, or a bookshelf), persistent

Caster Level 1

Notice Perception DC 10 (to notice the sudden chill in the air)

hp 4; **Weaknesses** tricked by *invisibility*;

Trigger proximity; **Reset** 1 day

Effect The air suddenly grows so cold that living creatures can see their breath. Just as suddenly as it left, the warmth begins to return to the space. An invisible force manifests, as per the spell *unseen servant*. It begins to move small objects, bang open and closed drawers, pinch out candles, and otherwise make its presence known. The haunt is persistent and the force continues until the haunt is dispelled or the servant takes 6 points of damage from area attacks.

Destruction Casting *magic circle against chaos* in the area just as the haunt manifests will destroy it.



Common Phantom World Haunt

CR 2

XP 600

N minor haunt (5 ft. by 10 ft. area), persistent

Caster Level 2

Notice Perception DC 10 (to notice the sudden chill in the air)

hp 9; **Trigger** proximity; **Reset** 1 day

Effect Those standing within the affected area of the haunt feel a drop in temperature and see phantoms begin to form as the perception of the room begins to change. Those within the area see dozens of phantoms moving about the room and through each other. Objects that once were in the room can be seen and seen through. This phantom world provides concealment to those beyond, as in the spell *fog cloud*. Unlike *fog cloud*, however, these phantoms cannot be dispersed by a wind. Those who are not inside of the area do not see the phantoms and their attacks do not have a miss chance due to concealment, even if they attack those standing within the haunt's area. The haunt will remain active for 10 minutes or until neutralized. If someone moves into the haunt's area they will perceive the haunt. Those who exit and re-enter the haunt perceive it again.

Destruction Casting *daylight* in the area while the haunt is manifesting will destroy it.

Graverot CR 2

XP 600

LE minor haunt (5 ft. by 10 ft. area around one corpse)

Caster Level 2

Notice Perception DC 20 (to notice the sound of a groan rise from the corpse)

hp 9; Weaknesses slow; **Trigger** proximity; **Reset** 1 week

Effect The target of this haunt sees the corpse shift suddenly and it reaches out with a rotting hand. Only the target perceives any movement from the corpse. If the haunt makes a successful melee touch attack, the target is paralyzed for 1d6+2 rounds as per the spell *ghoul touch*. For the duration of the spell, the target perceives the corpse gripping his hand tightly and is unable to move as his skin begins to putrefy. The paralyzed subject exudes a carrion stench that causes all living creatures in a 10-foot-radius spread to become sickened (Fortitude DC 13 negates). A neutralize poison spell removes the effect from a sickened creature, and creatures immune to poison are unaffected by the stench. The stench ends suddenly after the duration of the haunt.

Destruction Washing the corpse in water from a well or fountain of a temple devoted to a lawful good deity rids it of any lingering evil.

Hindering Haunts CR 7

XP 3200

LE minor haunts (10 ft. by 15 ft. room), persistent

Caster Level 7

Notice Perception DC 21 (to notice the ghostly figure rushing from the wall)

hp 31; Weaknesses tricked by *hide from undead*; **Trigger** proximity; **Reset** 1 day

Effect A pair of ghostly figures rushes out from opposing walls and leap at two living creatures. If the targets fail their Will saves (DC 15), the phantom figures cling to them holding them back, causing them to move slower as per the spell *slow*. The haunts are not powerful enough to move the affected creatures anywhere against their will, but their targets perceive that they are trying to drag them to the center of the room. This haunt persists indefinitely but the phantoms and the effects of this haunt are trapped in this room and vanish when the effected members exit the room.

Destruction This haunt is a manifestation of the anger and jealousy that ended in a duel between father and son, killing both. The haunt is destroyed only if two affected creatures fight each other until one dies.

Lonely House Haunt CR 8

XP 4800

LE minor haunt (10 ft. by 20 ft. foyer)

Caster Level 8

Notice Perception DC 23 (to notice a whispering in the room)

hp 16; Trigger touch; **Reset** 1 hour

Effect Whenever living creatures pass through the foyer, a voice whispers, "Stay, stay for the night. I insist. It would be rude not to." The voice effects up to four living creatures as the spell *mass suggestion* (DC 17 Will save negates). Those not affected by the spell can make a DC 23 perception check to notice and understand the whisper. Those who are affected feel the haunt's suggestion is a reasonable course of action.

Destruction The haunt is destroyed when a triggering undead, such as a vampire, is defeated.

Phantom Blades CR 1

XP 400

LE minor haunt (5 ft. by 5 ft. section of hall), persistent

Caster Level 1

Notice Perception DC 10 (to notice the trickling blood)

hp 2; Weaknesses slow; **Trigger** proximity; **Reset** 1 week

Effect Blood seeps from twenty-nine small slots in the walls. A careful examination reveals a sharp and shiny blood covered blade hidden within each slot, ready to be triggered, skewering anyone stepping into this section of the narrow hall. Although the rusted remains of a spring blade trap lie within this wall, the trap is no longer functional and certainly not shiny and dripping in blood. The haunt behaves as the spell *phantom trap*. This haunt is persistent. Its effect vanishes when the trap is sprung or when it is neutralized.

Destruction The haunt can be destroyed by casting *bleed* on the rusted remains of the no longer functioning trap hidden within the walls.

Reluctant Portal CR 1

XP 400

CE minor haunt (5 ft. by 5 ft. door), persistent

Caster Level 1

Notice Perception DC 29 (to hear the sound of feet shuffling on the other side of the door)

hp 4; Weaknesses triggered by touch, slow; **Trigger** touch or associated with Common Door Haunt; **Reset** 1 week

Effect This closed door resists all efforts to open it, not as if it is locked but as if someone is pushing back from the other side. Those touching the door can hear snickering from the other side. After 1 minute, the resistance ceases and the door flies open. The haunt acts as the spell *hold portal*. This haunt is erratic yet persistent. If the door is forced open within 1 minute, the haunt resets and triggers the next time the door is closed. If it is neutralized, the haunt does not reset for 1 week.

Destruction The haunt is destroyed if the door handle is removed and reversed.

Solid Phantoms CR 2

XP 600

NE minor haunt (5 ft. by 10 ft. area, for example in a hallway or 5 ft. on either side of a doorway)

Caster Level 2

Notice Perception DC 10 (to notice the color diminishing before the fog manifests)

hp 4; Weaknesses tricked by *hide from undead*; **Trigger** proximity; **Reset** 1 day

Effect The space and everything in it becomes less vibrant and begins to seem less real. The room fills with the shifting grey shapes of things and people that are no longer there. Visibility and movement is impaired as if by the spell *solid fog*. The phantom figures and effect remain for 2 minutes. Unlike the spell *solid fog*, however, the phantom figures are not blown away even by severe winds.

Destruction The haunt is destroyed when the ghost inhabiting the room within is destroyed.

Weedy Well CR 2

XP 600

LE minor haunt (5 ft. radius around the well)

Caster Level 2

Notice Perception DC 17 (to hear a soft voice in the well sobbing)

hp 4; Trigger location; **Reset** 1 day

Effect The weeds around the old well attempt to entangle any living creatures nearby. Entangled creatures hear a child's voice deep within the well pleading "Please, no. Not again. Please."

Destruction The haunt is destroyed by draining the well and removing the bones buried within.

Associated Haunts

Associated haunts are haunts that work together in some way. The example given here is a set of three haunts that manifest around the same fireplace. The Fire Starter haunt attempts to set the conditions for the Unrepentant Smoker haunt, which triggers the Charred Man haunt. While each of these haunts could also function as a distinct haunt, they are more effective and dangerous when combined.

Charred Man CR 7

XP 3200

LE haunt (10 ft. by 15 ft. area of a room)

Caster Level 7

Notice Perception DC 16 (to smell the acrid smoke beginning to gather)

hp 14; Trigger proximity or Unrepentant Smoker Haunt; **Reset** 1 hour

Effect A swirl of smoke takes the form of a man with charred, burning flesh. He glares at you and screams wordlessly then strikes out with a blackened hand doing damage as the spell *slay living*. If the charred man succeeds with a +5

touch attack, the target takes 12d6+5 points of damage. If the target's Fortitude save succeeds (DC 17), it instead takes 3d6+5 points of damage. The subject can die from damage even if it succeeds on its saving throw.

Destruction The haunt is destroyed only when it slays a living creature of good alignment.

Fire Starter CR 2

XP 600

LE minor haunt (5 ft. by 10 ft. area near the door to the room)

Caster Level 2

Notice Perception DC 13 (to hear unintelligible whispering)

hp 4; Weaknesses Slow; **Trigger** proximity; **Reset** 1 minute

Effect A voice whispers, "I'm cold, so cold. Light the fire." This haunt acts as the spell *suggestion* (DC 14 Will save negates). This haunt resets every minute and will continue to make the request of anyone near the fireplace.

Destruction The haunt is destroyed only when someone dies in this room.

Unrepentant Smoker CR 4

XP 1200

LE haunt (10 ft. by 10 ft. area)

Caster Level 4

Notice Perception DC 23 (to notice the fire beginning to die down suddenly)

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

Effect This haunt requires a fire to be lit in the fireplace. When the haunt activates, the fire suddenly dies down. Smoke billows from the fireplace filling the room choking those within as the smoke cloud effect of the spell *pyrotechnics*.

Destruction The haunt is destroyed by removing the dagger hidden behind the bricks at the back of the fireplace.

Haunts

Biting the Hand that Feeds You

CR 4

XP 1200

NE haunt (10 ft. by 10 ft. area near the entrance of a stable), persistent

Caster Level 4

Notice Perception DC 16 (to notice the animal becoming angry)

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

Effect This haunt targets an animal companion or a mount with a *dominate animal* spell (Will save DC 14). A dominated animal attacks the nearest PC. The dominated creature continues to attack for 4 rounds, or until the haunt is neutralized, after which the animal behaves

slightly confused or frightened by what has transpired.

Destruction Destroying the whip on the wall of the shed destroys the haunt.

Black Bile CR4

XP 600

NE haunt (10 ft. by 10 ft. area of a room or hall), persistent

Caster Level 4

Notice Perception DC 10 (to notice movement peripherally)

hp 18; **Weaknesses** slow; **Trigger** proximity; **Reset** 1 hour

Effect A woman in a white nightgown stumbles towards you holding her hands up to her mouth. She heaves once but manages to hold back. Then, as she heaves again, black bile spurts from her mouth. On a successful touch attack she does 2d4 points of acid damage as the spell *acid arrow* in the first round and 2d4 points of acid damage in the subsequent round. The woman heaves bile a second and third time on subsequent rounds, possibly at different targets. During the fifth round the woman crumples to the floor and disappears in a puddle of acid.

Destruction The haunt is destroyed when all the food in the house is purified.

Chain Haunt CR7

XP 3200

LE haunt (10 ft. by 15 ft. cell with chains on the walls), persistent

Caster Level 7

Notice Perception DC 15 (to hear the clinking sound of chains sliding across the floor)

hp 31; **Trigger** proximity; **Reset** 1 hour

Effect The chains bolted to the wall slither forward and lash out. The chains attack as per the spell *black tentacles*. If the chains succeed on a grapple (CMB 12), the manacles close around the arms or legs of the people they grapple but there are no locks and escape is still possible (CMD 22). This haunt is persistent. After 7 rounds, the chains fall to the ground.

Destruction Removing the chains from the wall and melting them down destroys the haunt. Breaking the links of chain with a holy weapon may also destroy the haunt.

Envious Armor CR4

XP 1200

LE haunt (a 10 ft. radius around a suit of armor), persistent

Caster Level 4

Notice Perception DC 23 (to notice hints of light in the helm)

hp 18; **Weaknesses** triggered by touch; damaged by non-metal melee weapons; **Trigger** touch; **Reset** 1 week

Effect This spotless suit of armor appears unaffected by the passing of time. When any

armed or armored creature draws near, a pair of malevolent eyes suddenly opens inside the helm. While the armor does not actually move, a phantom resembling an armor clad warrior steps forward raising its sword and shield. The phantom warrior attacks PCs wearing metal armor first, swinging its sword to hit the armor, but not the flesh beneath.

If the haunt succeeds on a melee touch attack, it does damage as the spell *rusting grasp*. If none of the PCs are wearing armor, the haunt first attacks metal weapons instead.

This persistent haunt is vulnerable to damage by non-metal melee weapons and is neutralized if it takes 18 hit points of damage. Otherwise it persists until none of the PCs wear armor or carry metal weapons.

Destruction The haunt is destroyed by casting *rusting grasp* and touching the armor until it is useless.

Faithful Phantom Hound CR8

XP 4800

NE haunt (20 ft. by 10 ft. area of the yard)

Caster Level 8

Notice Perception DC 26 (to notice the smell of wet dog fur)

hp 36; **Weaknesses** Tricked by *hide from undead*; **Trigger** proximity; **Reset** 1 day

Effect The sound of sniffing and snuffling alerts those in the yard to the present of an invisible hound. The dog begins to bay loudly in the surprise round and then to bite (+8 BAB, 2d6+3 of damage) for 8 rounds. Otherwise, the phantom canine behaves as per the spell *mage's faithful hound*. This haunt is persistent. The phantom hound vanishes if the haunt is neutralized.

Destruction The haunt can be destroyed by using *speak with dead* and *charm animals* to convince the haunt to depart.

Feel My Pain CR12

XP 25600

CE haunt (20 ft. by 15 ft. room)

Caster Level 12

Notice Perception DC 30 (to hear a whispering voice)

hp 24; **Weaknesses** slow; **Trigger** proximity; **Reset** 1 hour

Effect A sense of betrayal and loss floods the target. Hundreds of incoherent images of violent assaults—the memories of hundreds of tortured spirits—flash through the target's mind unceasingly, driving them insane as per the spell *insanity* (Will save DC 20 negates). From that point on, the affected creature suffers from a continuous confusion effect, as per the spell. *Remove curse* does not remove insanity. *Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* can restore the creature.

Destruction The haunt is destroyed when a creature is cured of the insanity.



Gurglers CR3

XP 800

CE haunt (15' radius)

Caster Level 3

Notice Perception DC 15 (to notice a gurgling sound)

hp 6; **Weaknesses** slow; **Trigger** proximity; **Reset** 1 day

Effect A slowly rising gurgling noise comes from the ceiling. A mass of tiny, dark forms scramble across the ceiling, down the walls, and across the floor and swarm over the targeted creature.

Effect after the haunt vanishes, the targeted creature continues to hear a constant gurgling noise and to feel the swarm's presence destroying their mind as a *feeblemind* spell (DC 17 Will negates).

Destruction The haunt is destroyed when it infects the mind of an aberration.

Heartstopper CR8

XP 4800

LE haunt (10 ft. by 40 ft. room), persistent

Caster Level 8

Notice Perception DC 16 (to notice the change in the room color before the phantom forms)

hp 36; **Weaknesses** hide from undead; slow; **Trigger** proximity; **Reset** 1 day

Effect The room grows grey and fills with phantom forms. One becomes clearer and more perceptible. The figure reaches out suddenly with two enormous hands and begins to squeeze the target's heart causing 80 points of damage as the spell *implosion* (Fortitude save DC 23 negates). After slaying one creature, the phantom appears beside another and attacks it, continuing for five rounds. This haunt is persistent. The phantom disappears if the haunt is neutralized within five rounds.

Destruction *Dispel evil* must be cast on the still beating heart in the dark wooden box on the bookshelf. The heart darkens and withers immediately once the spell is cast.

Hot Handle Haunt CR4

XP 1200

NE haunt (5 ft. by 20 ft.), persistent

Caster Level 4

Notice Perception DC 13 (to notice the warmth of the handle and the slight smell of smoke)

hp 18; **Weaknesses** triggered by touch, cold damage; **Trigger** touch; **Reset** 1 hour

Effect When the door is opened, a *wall of fire* bursts up blocking passage and causing damage as per the spell *wall of fire*. A woman's voice can be heard from the other side of the flames. The sheet of flame blocks the entire doorway. Those on the outside of the room, within 10 feet of the door, take 2d4 points of fire damage. Those beyond 10 feet, but within 20 feet, take 1d4 points of fire damage. This haunt persists and continues to damage for 8 rounds or until it takes 20 points of cold damage. If the door is closed, the haunt pauses and reappears and when the door is reopened until the 8 rounds expires. Unlike *wall of fire* spells, the flame does not deal double damage to undead creatures.

Destruction The haunt is destroyed either when someone leaps through the wall of fire despite the danger or when someone finds the melted locket on the stone floor (Perception DC 20) and removes it from this room.

Lich's Lover CR12

XP 25600

LE haunt (15 ft. by 20 ft. patio)

Caster Level 12

Notice Perception DC 25 (to notice the scent of perfume)

hp 24; **Trigger** proximity; **Reset** 1 hour

Effect A woman appears suddenly near the door on one side of the patio and runs, looking over her shoulder in horror. She stumbles and falls on the steps and then screams in horror and shame. Her scream does 120 points of damage to the closest living creature as the spell *wail of the banshee* (DC 23 Fortitude negates).

Destruction Destroying the lich also ends the wailing of his frightened lover.

Mumbling Malediction CR15

XP 51200

CE haunt (15 ft. by 50 ft. room), persistent

Caster Level 15

Notice Perception DC 25 (to notice the mumbling beginning)

hp 67; **Weaknesses** slow; **Trigger** sound; **Reset** 1 minute

Effect When anyone speaks in this room, their voice echoes. The echo repeats for longer than it should and then is replaced by a low mumbling that begins just quieter than the volume of whispered speech. It gradually gets louder. All those in the room suffer the effects of a *blasphemy* spell (DC 20 Will save, partial). The effects of this spell do not damage undead or other haunts in effect in this room. This haunt is persistent and creatures in this room must make

new saving throws every round that they are unaffected. The haunt persists as long as there are living creatures in this room. The sound of the mumbling summons the undead in the adjoining chambers.

Destruction Sacrificing a living human being in this room satisfies this haunt for one year. It can only be destroyed by burning the house and spreading the ashes over the graves of three wrongly accused men.

Open Grave CR 8

XP 4800

CE haunt (10 ft. by 15 ft. section of floor)

Caster Level 8

Notice Perception DC 24 (to feel cold air rushing from below)

hp 36; **Weaknesses** slow; **Trigger** location;

Reset 1 week

Effect The floor suddenly disappears revealing a dark earthen shaft lined with human remains.

Frigid air reeking of the grave blasts from below. All those in the area are buffeted by the cold wind and thrown into the air as per the spell *reverse gravity* (DC 20 reflex save, see text). The haunt remains for 8 rounds. Whether the haunt is destroyed by channelled energy or vanishes at the end of its duration, those in the room fall back to the ground.

Destruction The haunt is destroyed by moving the three bodies in the subbasement to marked graves.

Rats in the Walls CR 3

XP 800

N evil haunt (6 inch by 1 ft. by 75 ft. deep wall)

Caster Level 5

Notice Perception DC 17 (to notice the skittering sound of rats within the wall)

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

Effect Hundreds of diseased rats are summoned from the tunnels in the subbasement as per the spell *summon swarm*. They scurry up the inside of the wall and then burst through a gaping hole into the room. The swarm is real but defeating the haunt in the surprise round can avert its attack before the rats reach the room.

Destruction This haunt can be destroyed by flooding the tunnels under the house, driving out the rats.

Restless Sleep Haunt CR 8

XP 4800

LE haunt (20 ft. by 10 ft. bedroom), persistent

Caster Level 8

Notice Perception DC 17 (to notice the distorted reflection)

hp 12; **Trigger** proximity; **Reset** 1 day

Effect The target, passing a reflective surface, catches a brief, barely perceptible glimpse of a pair of worm eaten hands circling their throat.



Although the disturbing image disappears immediately, the target's next sleep is repeatedly disturbed by the same phantasmal vision. The nightmare prevents restful sleep and causes 1d10 points of damage as the spell *nightmare* (Will save DC 17 negates). The nightmare leaves the subject fatigued and unable to regain arcane spells for the next 24 hours. The DC of the save is increased by 1 point for every hour the target spent in the house or inn containing the bedroom in the last 24 hours. This haunt is persistent and will continue to intrude on the target's sleep until they successfully make the Will save or until the location of the haunt is identified and the haunt is neutralized.

Destruction The haunt is destroyed by casting *dispel evil* on large mirror in the corridor.

Scrawl CR 3

XP 800

LE haunt (5 ft. by 15 ft. area of room and wall)

Caster Level 3

Notice Perception DC 10 (to see the pattern beginning to form)

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

Effect A thin glowing line spins and swirls forming a complex pattern upon a section of wall. It appears to be a text of some sort but it is not immediately understandable. If anyone attempts a linguistics check to read the text, the scrawl releases a burst of negative energy causing 6d6 points of damage to anyone as per the spell *explosive runes*. Those reading the text take full damage. Those within a 10 ft. radius of the runes can make a Reflex save for half damage (DC 14).

Destruction The scrawl itself remains burnt into the wall even after the burst of negative energy (It fades within 1 day and resets). Anyone who succeeds on a Linguistics check (DC 25) to read the scrawl now destroys the haunt.

Shadowmaker Haunt CR 6

XP 2400

LE haunt (10 ft. by 15 ft. room)

Caster Level 6

Notice Perception DC 20 (to notice the shadows around any recent dead sink slowly into the floor)

hp 12; **Weaknesses** requires a newly dead corpse; **Trigger** proximity; **Reset** 1 day

Effect The concentration of negative energy in this room transforms the newly dead into undead shadows as the spell *create greater undead*. This haunt only activates if a living creature dies in this room or is brought into this room shortly after death. The shadow rises one hour after the haunt activates.

Destruction Casting *undearth to death* in this room destroys the haunt.

Spinning Spiders CR 3

XP 800

NE haunt (5 ft. by 15 ft. area of room along a wall)

Caster Level 3

Notice Perception DC 15 (to notice the shadows taking the shape of spiders)

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

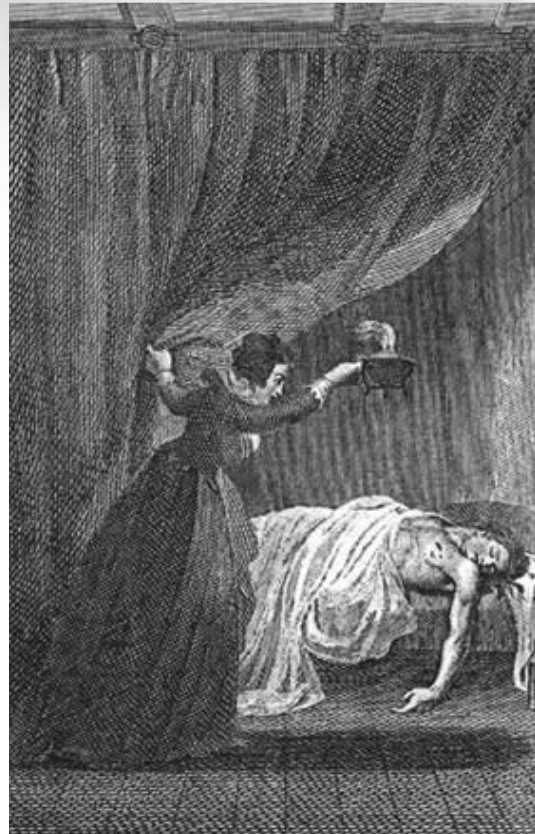
Effect A breeze flows through the room causing the chandelier to spin, casting shadows that dance around the room. When some of the shadows stop dancing, 1d3 giant spiders emerge from a shadow upon the wall. The spiders behave as if summoned by the spell *shadow conjuration* (Will save DC 17). Although the haunt is contained to the area of the room next to the wall, the summoned spiders can move anywhere in the room.

Destruction Casting *sunbeam* on the chandelier three times in one day will destroy the haunt.

An NPC for Ghost and Haunt Hunting Adventures

Pers Veilborn, a faithful devotee of the goddess of knowledge and death, has the most complete collection of texts devoted to the restless dead in Questhaven. His 'library' is open to any for a small fee, but, as the building that houses it is rumored to be haunted, it is rarely visited by any except those already troubled by hauntings or well-prepared ghost hunters.

Pers's willingness to be a portal for his deity's will is shown in his ability to channel positive energy at hauntings. He's also quick to recognize



hauntings, a fount of wisdom about them, and quite fearless.

He does not consider himself to be an adventurer, yet he often finds himself assisting those who travel in places only the dead dare tread, particularly if there is the opportunity to gather knowledge for his library.

Pers Veilborn CR 4

Male halfling divine channeler 5

NG Small humanoid (halfling)

Init +4; **Senses** Perception +9

Aura Good

Defense

AC 13, touch 11, flat-footed 13

(+2 armor, +1 size)

hp 32 (5d8+10)

Fort +8, **Ref** +3, **Will** +9 (+2 vs. fear)

Offense

Spd 20 ft.

Melee +1 *quarterstaff* +5 (1d4+1)

Ranged sling +4 (1d3)

Special Attacks channel positive energy (3d6, DC 15, 6/day), combat channeling effect (final blade), combat channeling effect (serpent's bite), critical channeling +1d6, major channeling effect (calm the spirits), major channeling effect (gentle slumber), major channeling effect (meeting of the minds), major channeling effect (scholars'

whetstone), minor channeling effect (quick scribe), minor channeling effect (rest in peace), turn undead

Spells Prepared (CL 5th)

2nd—consecrate^D, detect thoughts^D, gentle repose^D

1st—*deathwatch*^D, *detect undead*, *comprehend languages*^D

0—*guidance*, *mending*, *read magic*

^D Domain spell; **Domains** Knowledge, Repose

Tactics

Before Combat Pers casts *detect undead* when expecting to encounter a haunt.

During Combat Until Pers knows whether he is dealing with a haunt, a ghost, or another form of incorporeal undead, he channels positive energy. If dealing with a ghost, he uses *calm the spirits*. If dealing with undead, he prefers to turn them in order to better prepare his colleagues.

Morale Pers prefers to flee, gather information, and prepare someone else to do the fighting. He operates under the philosophy that haunts and undead are not generally in a hurry.

Statistics

Str 10, **Dex** 10, **Con** 14, **Int** 12, **Wis** 13, **Cha** 16

Base Atk +3; **CMB** +2; **CMD** +12

Feats alertness, improved initiative, iron will

Skills Acrobatics +4, Climb +4, Knowledge (history) +7, Knowledge (nobility) +7, Knowledge (religion) +7, Perception +9, Profession (librarian) +9, Sense Motive +9, Stealth +4

Languages Common, Elven, Halfling

SQ aura

Combat Gear *cloak of resistance* +1, leather armor, potion of *hide from undead* (2), +1 *quarterstaff*, sling with 10 bullets; **Other Gear**

Three Books: *Hauntings of Ship and Shore*, *Haunted Houses of Evocative City*, *Understanding Haunted Objects* (these three tomes provide a +2 bonus to all Knowledge checks pertaining to hauntings)

Special Abilities

Combat Channeling Effect (Final Blade)

(Su) He can, as a standard action, employ one of his uses of channel energy to charge the weapons of those within range of his channeling with death dealing properties. When a weapon affected by this effect deals a blow that would move the target's hit-points below 0, the weapon deals an additional 2d6 points of damage. This effect lasts three rounds.

Combat Channeling Effect (Serpent's Bite)

(Su) Pers can, as a standard action, use one of his uses of channel energy to give combatants within the range of his channeling an insight into the movements and rhythms of their opposition for three rounds. All those affected by this effect may make an attack of opportunity when an opponent takes a five-foot step that would not normally provoke such an attack. This effect does not allow those affected to

make more attacks of opportunity during a round than they would normally be allowed.

Major Channeling Effect (Calm the Spirits) (Su) Pers can, as a standard action, utilize one of his uses of channel energy to dismiss any ghosts within the range of his channeling. A ghost struck by this effect must make a Will save or else be dispersed for a number of days. Ghosts take a -3 penalty to their save. Those that fail their save cannot manifest again for 1d4 days.

Major Channeling Effect (Gentle Slumber) (Su) Pers can, as a standard action, use one of his uses of channel energy to cause three hit dice of creatures within the range of his channeling to fall asleep for 1d4 minutes. Creatures with fewer hit dice are affected first. The targets are allowed a single Will save to negate. If no creatures within range of his channeling are subject to the effect, the channeling use is still used.

Major Channeling Effect (Meeting of the Minds) (Su) Pers can, as a standard action, use one of his uses of channel energy to create a field of mental connectivity, allowing all affected to communicate telepathically for one hour. He may create such a connection between three people. Those affected must initially be within the range of your channeling but can afterward travel up to 100 feet from each other without breaking the connection. He may exclude himself from the mental connection, if desired. Those linked telepathically do not have to share a common language to communicate effectively with each other for the duration of the link.

Major Channeling Effect (Scholars' Whetstone) (Su) Pers can, as a standard action, use one of his uses of channel energy to sharpen the intellect of all those within range of his channeling for an hour. All those affected gain a sacred +3 bonus to all Knowledge skill checks.

Minor Channeling Effect (Quick Scribe) (Su) Pers can, as a standard action, utilize one of his uses of channel energy to copy the non-magical contents of three pages onto a three blank pages.

Minor Channeling Effect (Rest in Peace) (Su) Pers can, as a standard action, utilize one of his uses of channel energy to bless one or more corpses. He can use this effect in one of two ways. Firstly he can use the effect to three corpses and bless them all, provided they are all within the range of his channeling. Corpses that have been so blessed cannot be easily animated. Anyone attempting to animate a blessed corpse must make a caster level check to do so. Such checks must be made for each individual corpse. Failure means the spellcaster may not attempt to animate the same corpse again. Alternatively, he can target a single corpse within the range of his channeling—one he knows to have been slain by a spawning undead (such as ghouls, shadows and vampires). By blessing such a corpse, there is a 30% chance that he prevents the corpse from reanimating as usual.

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