

Rite Publishing Presents

# #30 Haunts for Ships and Shores



By J.H. Gulliver





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

*“But it is told by the fishermen, and their fathers and grandfathers, that when the fog returns to Antonio Bay, the men at the bottom of the sea, out in the water by Spivey Point will rise up and search for the campfire that led them to their dark, icy death.”*  
– *The Fog*, 1980

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## #30 Haunts for Ships and Shores

*My Friend Owain,*

*Many thanks for your contributions to my previous collections of knowledge about remarkable rings and astounding blades. My research continues at a frantic pace. I feel sometimes as if I have very much to do but little time to do it.*

*I will take your suggestions for future compilations to heart, but, at present, my interests bring me back again to those moments in which restless spirits peer through the veils that separate our worlds. You, of course, understand my attraction to such things.*

*In the current catalogue, I bring together descriptions of hauntings gleaned mostly from travelogues of old sailors, a handful of sea shanties, an order for the execution of several men in the seaside town of Greycliff, and my own investigative voyage aboard a ship quite correctly believed to be haunted.*

*I describe herein 30 of these hauntings of ship and shore. I have attempted also to provide you with some background information about some of these malevolent manifestations by summarizing the stories and songs that described them.*

*Yours in all things,  
Pers Veilborn, Librarian*

### **The Crazy Captain**

This popular tale begins with a captain who turned his ship north inexplicably. When questioned by his mate the captain claimed that he had heard the “scaled and watery voices of the deep” commanding him to head for southern seas. Resisting this command, the captain turned north to escape “the finned ones, the deep ones, and the dreaded sahuagin.”

Sailors fear the sahuagin and so north they went for many days. The voices the captain said he heard followed and pulled on his mind; on many clear and cloudless nights, the captain turned his ship south, then north, then south again. The nights grew colder and longer and the crew grew afraid. They feared for their safety, for their captain’s sanity, and for their ship.

Although it is rather uncommon for a ghost or a haunt to travel from ship to ship, several tales refer to ship captains being possessed by the



### **The Crazy Captain**

ghost of the crazy captain; these possessed captains lead their ships northward into dangerously cold waters or suddenly southward toward the dangerous waters in which the sahuagin dwell. I suspect more is at work here than the tales reveal. Certainly, nothing in my catalogue of haunts explains this phenomenon to my learned satisfaction.

### **The Mutineers' Mistake**

Old sailors sing the story of the crazy captain as a slow dirge like ballad. It resembles another, much longer, story told in a song that gradually grows into a faster and more frenzied tale. The story begins the same but during the song “The Mutineer’s Mistake” the mate leads a mutiny against his crazy captain, reclaims the ship, and leads it southward. The three times I have heard it sung, the sound of cups pounding, feet stomping, and chairs being slammed against the tavern floor in time with the music made the last half of the song almost indecipherable. Perhaps the shorter dirge, “The Crazy Captain,” reflects the fact most people who hear the longer one can neither understand nor remember the break-a-neck second half.

In *The Mutineers’ Mistake*, the gradually warming days and the new captain’s free hand with the provision of liquor make him more popular than the former captain. The crew is so frequently drunk they barely notice when the ship travels further than south than it should have. When they reach the tropical southern seas, the crew questions the mate-turned-captain who replies, “They call in fishy voices; for fishy ones they be; they gave me fishy choices; ‘twas to give them you or me.” Just as the mutinous crew realizes they have been deceived, the sahuagin climb aboard the ship taking all but the new captain.

When I’ve seen this performed, the old salt telling it reveals at this point that he was the only one left alive to tell the tale—that is, the mutineer

who traded his crew's lives for his own after making a deal to deliver his shipmates to the sahuagin. Audience members familiar with the prank then rise from their chairs, playing the role of the ravenous 'finned ones,' and turn violently on any sailor left sitting. If listeners drink enough liquor before the tale begins, the song ends in a very appropriate brawl.

Rumors claim that the tale is true and that the unlucky ship survives and has been bought and sold a dozen times. The troubled memories of the ship's damned crew lead each new crew back to the same deep southern sea, where they meet the same cruel end at the hands of the sahuagin. In my extensive experience with restless spirits, this seems possible. The most powerful haunts are those that manage to feed themselves with new pain and grief. A ship that repeatedly kills most of its crew would become more haunted over time. If such a ship does indeed exist, we should all seek its destruction.



## The Fog Reavers' Rocks

The rocks in question are a natural hazard and have caused the end of many ships during storms or heavy fog. The floundering of each ship led to an unexpected windfall for the little town of Greycliff as cargo would wash up on their stony beaches. Over time, the townsfolk grew to expect ships to smash themselves against the rocks and, when the Shipwardens hung lights to warn ships away, the townsfolk quietly complained about their lost income. An informal group of grumbling townsfolk took to moving the lights on foggy nights in hopes of leading some ships astray.

The cruelty and violence of the 'Fog Reavers of Greycliff' ended at least twenty-seven ships, causing the deaths of over two hundred sailors. That this took place over a forty-two year period helped to allay suspicion. Half of the men in the town were reputed to be 'Fog Reavers.' In one family, three generations of men participated in the nasty business.

Most tellers of tales believe it to be no more or less true than any other sea yarn; the town of Greycliff and the dangerous stretch of cove described in the story as 'Reaver's Rocks' does not exist on any current map. The tale, however, is fact. The hanging of the Fog Reavers took place over 130 years ago. The corpses of three-dozen Fog Reavers hung in full view of the Hamlet of Greycliff for seven days, both as a warning and as a precaution to ensure that they remained dead. The hamlet was then renamed 'Bellfall' for

## The Greycliffs

reasons that I will explain shortly. Bellfall never prospered after the execution of its men. To this day, those who travel through it describe it as a strange and dreary place. Few come near it by sea.

## Greycliff's Grief

Although no doubt some bloody business went on in Greycliff, it may not have started with the rocks but with a ship known as *The Fortune*. This infamously disease-ridden prison transport made fifteen trips across the middle sea carrying between seventy and a hundred prisoners. The Captain of *The Fortune* sacrificed sickly convicts and crew to the vicious gods of the sea in rituals that the entire crew was forced to participate in. The ship crashed upon what we now name "Reaver's Rocks", drowning most of the convicts and leaving little cargo of value.

Historians believe that, at that time, the townsfolk were good and honest folk. They rescued as many of the crew as they could. Surviving crewmembers left the ship's watch bell to the town in gratitude (or perhaps because they sensed its evil aura). If the denials of the older townsfolk are trustworthy, the evil haunting the bell is what first led to the town's descent into wickedness. The Fog Reavers only began to lure ships to the nearby rocks after the gift of the bell.

After the execution of the Fog Reavers, the Shipwardens was punished the town by forcing them to keep the bell hanging as a reminder of their silent complicity in these deeds. They renamed the town *Bellfall*.

# 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.

## 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 this document, 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

Some of the haunts in this collection have ‘common’ in their name. 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. ‘Common’ haunts are not mechanically different from other haunts but players could encounter them more frequently.

## 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 *feeding frenzy* haunt after being lured into the water by a *common cry haunt* and a *common drowned man*, they would receive XP for all three haunts. If the *common cry haunt* is used to create flavor but not connected to a danger, no XP should be given unless the players take the time to figure out the means of destroying it and succeed at doing so.

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.

### Associated Haunts

Several of the haunts in this collection are intended to work together. Associated haunts often act as triggers for each other with one beginning as another ends. All of these haunts can also work as individual haunts.

These associated haunts and related stories allow you to draw dynamic dangers from #30 *Haunts for Ship and Shore* to add excitement to your PCs' next voyage by sea.

### Mutinous Manifestations

Life at sea presents many dangers, one of which is the close proximity of angry and frustrated sailors. Exhausting sea voyages wear on the nerves of the most even-tempered and experienced crews. The strong emotions that end in violent mutiny often lurk on a ship for the rest of its time in service.

#### Star-Cursed Sky CR 11

XP 12800

LE minor haunt (10 ft. radius area above the helm)

**Caster Level 11**

**Notice** Perception DC 33 (to notice a slight blurring as the stars shift) or Profession (sailor) DC 28, persistent

**hp 49; Trigger** proximity; **Reset** 1 hour

**Effect** Each night, the stars, as seen from the helm, change position slightly as the spell *hallucinatory terrain* (Will save DC 16). The new position of the stars misleads the navigator, luring the ship to the hunting grounds of the sahuagin. This haunt is persistent and remains active until the sun rises. Everyone in the proximity makes a new saving throw every hour. If neutralized, the haunt manifests again after an hour.

**Destruction** The haunt is destroyed when the mirrors on the ship's sextant are replaced.



*Mutiny's Shadow*

#### Mutiny's Shadow CR 10

XP 9600

CE haunt (10 ft. by 25 ft. section of the ship)

**Caster Level 10**

**Notice** Perception DC 28 (to notice a shadow looming over the targeted individual whispering), persistent

**hp 45; Trigger** proximity or associated;

**Reset** 1 day

**Effect** The anger and frustration of abused and endangered sailors remains on some ships affecting those who sail her, particularly if a former crew engaged in a violent mutiny. The haunt compels the targeted creature to gather the crew in mutiny against the captain as the spell *dominate person* (Will save DC 17). The crew can make DC 15 sense motive checks to recognize that the dominated person is under some external influence. The haunt will continue to dominate one person for an entire day. If the crew cannot be convinced to mutiny within 24 hours, the target grows frustrated and attacks the captain. If this haunt is neutralized, the domination ends. The haunt will target a different individual when it resets. When used as an associated haunt, *mutiny's shadow* manifests after a *star-cursed sky* has led a ship off course.

**Destruction** This haunt is destroyed when a sailor affected by this haunt dies in an attempted mutiny.

## Grumbling and Grief CR7

XP 3200

LE minor haunt (15 ft. by 10 ft. mess hall)

**Caster Level** 7

**Notice** Perception DC 17 (to see the room grow greyer)

**hp** 14; **Trigger** associated or proximity; **Reset** 8 minutes

**Effect** The sound of a man sobbing fills the room then fades. A sense of anguish overcomes anyone in the mess hall as the spell *crushing despair* (Will save DC 16). The overwhelming feeling of hopelessness causes those who fail their saves to take a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls. Although the effect continues for 8 minutes, the haunt itself is not persistent and cannot be neutralized after the surprise round.

When used as an associated haunt, *grumbling and grief* activates after a crewmember controlled by the *mutiny's shadow* enters the mess hall and begins to try to persuade the crew to seize the ship.

**Destruction** This haunt is destroyed when a 10th level or higher bard gives a rousing performance on the ship. A good time must be had by all and punches must be thrown.

## The Sound of Mutiny CR6

XP 2400

CE haunt (15 ft. by 10 ft. mess hall)

**Caster Level** 6

**Notice** Perception DC 13 (to notice the crew's shadows turning and attacking each other)

**hp** 27; **Trigger** associated or proximity; **Reset** 1 minute

**Effect** The sounds of clubs striking flesh, shouts of surprise, and enraged screams fill the hall. They seem to come from the main deck. A voice yells, "Take the ship!" Another loudly answers, "Seize him!" All those in the mess hall must make a Will save (DC 17) or have a 50% chance of attacking the nearest creature the next round as the spell *song of discord*. This haunt is persistent and last for six rounds unless neutralized. When used as an associated haunt, this haunt manifests after the *grumbling and grief* haunt.

**Destruction** This haunt is destroyed by discovering the original name of the ship.

## The Sea Devils Attack

These two haunts recall the events that ended with the death of most of the first crew of this ship.

## Drunken Crew CR6

XP 2400

CE haunt (10 ft. by 15 ft. mess hall), persistent

**Caster Level** 6

**Notice** Perception DC 17 or Profession (sailor) DC 12 (to notice the very thin fog gathering)

**hp** 27; **Weaknesses** slow; **Trigger** proximity; **Reset** 1 day

**Effect** A feeling of heavy intoxication overwhelms those in the mess hall, weakening their resistance as the spell *mind fog* (Will save DC 17). Those in the hall take a -10 penalty on Wisdom checks and Will saves. (A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) This haunt is persistent and the fog remains in the mess hall for 30 minutes. Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog does not obscure vision.

**Destruction** This haunt is warded off by keeping a jar containing the caul of a newborn child in the crow's nest for the entire voyage. It is destroyed by slaying a priest of a good deity and throwing the body into the sahuagin hunting ground.

## The Deep Ones Rise CR11

XP 12800

LE haunt (10 ft. by 25 ft. section of the deck)

**Caster Level** 11

**Notice** Perception DC 10 (to hear the sounds of something climbing onto the ship)

**hp** 49; **Trigger** proximity or associated; **Reset** 1 day

**Effect** A voice from the deck shouts, "The deep ones rise!" Phantom creatures with the foggy form of scaly humanoids with long fish-like tails clamber onto the deck. They attack all those on board with webbed and clawed hands. These phantoms affect those they attack as the spell *weird* (Will save DC 23).

As an associated haunt, this haunt begins five minutes after the *drunken crew* haunt begins or as soon as a creature affected by the *drunken crew* haunt exits the mess hall.

**Destruction** This haunt is warded off by keeping a jar containing the caul of a newborn child in the crow's nest for the entire voyage. It is destroyed by slaying a priest of a good deity and throwing the body into the sahuagin hunting ground.

## Blood in the Water

Falling (or being pushed overboard) is often fatal for sailors making the first two of these haunts very common. The *feeding frenzy* haunt, however, only occurs around ships long associated with violence and evil. The haunts occur in the following order: *common cry haunt* (CR 2), *common drowned man* (CR 2), and *feeding frenzy* (CR 8).

## Common Cry Haunt CR 2

XP 600

N minor haunt (5 ft. by 10 ft. section of the deck)

**Caster Level** 2

**Notice** Perception DC 26 (to notice two phantoms struggling by the rail)

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

**Effect** A voice in the water begs for help then coughs and sputters as the spell *ghost sound* (Will save DC 10).

**Destruction** The haunt is destroyed only when someone dies in a rescue attempt.

## Common Drowned Man CR 2

XP 600

N minor haunt (5 ft. by 10 ft. patch of water), persistent

**Caster Level** 2

**Notice** Perception DC 19 (to notice that the body is slightly transparent)

**hp** 4; **Weaknesses** slow; **Trigger** associated with the *Common Cry Haunt*; **Reset** 1 day

**Effect** A body floats to the surface of the water close to the side of the ship. It neither moves nor makes a sound as the spell *silent image* (Will save DC 11). This haunt appears two rounds after the *Common Cry Haunt*. The body disappears when someone enters the patch of water.

**Destruction** The haunt is destroyed only when someone dies attempting to rescue a body.

## Feeding Frenzy CR 8

XP 4800

NE haunt (5 ft. by 40 ft. section on the sides of the ship at water level), persistent

**Caster Level** 8

**Notice** Perception DC 13 (to notice the scent of blood in the air.)

**hp** 36; **Trigger** proximity or associated with *Common Drowned Man*; **Reset** 1 hour

**Effect** Thick rivulets of blood pour down the side of the ship into the water quickly turning it red. The scent of blood attracts 1d4+1 sharks as the spell *summon monster v*. The sharks attack for 5 rounds before suddenly swimming away from the ship as quickly as they can. These sharks are real sharks but have a neutral evil alignment for the duration of the haunt.

**Destruction** The haunt is destroyed only when someone dies attempting to rescue a body.

## Bellfall's Haunts

The seaside town of Bellfall suffers from the following haunting when a ship sinks in the vicinity. Only the townsfolk themselves know why they remain in such a cursed place. The haunts occur in the following order *blasphemer's bell* (CR 1), *bloody tide* (CR 5), and *wrath of the wrecked* (CR 11). These haunts manifest in a larger area than is usual for haunts.

## Blasphemer's Bell CR 1

XP 400

LE minor haunt (one bell)

**Caster Level** 1

**Notice** Perception DC 23 (to notice the shadow of the bell stretches out in a different direction than it should)

**hp** 2; **Weaknesses** hide from undead, triggered by touch or associated with *wrath of the wreck*;

**Trigger** touch; **Reset** 1 hour

**Effect** The old bell that hangs in the center of this seaside town bears the name of the prison ship that once carried it, *The Fortune*. The bell remembers the anguish in the hold and the evil deities worshipped by the slaver captain. When the bell is struck, the entire town becomes infused with negative energy for two hours as the *desecrate* spell. The townsfolk sense that their town is unfortunate and blame the bell for the town's frequent encounters with undead, difficulty in keeping healers to stay, and general bad luck. They refuse to discuss why the bell is allowed to remain in place. When used as an associated haunt, this bell rings when a ship sinks within 100 miles of it.

**Destruction** Casting *consecrate* on the bell destroys the haunt.

## Bloody Tide CR 5

XP 1600

LE haunt or minor haunt (5 ft. by 25 ft. area of the beach just above the tide), persistent

**Caster Level** 5

**Notice** Perception DC 18 (to notice the tide and sand turning blood red)

**hp** 22; **Weaknesses** triggered by touch;

**Trigger** touch; **Reset** 1 day

**Effect** Disturbing any of the bones half-buried in the sand on this rocky beach near the grey cliffs of Bellfall triggers a haunt with the same effect as a *confusion* spell (Will save DC 16). Those affected hear dozens of voices pleading for help. They see the phantom forms of sailors washed up on the sand trying to get to their feet and the phantom forms of villagers smashing them back down into the mud with crude clubs. This haunt is persistent and continues for 10 rounds. A second saving throw is allowed after 5 rounds.

When this haunt is used as an associated haunt, the sound of *The Fortune's* watch bell triggers it. If none of the PCs are near the beach when the bell is rung, treat this haunt as a minor haunt.

**Destruction** Establishing a permanent marker declaring that horrendous crimes took place on this beach destroys this haunt.

## Wrath of the Wrecked CR 11

XP 12800

LE haunt (360 ft. radius storm cloud), persistent

**Caster Level** 11



**Notice** Perception DC 28 (to notice the smell of a storm brewing)

**hp** 49; **Weaknesses** slow; **Trigger** proximity or associated; **Reset** 1 week

**Effect** Hundreds of sailors were killed when the Fog Reavers lured their ships onto the rocks. Those who survived and swam to shore were murdered mercilessly. The anger of the victims vents itself on the town of Bellfall whenever a ship is sunk or wrecked within 100 miles of the town in the form of a *storm of vengeance* (DC 23, see spell text). The storm cloud is larger than the typical haunt of this CR and covers the entire town. This haunt is persistent, lasting for 10 rounds. The lightning attacks anyone outside and buildings that creatures have taken refuge in. It never strikes the temple.

When used as an associated haunt, this haunt triggers an hour after the *blasphemer's bell* haunt.

**Destruction** This haunt is destroyed when every piece of worked stone or wood from the town of is thrown into the sea.

### Flooded Hold

This haunt occurs on prison or slave ships where many people have died in confinement. When someone enters the haunted hold, the haunts engage in the following order:

*common door haunt* (CR 1), *reluctant portal haunt* (CR 1), and *chain haunt* (CR 7) all from #30 *Haunts for Houses*, followed by the *flooded hold* haunt (CR 12).

### Flooded Hold CR 12

XP 19200

CE haunt (15 ft. by 20 ft. hold), persistent

**Caster Level** 12

**Notice** Perception DC 16 (to see a fleeting image of drowned prisoners chained to the floor)

**hp** 54; **Trigger** proximity; **Reset** 1 day

**Effect** Prisoners on this ship were shackled in a small room between a bulkhead and the keel. During the worst storm, this part of the ship was flooded, drowning most of the prisoners. When this haunt activates, up to six creatures in the room experience the sensation of drowning as the spell *mass suffocation* (Fortitude save DC 23, see Pathfinder® Roleplaying Game: Advanced Player's Guide™). This haunt is persistent and continues to have an effect for 12 rounds or until there is no one left in the room.

**Destruction** Removing and turning over the hatch that leads to this hold destroys this haunt.

### Stormy Weather Haunts

When many sailors have died on a ship during a storm, the pain and anguish remains and manifests itself during stormy weather. The menacing energy aboard these ships increases the danger posed by natural storms. Captains of such

vessels rarely acknowledge that their ship is haunted, knowing that no competent sailor would serve on a ship cursed with these haunts. The haunts below can be combined to create a deadly storm of malevolent origin. The haunts manifest in the following order: *common biting wind* (CR 6), *hungry sea haunt* (CR 4), *headstrong wave* (CR 6), and *raging squall* (CR 8).

### Common Biting Wind CR 6

XP 2400

NE minor haunt (5 ft. by 30 ft. line), persistent

**Caster Level** 6

**Notice** Perception DC 20 or Profession (sailor) DC 10 (to notice that the gusts of wind are too targeted.)

**hp** 12; **Trigger** proximity or associated; **Reset** 1 minute

**Effect** A sudden gust of wind hits the sails hard. This forces the crew to make adjustments to keep the ship on course. After each gust of wind, a DC 13 Profession (sailor) check becomes necessary to get the ship back on course even in clear weather. This haunt is persistent and blows for one minute before resting for one minute and then resets. When used as an associated haunt, this haunt begins when an ordinary storm threatens. If neutralized three times, the haunt will give up and not trigger the other associated haunts.

**Destruction** Throwing a feather from a winged good aligned outsider into the wind destroys this haunt.

### Headstrong Wave CR 6

XP 2400

NE haunt (5 ft. by 30 ft. line)

**Caster Level** 6

**Notice** Perception DC 17 to notice that the wave seems to be pulled up from the sea and directed at the ship)

**hp** 12; **Trigger** proximity or associated; **Reset** 1 minute

**Effect** A wave rises from the sea and surges over the bow of the ship. It smashes against the wheel with a smack. The wave acts as the spell *hydraulic torrent*. The wave makes a strength check to break the wheel. The wave's strength bonus is +7. Anyone within range behind the wheel is subject to a bull rush with a CMB of +7. When used as an associated haunt, this haunt begins after the *hungry sea haunt* has attacked at least four times.

**Destruction** Tying a naked man or woman to the prow and sailing through a storm destroys this haunt.

### Hungry Sea Haunt CR 4

XP 1200

NE haunt (5 ft. by 20 ft. stretch of the deck)

**Caster Level** 4

**Notice** Perception DC 17 (to notice the suspicious way in which the wave swells)  
**hp** 8; **Trigger** proximity or associated with *common biting wind*; **Reset** 1 minute  
**Effect** A phantom wave gushes over the deck at one creature. The wave bull rushes one opponent with a CMB of +4 as the spell *hydraulic push*. This bull rush does not provoke an attack of opportunity. It also extinguishes any normal fires on a creature, object, or in a single 5-foot square. Magical fires are unaffected. When used as an associated haunt, this haunt begins several minutes after the *common biting wind* haunt blows for a full minute without being neutralized.  
**Destruction** This haunt is destroyed when the names of all crewmembers who have died on this ship are carved onto the Captain's footlocker and thrown into the sea.

### Raging Squall CR 8

XP 4800  
 NE haunt (10 ft. by 20 ft. area of the maindeck), persistent

**Caster Level** 8

**Notice** Perception DC 22 to notice the clouds that suddenly appeared.)

**hp** 36; **Trigger** associated; **Reset** 1 week

**Effect** The sky, though clear the moment before, is suddenly full of sinister dark clouds. Once per round for the next 8 rounds, a bolt of lightning strikes at someone on the deck as the spell *call lightning storm*. The bolts do 5d10 points of electricity damage (Reflex save DC 17). This haunt is persistent. The storm ends if the haunt is neutralized at any point during the 8 rounds.

**Destruction** The haunt is destroyed when a child is born on the ship.

### More Haunts

Many of the haunts below weaken a ship's crew, making them more vulnerable to the dangers posed by the sea, pirates, or each other. Many of these haunts are minor and only pose a threat when combined with other dangers.

### Dreaming of a Watery Grave CR 9

XP 6400  
 CE haunt (one bunk)

**Caster Level** 9

**Notice** Perception DC 21 (to notice a constricted feeling when lying down in this bunk), persistent

**hp** 40; **Weaknesses** triggered by touch;

**Trigger** touch; **Reset** 1 day

**Effect** One of the bunks on the ship belonged to a miserly man of violent disposition. The crew, tired of his bullying, wrapped him in his own blankets, bound him, and threw him into the sea. The same cruel end often occurs when a living creature sleeps in this bunk. The target dreams it is being carried but is unable to clearly see by who



*Dreaming of a Watery Grave*

or what. The target sees the world as if viewing it through a piece of burlap.

After nine hours of troubled sleep, the target makes a Will save (DC 19) to wake without consequence. If the target fails its Will save, it finds itself transported 1d10x100 feet in a random horizontal direction as per the spell *shadow walk*. This haunt is persistent and can last up to nine hours. If the haunt is neutralized during this time, the target is not transported.

Up to nine creatures can be affected but all must have fallen asleep in the same bunk. They will be transported in different random directions.

**Destruction** Twelve silver pieces that belonged to the drowned man are still hidden in this bunk. Finding them (DC 25 Perception check) and casting them into the sea ends the haunt.

### Driving Sleet CR 4

XP 1200  
 NE minor haunt (5 ft. by 20 ft. section of deck)

**Caster Level** 4

**Notice** Perception DC 17 (to notice the sudden chill before the haunt triggers)

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

**Effect** The air suddenly becomes colder. Regardless of the sky above, sleet rains down on the deck hindering vision and movement as the spell *sleet storm*. The sleet stops as suddenly as it began after four rounds. The ice and snow remain on the deck and rigging for a number of minutes (possibly longer, depending on the weather) making it difficult to walk and maintain balance (+5 to the DC of any Acrobatics checks).

**Destruction** Placing a silver coin under the masthead destroys this haunt.

### Exhausted Crew CR 8

XP 4800

LE haunt (10 ft. by 20 ft. area of the main deck)

**Caster Level 8**

**Notice** Perception DC 18 (to hear the faint sound of voices grumbling and complaining)

**hp 16; Trigger** associated or proximity; **Reset** 1 day

**Effect** The Captain worked the crew of this undermanned vessel to the point of exhaustion. That same sense of exhaustion overtakes all those on the deck of the ship at noon each day as the spell *waves of exhaustion*.

**Destruction** This haunt is destroyed when a man of noble birth is flogged and humiliated on the deck.

### Fog Reavers' Rocks CR 6

XP 2400

NE minor haunt (5 ft. by 30 ft. stretch of perilous reef), persistent

**Caster Level 6**

**Notice** Perception DC 25 or Profession (sailor) DC 20 (to notice the fog emerging unnaturally quickly)

**hp 27; Trigger** proximity; **Reset** 1 day

**Effect** Robbing ships shattered upon these rocks was a cruel but profitable business for this small coastal town. Foggy nights were bloody ones. The townsfolk would move the lights posted on these rocks when ships needed them most then plunder the ships that fell prey to their trickery. Although the 'Fog Reavers' as they came to be known were hung for their crimes, the rocks still grow foggy when ships approach as the spell *fog cloud*. The difficulty check to avoid these rocks increases by 10 when the haunt is active. This haunt is persistent and lasts for an hour unless neutralized. This haunt is a minor haunt as XP is awarded only if the PCs are in the ship when the haunt activates.

**Destruction** Remnants of over 25 ships that were smashed to pieces on these rocks remain in the cove. This haunt is destroyed when the cove is cleared of wreckage.

### Jaws that Bite CR 8

XP 4800

NE haunt (5 ft. by 40 ft. section on both sides of the ship)

**Caster Level 8**

**Notice** Perception DC 13 (to notice the scent of blood in the air.)

**hp 36; Trigger** proximity; **Reset** 1 week

**Effect** A gargantuan shark is called from the deep by the lingering evil on the ship as the spell *summon monster vii*. It rises until it is just below the surface of the water and begins to bash the boat. It persists in its attacks for 8 rounds.

**Destruction** This haunt is destroyed only when the ship is sunk.

### Past Sin CR 3

XP 800

LE minor haunt (5 ft. radius of the mouth of a cave)

**Caster Level 3**

**Notice** Perception DC 12 (to hear voices whimpering)

**hp 6; Weaknesses** tricked by hide from undead; **Trigger** proximity; **Reset** 1 minute

**Effect** While much of the goods plundered by the Fog Reavers has long since been sold, some of it was too distinct to sell easily. That treasure is kept in a cave halfway up a cliff overlooking the cove. After the Fog Reavers plundered a slave ship, the slaves were kept here as well, but many died and were left to rot. When a living creature approaches the cave, the smell of rotting flesh becomes nauseatingly strong as the spell *stinking cloud* (Fortitude save DC 14). Anyone climbing to the cave must make a new Climb check if affected.

**Destruction** This haunt is destroyed only when the old Fog Reavers are punished for their crime.

### Sailing Blind CR 5

XP 1600

NE minor haunt (10 ft. by 10 ft. area around the wheel), persistent

**Caster Level 5**

**Notice** Perception DC 17 or Profession (sailor) DC 12 (to notice the mist beginning to gather)

**hp 22; Trigger** associated; **Reset** 1 hour

**Effect** A mist rises up around the wheelhouse (as the spell *obscuring mist*) making it difficult to steer. The ship can be steered with cooperation from someone in the crow's nest or a crewmember leaning over the bow but this adds 10 to the DC of any Profession (sailor) checks made to avoid obstacles. This haunt is persistent and continues until destroyed or the ship stops moving. If the fog is dispersed by strong wind or fire, it reforms in ten minutes.

**Destruction** The haunt is destroyed if the relic is recovered from the islands.

### Shadowy Tentacles CR 8

XP 4800

NE haunt (10 ft. by 20 ft. patch of sea), persistent

**Caster Level 8**

**Notice** Perception DC 15 or Profession (sailor) DC 12 (to notice the water becoming dark and the shadows around the ship growing thicker)

**hp 36; Trigger** proximity; **Reset** 1 week

**Effect** The narrow passage between these two rocky islands was once home to a giant octopus. When a ship sails through this area, eight shadowy tentacles writhe up over the side of the ship attempting to pluck the crew from the deck and drag them into the darkest depths of the ocean. The giant octopus summoned by this haunt is a shadowy creature as summoned by the spell *greater shadow conjuration* (Will save DC 20). This haunt is persistent and the creature summoned attacks for 11 rounds. Weapons can



destroy the shadow creature but the haunt itself can only be neutralized with channelled energy. **Destruction** This haunt is destroyed when it is neutralized by a cleric with the sun domain.

### The Hailstorm CR 6

XP 2400

NE haunt (10 ft. by 15 ft. section of deck)

**Caster Level** 6

**Notice** Perception DC 18 (to hear a voice on the wind yelling for the captain to turn back)

**hp** 27; **Trigger** proximity; **Reset** 1 week

**Effect** This haunt only manifests after the ship has been at sea for several days. Hailstones pound down on the deck dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area of the haunt as the spell *ice storm*. Snow and sleet continues for 6 rounds but the damage only occurs in the first round. Creatures inside the area take a -4 penalty on perception checks. The entire area is treated as difficult terrain. At the end of 6 rounds, the hail and snow disappears.

**Destruction** The haunt is destroyed by finding and reading the journal of the mutinous mate.

### The Hunger CR 10

XP 9600

CE haunt (10 ft. by 25 ft. area of the lower deck)

**Caster Level** 10

**Notice** Perception DC 32 (to notice the scent of rotting flesh that wafts through the lower deck seeking the dead)

**hp** 20; **Weaknesses** requires a corpse; **Trigger** proximity or associated; **Reset** 1 hour

**Effect** The cannibalistic acts the crew resorted to near the end have permanently tainted the ship. Once per hour, any corpse on the lower deck of the ship rises as a ghoul as per the spell *create undead*.

**Destruction** Finding and reading the frightened mate's journal dispels the haunt

### The Northern Lights CR 11

XP 12800

NE minor haunt (10 ft. by 25 ft. area of the main deck)

**Caster Level** 11

**Notice** Perception DC 17 (to notice the sound of music), persistent

**hp** 49; **Trigger** timed; **Reset** 1 day

**Effect** At midnight, bands of shimmering colors twist and weave in the northern sky affecting creatures on the main deck as the spell *scintillating pattern*. The haunt affects 11 HD of creatures. Creatures with the fewest HD are affected first, and among creatures with equal HD, those who are closest to the northernmost part of the ship are affected first. This haunt is persistent. The effects continue for 1d4 minutes each night.

**Destruction** The haunt is destroyed by destroying the painting of the northern lights in the captain's quarters.

### Worms and Maggots CR 3

XP 800

NE minor haunt (5 ft. by 15 ft. galley)

**Caster Level** 3

**Notice** Perception DC 26 (to notice the food just beginning to change color)

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

**Effect** When a living creature enters the galley, 1 cubic foot of otherwise edible food rots and spoils instantly as the spell *putrefy food and drink*. This haunt turns pickles brackish, turns hardtack into worm-ridden powder, and infests dried meat with maggots.

**Destruction** Destroying the haunt requires finding an old bottle of rum hidden that belonged to the former cook (hidden behind the pots in the chest) and drinking it all in one sitting.

### X Marks the Spots CR 1

XP 400

LE minor haunt (2.5 ft. by 10 ft. table)

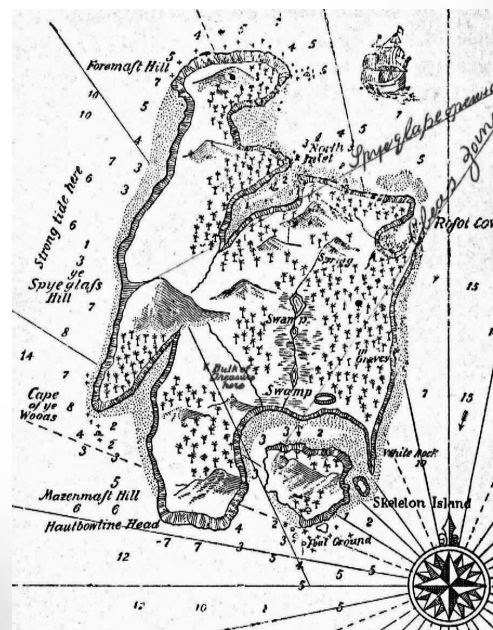
**Caster Level** 1

**Notice** Perception DC 17 (to smell incense burning)

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

**Effect** If the corpse of a creature that died within the last 24 hours is placed on this long dark table in the officers' quarters, the body begins to writhe and twist in agony, its mouth moving as if to speak. A series of scars slowly appears on the creature's back, forming a map. The map reveals the location of the most valued treasure the creature knew about as the spell *create treasure map*. The treasure will be one that is in the same sea (or other body of water) as the ship.

**Destruction** The haunt is destroyed by carving a holy symbol of a good deity into the table's surface.



## Appendix: Pers Veilborn

A faithful devotee of the *Great Church of the Pantheon* and 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 is 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 CR7

Male halfling divine channeler 8  
NG Small humanoid (halfling)  
**Init** +4; **Senses** Perception +10  
**Aura** Good

#### Defense

**AC** 14, touch 11, flat-footed 14  
(+2 armor, +1 magic, +1 size)  
**hp** 52 (8d8+16)  
**Fort** +10, **Ref** +4, **Will** +12 (+2 vs. fear)

#### Offense

**Spd** 20 ft.  
**Melee** +1 *quarterstaff* +8/+3 (1d4+1)  
**Ranged** sling +7/+2 (1d3)  
**Special Attacks** channel positive energy (5d6, DC 17, 8/day), combat channeling effect (final blade), combat channeling effect (serpent's bite), critical channeling +2d6, 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-Like Abilities

5/day—gentle rest  
8 rounds/day—ward against death; remote viewing  
At Will—lore keeper

#### Spells Prepared (CL 8th)

- 4th—*deathward*<sup>D</sup>, *divination*<sup>D</sup>
- 3rd—*daylight*, *speak with dead*<sup>D</sup> (2)
- 2nd—*consecrate*, *detect thoughts*<sup>D</sup>, *gentle repose*<sup>D</sup> (2)

- 1st—*comprehend languages*<sup>D</sup>, *deathwatch*<sup>D</sup> (2), *detect undead* (2), *hide from undead*,
- 0—*guidance*, *mending*, *read magic*
- <sup>D</sup> 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** 14, **Cha** 16  
**Base Atk** +6; **CMB** +5; **CMD** +15

**Feats** alertness, improved initiative, improved iron will, iron will

**Skills** Acrobatics +6, Climb +6, Knowledge (history) +10, Knowledge (nobility) +10, Knowledge (religion) +10, Perception +10, Profession (librarian) +10, Sense Motive +10, Stealth +6

**Languages** Common, Elven, Halfling

**SQ** aura

**Combat Gear** *cloak of resistance* +1, +1 *leather armor*, *potion of hide from undead* (3), +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 five 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 five 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 -5 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 twenty 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 five 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 +5 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 five pages onto a five 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 five 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 50% chance that he prevents the corpse from reanimating as usual.

**The Divine Channeler Base class**

**Source:** *The Secrets of Divine Channeling* from Rite Publishing Author: Jonathan McAnulty



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