

PATHFINDER[®]

PLAYER COMPANION[™]



HAUNTED HEROES HANDBOOK

HAUNTED ORIGINS

Hauntings occur when strange forces intrude upon the mortal realm, and can happen to creatures, items, or locations. The six most common sources of these supernatural influences are summarized below.

ABERRATIONS

Aberrations are by their very definition creatures that defy classification, but often their mere presence can impact their surroundings in unexpected ways. Many have the ability to mentally control other creatures, generating effects similar to more classic forms of possession, while some, such as the dreaded intellect devourer, can physically possess a body by clambering inside of it. Hauntings associated with aberrations are as complex and unusual as the creatures themselves, making them among the most difficult of hauntings to classify and combat.



FIENDS

Not all fiends can possess the living, but those that do tend to be extremely devastating to their hosts. Certain fiends, such as the shadowy invidiak, have inborn abilities that allow them to possess mortals, while others must develop specialized skills to do so. Regardless, fiends are often the most dangerous types of possessors, for the very nature of these malevolent outsiders drives them to maximize harm to both their victims and their victims' families, close friends, and associates. The more widespread the suffering they can cause, the more they delight in their wicked reign over a mortal's physical form.



HAUNTS

Although these are the simplest form of hauntings, haunts can be surprisingly complex in how they interact with the mortal world. Some manifest only minor disturbances, such as bleeding walls or nerve-shattering sounds, but others create entire networks of deadly supernatural effects that react violently to living beings that intrude upon their domains. The method of a haunt's permanent destruction is often unique, linked to the specific circumstances that brought it about, while the magnitude of the despair that created the haunt determines its overall power. Those scholars fascinated by the supernatural can easily devote their entire lives to studying the effects of haunts.



ONI

Unlike the other haunting sources detailed on this page, the disembodied spirits known as oni (*Pathfinder RPG Bestiary 3 205*) generally don't possess mortal hosts. They instead manifest their own humanoid physicality when they intrude on the Material Plane. However, the least of the oni can't generate such insidious forms. A spirit oni is such an outsider, bound to a hideous mask by an evil spellcaster and forced into the role of a familiar. As a result, spirit oni (*Bestiary 3 209*) are among the most frustrated and cantankerous of hauntings.



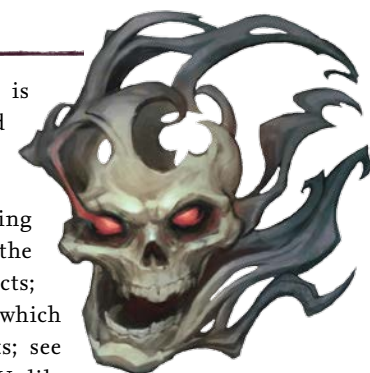
SPELLCASTERS

The ways of magic, whether arcane, divine, or psychic in nature, afford those who can master them countless methods of manipulating reality, and spells such as *magic jar* or *possession* allow any creature to become a possessing spirit. In such cases, dismissing the possessor from its host is often much easier than in cases of possession by an actual evil spirit or fiend, provided that one can correctly diagnose the cause of the victim's possession as being magical in nature. In most cases, spellcasters who use magic to possess others are at a serious disadvantage—when they do so, they leave their physical bodies behind, potentially alone and defenseless.



UNDEAD

Possession by a restless spirit is perhaps the most common (and most feared) of hauntings. The ghost is the most widely spread type of undead capable of possessing a creature; others include the dybbuk (which can possess objects; see *Bestiary 3 108*) and the geist (which can possess and control haunts; see *Pathfinder RPG Bestiary 4 124*). Unlike fiends, many ghosts do not seek to cause particular harm to their host bodies, and in fact will often go to great lengths to protect them. Some ghosts aren't even fundamentally evil, and in these cases, a willing host can actually work with that ghost to lend out its body so the restless spirit can accomplish the task that binds it to this world.



PATHFINDER

PLAYER COMPANION

Development Lead • James Jacobs
Authors • Alexander Augunas, Thurston Hillman, Isabelle Lee, Stephen Rowe, and Christopher Wasko

Cover Artist • Romanov Pavel
Interior Artists • Forrest Imel, James Martin, Alessandro Poli, Litos Lopez Rodriguez, and Nick Silva

Editor-in-Chief • F. Wesley Schneider
Creative Director • James Jacobs
Executive Editor • James L. Sutter
Senior Developer • Rob McCreary
Pathfinder Society Lead Developer • John Compton
Developers • Adam Daigle, Crystal Frasier, Amanda Hamon Kunz, Mark Moreland, Owen K.C. Stephens, and Linda Zayas-Palmer
Managing Editor • Judy Bauer
Senior Editor • Christopher Carey
Editors • Jason Keeley and Josh Vogt
Lead Designer • Jason Bulmahn
Designers • Logan Bonner, Stephen Radney-MacFarland, and Mark Seifter

Creative Design Director • Sarah E. Robinson
Art Director • Sonja Morris
Senior Graphic Designers • Emily Crowell and Adam Vick

Publisher • Erik Mona
Paizo CEO • Lisa Stevens
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Project Manager • Jessica Price
Organized Play Coordinator • Tonya Woldridge
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Website Team • Christopher Anthony, William Ellis, Lissa Guillet, Don Hayes, Julie Iaccarino, and Erik Keith

ON THE COVER



Estra and Honaire face off bravely against a malignant wave of tortured souls in this spine-chilling cover art by Romanov Pavel!



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REFERENCE

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Class Guide</i>	ACG	<i>Ultimate Intrigue</i>	UI
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Magic</i>	UM
<i>Occult Adventures</i>	OA		

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.



Paizo Inc.
 7120 185th Ave NE, Ste 120
 Redmond, WA 98052-0577

paizo.com

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INTRODUCTION



Forces beyond mortal comprehension lurk throughout Golarion and beyond, observing, influencing, and even controlling mortals at their whims. Be it a lonely ghost eager to taste the luxuries of the living condition, an envious shadow demon who seeks a body of flesh and blood to revel within, or a sinister psychic who slides his mind into an unknowing victim to use another as a tool for his own nefarious deeds, a possessing spirit is one of the most harrowing and frightening foes anyone might encounter, whether she's a commoner or an adventurer, a prince or a pauper, a hero or a villain.

These spiritual and mental influences roam across reality, tethered to the mortal world by anguish and fear, taking the form of terrible haunts or eerie whispers from planar rifts and seeking to manipulate those susceptible to their influence. They slink through the lightless corners of countless worlds and congregate upon each and every plane intersecting the spheres of the Great Beyond. Different names exist for these formless manipulators of the mind and body from afar: fiends, ghosts, patrons, phantoms, spirits, and more. Regardless of name or motive, they are unified by their tenacity and will to break even the most steeled of mortal minds. Yet in some cases, such force is unneeded, for there are always those who deliberately reach out to the darkest recesses of reality to find these haunting forces, which are happy to offer power... for a price.

A PRIMER ON POSSESSION

Haunted heroes need not be pursued or influenced by ghosts alone. Possession can be the result of pacts, bargains, and circumstances with forces beyond the material world. A medium who opens his body to the psychic impressions of long-dead legends is no less haunted by his powers than a shaman who communes with the spirits of her ancestors. Whether attained by making eldritch pacts with shadowy patrons, inviting spirits into their bodies, or having a close encounter with a corruptive entity, the abilities of haunted heroes are just as often a curse as they are a boon. These heroes must work to keep the otherworldly forces empowering them in check, lest they lose themselves wholly to entities they might barely understand.

The act of possession lies at the heart of many haunted heroes, whether it's direct control by a spell or monstrous ability, or the subtler influence of whispers and promises. Possession occurs when one creature, the possessor, forcibly displaces or overrides the consciousness of another creature, the host, with its own. True possession occurs only when a possessor gains direct control over another creature's body. Effects that allow a creature to merely commandeer another being's mind (such as *dominate monster*) aren't true possession effects. Two general types of true possession exist: spell possession and incorporeal possession. *Magic jar* and *possession* (*Pathfinder RPG Occult Adventures* 180) are

both examples of spell possession, magic that allows the caster to detach her soul from her body and invade her host's body with it. In such cases, the caster's body is often left behind—a glaring vulnerability for the possessor's enemies to exploit. Incorporeal possession occurs when a creature without a physical body (such as a ghost or shadow demon) merges with the body of its host. In this event, the possessor leaves no trace of itself behind for foes to target.

When possessing a host, the possessor uses her skill ranks and mental ability scores, along with feats she still qualifies for while in the host's body. She gains all bonuses and penalties associated with the host's body, and uses its physical ability scores in place of her own. The possessor retains the use of her spells and spell-like abilities, and can use her nonmagical and magical class abilities (such as a cleric's domain powers, a barbarian's rage, and a wizard's arcane school power). However, she can't use supernatural abilities that rely upon her true form.

Possession overrides the effects of any charms and compulsions controlling the possessed creature, as these effects target a creature's mind rather than its body and therefore move with the mind. A creature controlled by *dominate monster* that casts *possession* is still dominated when it forces itself into the body of a new host. Conversely, if a possessor is targeted by a charm or compulsion effect while possessing another a creature, the effect targets her mind, rather than the mind of her host. For example, if *dominate monster* is cast on a creature possessed by a shadow demon, the shadow demon must attempt a saving throw against the spell. If it fails, the shadow demon becomes dominated rather than its host, and remains at its new master's mercy even after it leaves its host's body. If both the host creature and a possessing creature occupy the same body at the same time, charms and compulsions automatically target the host creature's mind unless the caster is aware the creature is being possessed (letting the caster choose to target either the host or the possessor).

Possession doesn't obfuscate or block divination spells, so *detect evil* registers an evil presence if a host possessed by an evil creature enters the area of effect. Possessors can use the Hidden Presence feat (*Occult Adventures* 135) to conceal themselves from divinations in such situations. Divinations that target a creature fail to produce results if the target's body and soul are in two different places (such as while possessing another creature with *magic jar*). *Discern location*, however, provides both locations unless both the creature's soul and its body are protected by *mind blank* or a deity's direct influence.

If a creature attempts to possess a target that is already possessed, the initial possessor must succeed at a saving throw against the new possession effect or be immediately ejected, allowing the new creature to enter the host. If a possessing creature voluntarily fails its save, the possessor is immediately ejected and the host attempts the Will save instead. If the possession spell doesn't allow a Will save, the possessor is automatically ejected.

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HAUNTED PLACES

Massacres, catastrophes, and unjust deaths beyond numbering mar Golarion's history. In many places, haunting presences and restless souls weigh heavily on the spiritual fabric of the world. Common folk know little of these matters, trusting in old superstitions and priests' blessings to shield them from malign forces. If their protections fail, most are unprepared for the true nature and power of the horrors they face.

In addition to the regions noted here, Golarion has many haunted locales. For example, the ancient empire of Thassilon scarred northwestern Avistan millennia ago and some sites in Varisia, the Lands of the Linnorm Kings, and the Hold of Belkzen still bear the ancient empire's eerie influence. Cheliax has haunts aplenty—older ones found in Jistkan ruins and more recent ones spawned during the civil war—but is also rife with infernal manifestations (*Pathfinder Campaign Setting: Hell Unleashed* 6). The River Kingdoms town of Heibarr violated the River Freedoms and was cursed; its dead now linger in the empty town. An earthquake destroyed Absalom's prestigious district of Beldrin's Bluff in 4698 AR. Now called the Precipice Quarter, the district is haunted by countless undead.

Each region description below is followed by a relevant feat that is often taken by characters with connections to the spiritual world who are associated with that area.

FOREST OF SPIRITS

The Forest of Spirits dominates thousands of miles of distant Tian Xia. As the primeval birthplace of the kami (and their corrupted kin, the oni), the vast forest is home to all manner of spiritual essences, from the haunting dead to echoes of honorable hunters and wild beasts.

The kami still guard the Forest of Spirits, protecting it from the ravages of civilization, but oni maintain a presence as well. Some travelers to the Forest of Spirits have mastered the knack of forcing the least of these oni (spirit oni) to their service—a practice that has since spread far beyond the forest's borders to other nations.

SPIRIT ONI MASTER

Through forbidden blood pacts, you have bound a spirit oni (*Pathfinder RPG Bestiary* 3 209) to your service.

Prerequisites: Knowledge (planes) 3 ranks; Lawful neutral, lawful evil, or neutral evil.

Benefit: Whenever you wear a specially crafted oni mask (which costs 50 gp), you gain a primary gore attack dealing 1d4 points of damage. If you have poison use, you can apply poison to this gore attack as a move action.

Normal: Applying poison to a weapon is a standard action.

GALT

Ever since the dawn of the Red Revolution, Galt has been rife with hauntings. While *final blades* prevent the escape

of executed souls, not all victims make it to the block. Many an old oak or overgrown field hosts a lingering spirit trapped in this world as the result of mob justice. Some wander far from their place of death, ropes forever about their necks, seeking victims—or those willing to avenge them. More than a few spiritualists' phantoms, especially those charged with despair or fear, were born of Galtan violence.

Whispered rumors suggest that a captured spirit can be used to free a trapped soul from a *final blade*. Both the Gray Gardeners and the country's many rebels seek to uncover the truth behind this tale, and many of Galt's spiritualists are forced to split the focus of their training so as to hide their ties to the spirit world and augment their abilities with an array of those earned from other classes.

PHANTOM ALLY

Your phantom's strength is fueled by your own diverse experiences and abilities.

Prerequisite: Phantom class feature.

Benefit: The abilities of your phantom are calculated as though you were 4 class levels higher, to a maximum effective spiritualist level equal to your character level.

GEB

As one of the few places where necromancy reigns and the undead walk openly, Geb is a locus for restless spirits. While the Dead Laws of Geb theoretically protect the living, the reality is far different. The old Gebbite saying "Let unseen hands guide your path" is not a spiritual exhortation, but prudent advice; in Geb, if a spirit possesses one's body, hoping to be used and discarded alive is often safer than risking defiance.

In such a land, haunts are as commonplace as inclement weather or dangerous flora is in other regions. Those who seek to oppose the undead and their influence in Geb have developed a method for infusing their weapons with soul energy capable of damaging haunts as surely as positive energy does.

SOULBLADE (COMBAT)

You can't always count on having a source of positive energy to fight haunts, and have mastered an eerie talent for briefly focusing your own life energy into your weapons.

Prerequisites: Knowledge (religion) 1 rank, Perception 1 rank.

Benefit: As a standard action, you can make a weapon attack against a haunt. If successful, your attack deals damage equal to your weapon dice plus any enhancement bonus (but not other bonuses, such as those granted by Strength, Weapon Specialization, or class features like sneak attack). You can use any Vital Strike feat in order to enhance this attack.

Whenever you come within 10 feet of a haunt's area, you can attempt to notice it as though casting *detect undead* (with the standard -4 penalty).

SHENMEN

Once an ample source of resources for Lung Wa, Shenmen suffered greatly under the empire's command—yet its fall brought greater horrors, for now the dreary, rainy province is ruled by monsters. Terrifying yet beautiful spider-women spin webs of dominance over the gloomy land, and the spirits of dead officials linger. Corrupt and cruel in life, and now doubly so in death, these hateful souls are often bound to their graves, and thus seek living agents to do their bidding. Some call upon their descendants, demanding honor in death where none existed in life.

For common folk, life in Shenmen is an ordeal of constant fear. Their jorogumo (*Bestiary* 3 156) rulers demand regular human sacrifice, and other monsters lurk behind every tree and along every twisting path. Many citizens placate the horrors with offerings of spiced and cooked rice, hoping that their gifts will earn them temporary safety. While this may buy time against a moss dryad or a stalking ettercap, their jorogumo mistresses are not so easily placated.

RESPECTFUL PREY

You have learned to assuage monstrous predators with special offerings.

Benefit: A number of times per day equal to 3 + your Wisdom modifier, you can prepare a special offering. This takes 5 minutes and at least 5 gp worth of foodstuffs, spices, and other ingredients; a prepared offering lasts 8 hours before spoiling. You can present this offering to a nonhumanoid creature (even one which doesn't normally consume food) as a standard action. The offering's ingredients must be worth at least 5 gp × the creature's CR. This offering improves its attitude toward you by one step unless it succeeds at a Will save (DC = 10 + 1/2 your level + your Wisdom modifier). This attitude adjustment lasts only 5 minutes unless the creature's attitude is adjusted further during that time, such as via the Diplomacy skill. A specific creature cannot be affected by an offering made in this way more than once per 24 hours.

USTALAV

Known as the most notorious realm of horror in the Inner Sea region, Ustalav carries a seemingly unending legacy of death. Even before the rise of the Whispering Tyrant, war between the conquering Varisians and native Kellids stained the land with blood. During Tar-Baphon's reign, the land was utterly poisoned by death, and even with terrible lich sealed away, Ustalav is still home to numerous spiritual threats. Worship of Pharasma is ubiquitous there, and every family has old tales of how to ward off haunting spirits.

Every Ustalavic county has its own tales of dread. In Karcau's opera houses, rumors of phantoms are shared breathlessly. The professors of Lepidstadt University scientifically study haunted relics for their secrets. Spiritual study has its darker side; the haunted county of Virlych holds many secrets of the Whispering Way, as well as some of the most powerful hauntings of the Inner Sea.

GHOSTSLAYER (COMBAT)

Your blade is keen enough to hew incorporeal creatures.

Prerequisites: Base attack bonus +1, Knowledge (religion) 1 rank.

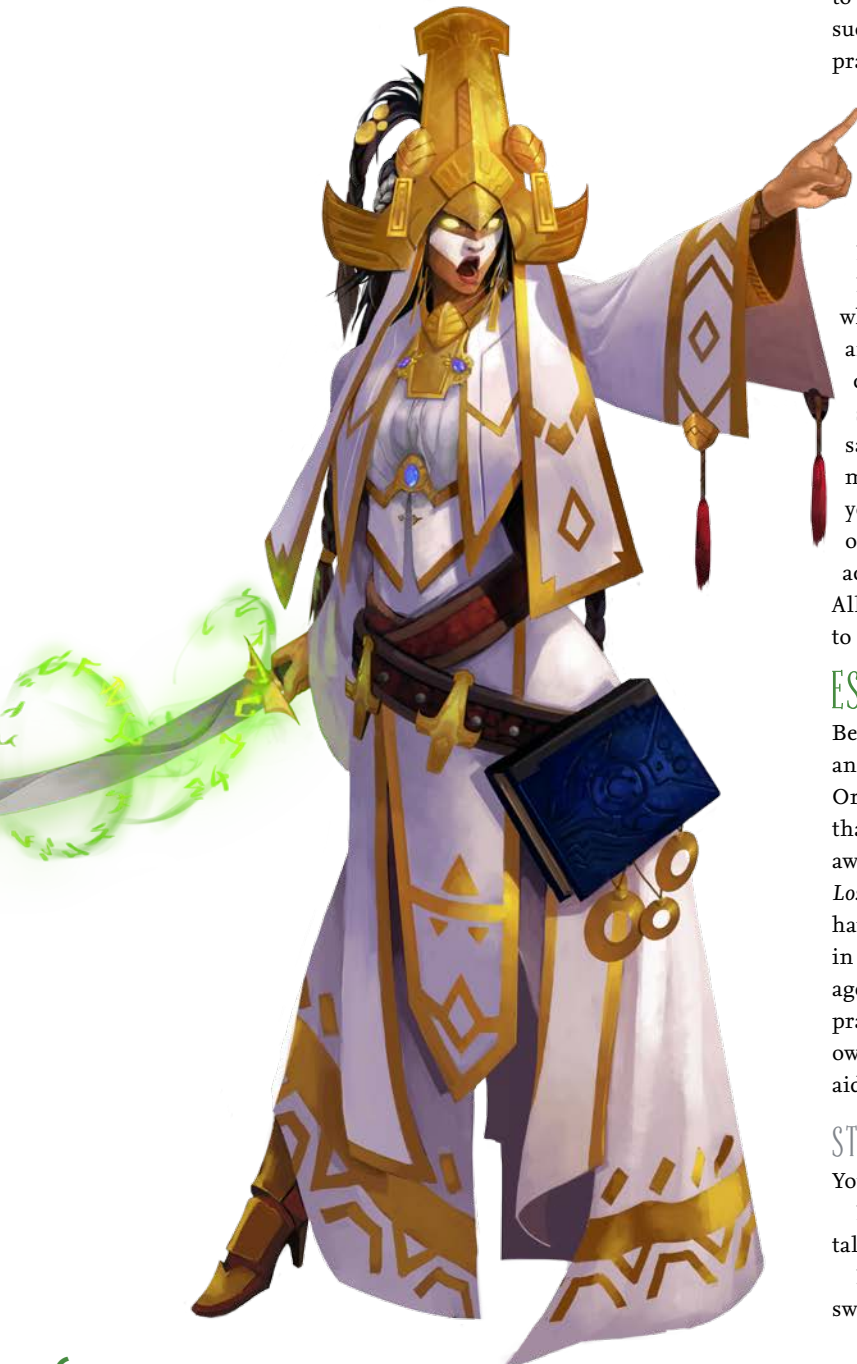
Benefit: As a swift action, you can imbue a weapon you wield with spiritual energies for 1 round. An imbued weapon damages incorporeal creatures as though it were magical. If the imbued weapon has an enhancement bonus of +2 or greater, it functions as a *ghost touch* weapon. A weapon imbued in this way can deal precision damage (such as sneak attack damage) to incorporeal creatures.



BREACHING THE VEIL

The veil between the Ethereal Plane and the Material Plane is thin in certain ways, and the esoteric secrets that lie beyond this fold are too tantalizing, or too dangerous, for many to ignore. As a result, organizations across Golarion seek to pierce the planar divide and uncover the secrets surrounding hauntings, possession, and intangible spirits, be they opportunistic exploiters of the unknown or stalwart defenders against weird secrets that the inhabitants of Golarion were not meant to know.

Each description of an organization is followed by a feat related to that group's work.



CONFERENCE Z

Few members of the Aspis Consortium have even heard the name "Conference Z," and fewer still know of the strange research projects that the organization undertakes. Determined to investigate and ultimately exploit the great mysteries of the universe for profit, Conference Z comprises some of Golarion's most brilliant minds, and not even its executors have full knowledge of all of the association's bizarre experiments. Yet now and then, techniques developed by Conference Z are revealed to the wider world, often by turncoats who rarely outlive such acts of treachery long enough to see the results. The practice of subconscious usurpation is perhaps the most widespread of these leaked skills.

SUBCONSCIOUS USURPATION

You have trained your subconscious to overpower your conscious mind under dire circumstances.

Prerequisite: Base Will save bonus +2.

Benefit: You can attempt to force yourself to act normally while your conscious mind is impaired. At the start of any turn that you are under the effects of a compulsion, confusion, or possession effect, you can attempt a Will saving throw (DC = the original effect's save DC). If your saving throw is successful, you can perform one purely mental action (such as casting a psychic spell) as though you weren't under the effects of a compulsion, confusion, or possession effect. This mental action must be a free action, a swift action, a move action, or a standard action. All other actions that you take during the turn are subject to the compulsion, confusion, or possession effect.

ESOTERIC ORDER OF THE PALATINE EYE

Best known today for its work building libraries, temples, and asylums across the Inner Sea region, the Esoteric Order of the Palatine Eye is actually an occult society that lately concerns itself with undergoing a celestial awakening, as defined by its founder's analects, the *Lost Gospels of Tabris*. Though largely unconcerned with haunts or ghosts, members of the Esoteric Order dabble in the invocation of celestial beings in order to push their agenda of kindling divinity within themselves, and the practice of studied expertise allows them to expand their own consciousnesses into the minds of allies to provide aid against foes.

STUDIED EXPERTISE

Your insight lingers within the minds of your allies.

Prerequisite: Inspirational expertise investigator talent^{ACG}.

Benefit: You can spend one use of inspiration as a swift action to grant allies within 30 feet that can hear

you a +4 insight bonus on attack rolls against one type of monster for 1 round, provided you succeeded at a Knowledge check to identify that type of monster's special powers or vulnerabilities no more than 1 minute earlier.

ORDER OF THE PYRE

Though not one of the original Hellknight orders, the Order of the Pyre's fanatical devotion to hunting blasphemous witches, cultists, shamans, and spiritualists throughout Avistan hearkens back to the traditions of the Hellknights prior to their restructure in 4589 AR. Well versed in the signs of possession, Order of the Pyre Hellknights eradicate any who would possess others. Their violent rhetoric seldom leaves room for concern about the safety of the possessed creature, with the technique of the soulwrecking strike serving as a prime example of the order's harsh practices involving the possessed.

SOULWRECKING STRIKE (COMBAT)

Your strikes are so powerful that they harm both your target and any force possessing it.

Prerequisites: Vital Strike, base attack bonus +6.

Benefit: Whenever you use the attack action against a creature that is possessed, both the creature and any creature possessing it are damaged by your attack (the amount of damage includes your weapon's damage dice, your Strength modifier, weapon special abilities, and so on). The possessing creature can attempt a Will save (DC = 10 + 1/2 your base attack bonus + your Charisma modifier) to halve the damage. Damage reduction applies normally against this attack, but incorporeal creatures take full damage from this attack as if they were corporeal.

PURE LEGION

Best known as the national law enforcement of the nation of Rahadoum, the Pure Legion upholds the tenets of the Laws of Man. The First Law forbids mortals from becoming beholden to any god or divine being, and some adherents take this principle a step further and call for the destruction of entities that take possession of mortals, whether in body or mind. As such, certain members of the Pure Legion receive specialized training to learn how to channel their own determination and will to send harmful spirits reeling.

RAHADOUMI EXORCIST

You can stagger incorporeal and possessed creatures through sheer force of will.

Prerequisites: Iron Will, can't have a patron deity.

Benefit: As a full-round action, you can recite the Laws of Man with such force and dedication that you stagger those creatures that prey upon the bodies, minds, and souls of mortals. When you use this ability, you must target one creature within 30 feet to which you have line of sight. A successful Will save (DC = 10 + 1/2 your Hit Dice + your Charisma modifier) negates the effects of this feat.

An incorporeal undead creature that fails its save against this effect is staggered. If you target a possessed creature, the possessing entity must succeed at a Will save to resist being staggered for 1 round. If it is staggered, the creature it possesses can immediately attempt a new saving throw to end the possession effect (possession effects that don't allow saving throws to resist them cannot be ended by Rahadoumi Exorcist, but the feat can still stagger a possessed creature). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

RIVETHUN FOLLOWERS

Born from ancient dwarven beliefs, the traditions of the rivethun focus on ancestral and spiritual worship. In recent generations, the rivethun has undergone a spiritual reawakening, and dwarves across the Five Kings Mountains now partake in the philosophy's ancient ways, which teach that the path to the spiritual world lies in the discord between one's inner soul and one's material body. By focusing on this difference, those who follow the ways of the rivethun openly commune with spirits and act as ambassadors, negotiators, and guards between the material and spiritual worlds.

BANISH POSSESSOR

You are quite skilled at forcing a possessing creature from its host.

Benefit: Whenever you cast a spell or use a spell-like ability or supernatural ability that allows a creature that is being possessed by another creature to attempt a new saving throw to end the spell or effect (such as *protection from evil*), the possessed creature can roll the new saving throw twice and take the better of the two results as the actual result.

WHISPERING WAY

The central tenet of the Whispering Way, the philosophy adhered to by followers of the Whispering Tyrant Tar-Baphon, is that undeath is the truest form of existence. As a result, members of the Whispering Way study all types of undead creatures, including ghosts, ghouls, specters, and even vampires and liches in their quest to perfect their mortal forms by embracing undeath. Adherents of the Whispering Way use the following feat to enhance themselves when they are possessed by incorporeal spirits.

DEATH'S HOST

You become harder to kill when possessed by the undead.

Prerequisite: Spell Focus (necromancy).

Benefit: Whenever you are possessed by an undead creature that you do not directly control, you gain a +4 bonus on saving throws against death effects. You don't fall unconscious at negative hit points, and if you or the undead possessing you is forced to attempt a saving throw to resist ending the possession effect, you or your possessor gains a +4 bonus on the saving throw.

GODS AND SPIRITS

To the common folk of Golarion, churches are the immediate solution to any form of supernatural danger, whether that means hauntings, possessions, or other unexplainable phenomena. Most settlements have at least one person of divine talent trained in the supernatural matters, with traveling missionaries offering their services to communities too small to have a properly established faith. In this way, the faithful ensure that all but the bleakest corners of the world have a means of combating supernatural intrusions into the material world.

HAUNTED FAITHS

Certain faiths throughout the Inner Sea are particularly interested in the nature of these spiritual incursions into the realm of the living. Some faiths are specifically dedicated to fighting haunts, possessions, and other supernatural occurrences, while others find themselves inadvertently on the front line of the battle against the supernatural due to the portfolios they represent. And of course, other faiths actively encourage such intrusions, and worship powers that benefit from possession.

Presented below are brief notes on six faiths of the Inner Sea region well known for their specific stances for or against spiritual possession and supernatural hauntings. In addition, each featured faith is given a variant domain power for one domain granted by the deity. A cleric (or any other character capable of selecting a domain) who worships the deity in question can choose to gain the variant domain power upon first gaining the domain in question, but the choice to replace the domain power must be made immediately upon gaining access to that domain and cannot be changed thereafter.

ASMODEUS

While the church of Asmodeus periodically endorses the use of possession for certain reasons, it is usually vehemently against unsanctioned possession and the creation of uncontrolled undead forces. Asmodeans have a particular hatred for celestials who partake in acts of possession. Such outsiders are hunted down, and the Church of Asmodeus may offer its exorcising agents' services pro bono for the chance to strike at a particularly hated celestial. The eventual consequence of such arrangements—often left unsaid—is that Asmodeans track those they have helped in this way, and often return to force those individuals to host a devil for a period of predetermined length as recompense for their prior service.

Deceptive Reprieve (Sp): When you touch a creature under direct mental control (such as that granted via *dominate person*, but not via *charm person*) or the victim of possession, that creature can attempt a new Will save against the control or possession effect with a +2 bonus. If the creature succeeds, the effect or possession is

temporarily halted, as per *protection from evil*, for a number of rounds equal to 1/2 your character level. While this ability is active, the target takes a –2 penalty on saves against new mind-affecting effects and new attempts at possession. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

This replaces the copycat domain power of the Trickery domain.

CAYDEN CAILEAN

Cayden Cailean stands opposed to any force that denies free will. Servants of Cayden make unique exorcists, as their methods radically differ from those of other churches, despite often using similar spells and items. Spirited consumption of alcohol usually precedes any formal activity, and while it may seem to onlookers that Caydenites are feckless drunks, the devoted use this time to elicit truthful statements about the possessed from those with whom they drink. In this way, the servants of Cayden ensure they have all the proper information before moving against a supernatural threat, which they undoubtedly do with a (mostly) sober head.

Drunken Autonomy (Su): As a swift action, whenever under the effects of mind-affecting magic, possession, or similar external control, you can channel the unrestricted nature of your god. Instead of acting under the compulsion, you instead act as though you had the confused condition for 1 round. Producing the “act normally” result allows you to act free of mental compulsion for that round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

This replaces the touch of chaos domain power of the Chaos domain.

IRORI

Through Irori's teachings, impurities in oneself and in the world are overcome. Irori's followers are some of the most self-disciplined of Golarion's faithful, believing that knowledge is the best weapon one can wield against the shackles of possession. They rarely directly involve themselves in battling those intruding forces, instead hoping the afflicted can overcome their situations through their own force of will. Haunts are the one exception to this mantra of nonintervention. As spirits beyond the mortal cycle, haunts are often targeted by the servants of Irori as being stains on the delicate fabric of the world.

Exorcise Haunt (Sp): You can emit a burst of positive energy as a standard action. Any haunt within 15 feet of you takes 1d8 points of damage plus 1 for every 2 cleric levels you have. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

This replaces the rebuke death domain power of the Healing domain.

NADERI

As worshippers of the goddess of drowning, romantic tragedy, and suicide, Naderi's faithful are often fraught with encounters of the supernatural variety. Her followers contend more with undead than they do outsiders or magical possession, more as a matter of her portfolio than because of any actual training against such forces. Her divine worshippers use conventional means of defeating haunts or possessing spirits, but have additional power over those tied to means of death in Naderi's portfolio.

Romance Beyond Death (Su): You receive Command Undead or Turn Undead as a bonus feat, depending on the type of energy you channel. Increase the DC of the saving throw against these feats' effects by 2 as long as the spirits involved were slain by drowning or killed themselves. If the circumstances of the affected undead's creation was linked to romance, increase the save DC by 4 instead.

This replaces the leadership domain power of the Nobility domain.

PHARASMA

The Lady of Graves seeks the destruction of undead, be they corporeal or manifested spirits. Inquisitors of Pharasma scour the world for signs of the undead, destroying such abominations on sight by means both traditional and esoteric in nature. As a result, most people come first to the church of Pharasma when seeking assistance against foul spirits. One unusual facet of Pharasma's faithful is their reluctance to excise non-undead spirits, such as demons or devils. Only the most altruistic of Pharasmin priests offer their services against possessing outsiders, as most faithful see battling such foes as being beyond their true calling.

Exorcism of Undeath (Sp): Once per day as a full-round action, you can try to end any possession spells or effects, or effects that directly exercise mental control over a creature, as long as the effect was caused by an undead creature. You must touch the affected creature (this requires a melee touch attack if the target is neither willing nor helpless) and use a vial of holy water as a material component that is consumed as part of using this ability. The target must immediately attempt a new Will save against the original save DC of the controlling effect. If the save is successful, the possession effect immediately ends, as if the target had succeeded at its original saving throw. If the possessing force is a ghost or similar undead, it manifests adjacent to the target and is staggered for 1 round.

This replaces the ward against death domain power of the Repose domain.

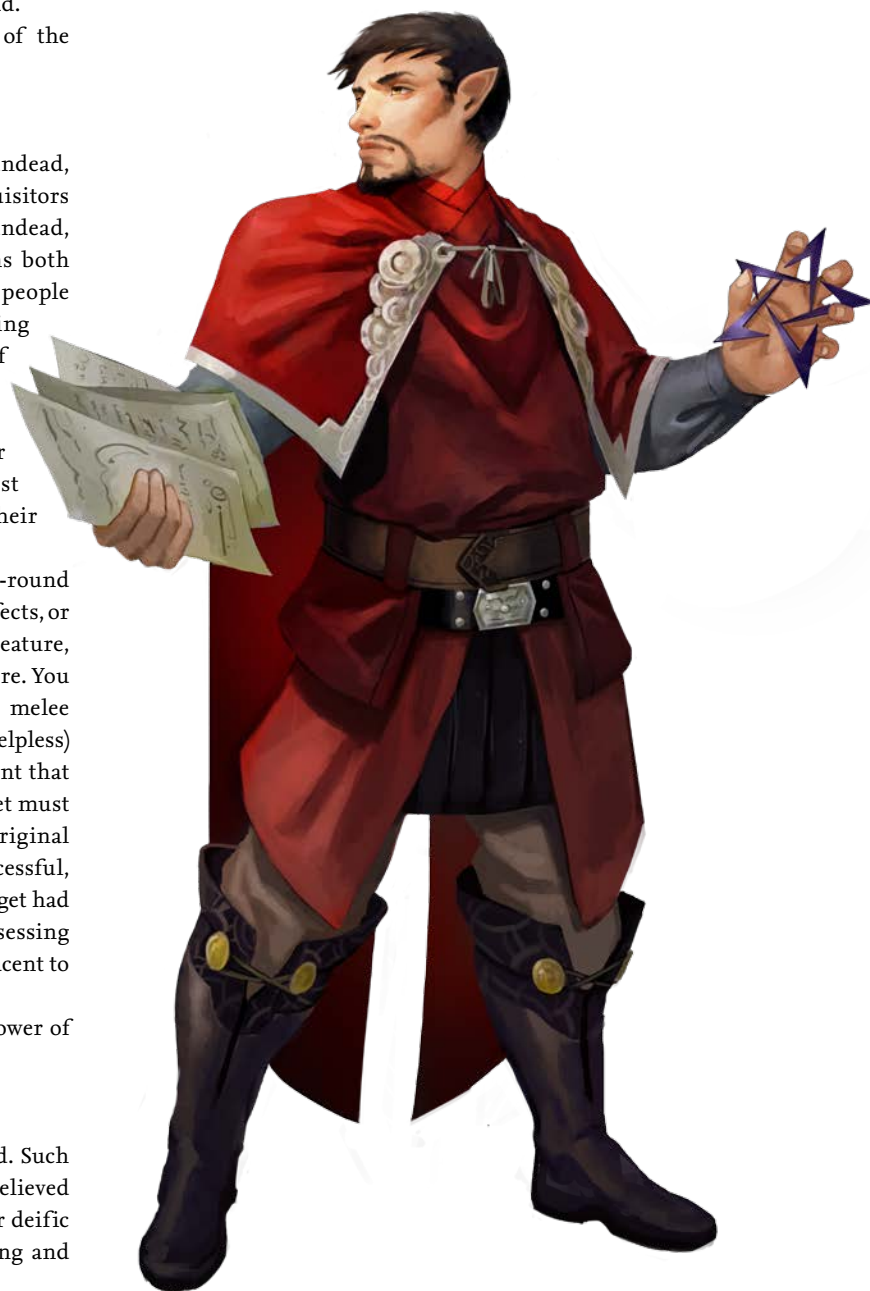
URGATHOA

A risen spirit is akin to a plant that must be tended. Such are the teachings of Urgathoa, the goddess who is believed to be the first undead creature. Unlike many of her deific counterparts, Urgathoa champions the shepherding and

protection of haunts and possessing spirits, even to the danger and detriment of her own followers. The faithful of the Pallid Princess believe that by prolonging the torment and tortured existence of a spirit, they create something akin to a beautiful piece of artwork. In a similar manner, servants of Urgathoa view the possession of a mortal body by a deceased spirit as a blessing.

Necrotic Tending (Sp): You can touch an undead creature or area affected by a haunt as a standard action, restoring 1d8 hit points + 1 for every 2 cleric levels you have. This ability has no effect on other creatures. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

This replaces the bleeding touch domain power of the Death domain.



FRAUDULENT HAUNTINGS

In a world where deities are a proven power and magic can affect all lives, the desire to blame any unexplained phenomena on the supernatural is high. The people of Golarion craft their own legends surrounding the mysteries, often attributing unsolved events to otherworldly sources as a means of assuaging the need for further investigation. And while the supernatural is often indeed to blame, at times the truth is far simpler—sometimes, hauntings are nothing more than hoaxes and frauds.

Reasons for Fraudulent Hauntings: There are various reasons why anyone would be interested in manufacturing the legend of a haunting. Personal tragedy is the most common start of a fraudulent haunting myth. When the



truth is deemed unacceptable, then the creation of a fictional tale of angered spirits or malign gods can help make sense of it all. One would not willingly accept responsibility for the death of a loved one through a moment of passion or hideous neglect, and so, blaming it on a fictional entity gives comfort to the liar. In the same vein, the crushing debt one might accrue by purchasing a home beyond one's means could lead to the fabrication of a haunting myth, as a way to both escape the debt and attract sympathy for one's plight.

Examples of fraudulent hauntings and cunning hoaxes alike abound throughout the Inner Sea region. In Druma, the infamous Puckett Manor was recently revealed as the site of a hoax after a haunt-hunter from Ustalav uncovered the truth. The twin siblings who inherited the mansion realized the previous owner had sold most of the furnishings. Unable and unwilling to pay the sizable cost of refurbishing the manor, the siblings invented a story about ghosts to attract attention (and visitors they could rob) to the manor. Elsewhere, in godless Rahadoum, the false possession of Yahatti-Il is still a matter of debate among the villagers of Mekhum. While the supposed possession was verified as phony, the reason for its occurrence remains nebulous. Some blame religious elements seeking a means of gaining credibility among the people of the nation, while others believe the Pure Legion was responsible for the hoax as part of a delicate sting operation against hidden religious elements.

Fraudsters' Magic: The existence of magic improves a hoaxer's ability to create false hauntings. Simple spells like *dancing lights*, *ghost sound*, and *mage hand* are tailor-made for hoaxing. Hoax-enabling magic beyond simple cantrips includes most illusions, along with spells like *alarm*, *disguise self*, *hold portal*, *obscuring mist*, *summon monster*, *unseen servant*, and *ventriloquism* (just some of the options available at 1st level). Feats like Conceal Spell^{UI}, Quickened Spell, Silent Spell, Spellsong^{UM}, and Still Spell can help hide spellcasting and bolster the notion that the haunting is real.

Hoaxers' Equipment: The combination of ingenuity, imagination, and simple items such as candles, chains, and chalk can be used to create countless false effects that emulate the supernatural. The sight of a light where none should be, the jangling of distant chains in the night, and horrific scrawling in chalk can unsettle even composed minds. Beyond simpler items, several tools present themselves as exceptionally useful in the creation and maintenance of false hauntings. Censers, ventriloquists' dummies, and the contents of fraudulent mediums' kits are all prime items for those looking to create false haunts; these items are detailed in *Pathfinder RPG Occult Adventures*. Additional items of use for the hoaxer are explored on the following page.

HOAXERS' TOOLS

Presented below are three items that can aid crooks and charlatans in perpetrating spiritual hoaxes. These devious items are generally sold only by specialty shops or shady merchants. With a successful DC 20 Diplomacy check to gather information, a PC can determine whether or not someone in a settlement offers items like the following for sale.

FALSE ECTOPLASM

PRICE 2 GP

WEIGHT 2 lbs.

Once exposed to air, this greenish alchemical sludge quickly takes on a faint glow. This glow provides dim illumination in the area immediately surrounding the fist-sized lump of false ectoplasm. This glow-in-the-dark effect lasts for 1 hour before the substance begins to decompose into a brownish goo. A successful DC 20 Sleight of Hand check allows a user to open a vial of false ectoplasm and deposit it on an adjacent surface as a move action; a successful opposed Perception check is enough to notice this trickery.

MINDBURN INCENSE

PRICE 50 GP

WEIGHT —

The scent of this light brown incense carries a distinct tang of peppermint oil. Once the incense is lit in a censer or appropriate container, its smoke permeates a 20-foot-by-20-foot area to a height of 10 feet. Living creatures within the area that breathe the incense fumes for more than 1 minute gain a +1 morale bonus on saves against pain effects, while taking a -1 penalty on saves against mind-affecting effects. This effect lasts for as long as the creature remains within the area of the incense, and for an additional minute after leaving. The incense burns for 1 hour before dissipating, unless dispersed before then by wind.

PUMP ORGAN

PRICE 2,000 GP

WEIGHT 100 lbs.

This large mobile keyboard instrument resembles a strange chair with several brass tubes jutting from its back and small wheels on the feet for ease of transportation. A pump organ can seat a single Medium creature, which can operate the keyboard and pedals to create haunting melodies out of the brass pipework along the organ's back frame. All pump organs function as masterwork instruments for Perform (keyboard instruments) checks. With 10 minutes of work and a successful DC 15 Perform (keyboard instruments) check, a user can manipulate the pump organ's controls to create a 1-minute long performance that does not require an operator—the pump organ can be set to activate after a preset duration via a timer (up to 24 hours) or to begin when a remote trigger is activated. The trigger can be connected to the pump organ via a set of pulleys and twine normally stored in a compartment under the organ's seat cushion with a successful DC 15 Disable Device check. The remote trigger can be placed up to 60 feet from the pump organ.

SKEPTIC (INVESTIGATOR ARCHETYPE)

The skeptic accepts the existence of the occult world while challenging claims that the supernatural explains all of life's problems. Skeptics tirelessly strive to debunk the legends surrounding possessions and spiritual hauntings, but stand prepared on the off chance a legend turns out to be true. Though these strong-willed investigators master the art of identifying and overcoming haunts and possessions, they often revel in the thrill of revealing a more mundane truth.

Hauntfinding (Su): At 1st level, a skeptic's knowledge of haunts allows her to notice them with ease, regardless of the methods by which the haunts make their presence known in the realm of the living. The skeptic adds 1/2 her level to all skill checks to notice haunts. If she notices a haunt, she adds this same bonus to any initiative check made as a result of that haunt activating. This bonus is an insight bonus.

This ability replaces trapfinding.

Suspect Hoax (Ex): Regardless of the actual situation at hand, a skeptic naturally suspects that trickery or hoaxing is at hand. This mindset helps to set the skeptic at ease even when confronted by the most terrifying of situations, be the source of that fear mundane or legitimately supernatural. At 2nd level, a skeptic gains a +1 insight bonus on saving throws against spells and spell-like abilities used to falsely create the impression of a supernatural presence, as well as a +1 insight bonus on saving throws caused by the effects of actual haunts or incorporeal undead. This bonus increases to +2 at 5th level, and to +3 at 8th level. At 11th level, a skeptic is immune to fear effects.

This ability replaces poison resistance.

Smite Haunt (Su): Normally, damaging a haunt is a tricky affair requiring the ability to channel positive energy or wield spells capable of doing the same, but the skeptic learns methods of using her own convictions to accomplish the same feat. At 4th level, as a standard action, a skeptic can focus her willpower to damage an active haunt. She must be within a haunt's area to smite the haunt. When the skeptic uses this ability, she deals an amount of damage to the haunt equal to her studied strike bonus.

This ability replaces swift alchemy.

Exorcising Touch (Su): At 7th level, a skeptic can damage a creature currently possessing another without lethally harming the possessed creature. To make an exorcising strike, the skeptic must make a touch attack against the possessed creature. On a hit, she damages the possessing creature or entity, dealing an amount of lethal damage equal to her studied strike bonus damage. The possessed creature takes this amount of damage as nonlethal damage at the same time.

This ability replaces the investigator talent the skeptic would otherwise gain at 7th level.

SECULAR EXORCISM

Those who wield magic have numerous tools and options at their disposal for the exorcism of unwanted spirits, but sometimes magic isn't available or a viable solution. Magic can be unreliable in certain regions (such as the Mana Wastes), or outlawed in others (such as divine magic in Rahadoum), or perhaps there simply are no spellcasters available in a small town suddenly beset with evil ghosts. The practice of secular or even amateur exorcism is a necessity in these circumstances, with methods like those listed below being the only tools mortals have to combat possession.

BANES

Legends persist about all types of supernatural foes, and this lore often contains tidbits of information on how seemingly mundane objects can defeat such creatures. Silver, cold iron, and even salt are known to be anathema to various possessing spirits, while others (particularly undead) maintain aversions related to their past lives and the causes for their reanimation, such as a ghost fearing the holy symbol of a deity related to its death. Holy water can function as a bane against evil possessing spirits just as unholy water can do the same for benevolent possessors. Not all possessing spirits harbor weaknesses like these, but when one can be subdued, a secular exorcist can sometimes force the spirit out of its host by utilizing the bane as part of an Intimidate check to make the spirit temporarily helpful. Of course, this method offers no real protection against further possession attempts, and those rescued by this method are well advised to take measures to avoid further contact with the possessing spirit in question.

COMMUNICATION

Possessing spirits are often driven by a singular purpose. Such manifestations have goals, and once these goals are met, the spirit often moves on. These possessing spirits can often be negotiated with, even if the negotiations lead to grim demands. Communities lacking a way of banishing spirits (such as ghosts) are far more willing to accept the terms laid down by such restless souls, in the hopes of appeasing them. Loved ones and neighbors alike might be thrown to the pyre or skewered by blades, as a result of dealings with ghosts. Still, sometimes negotiations lead to appeasing the spirit in question; this is especially true in situations where the rightful target of the spirit's fury is slain.

POTENTIAL DANGERS

Lay exorcists don't just act at a disadvantage when compared to their divinely powered counterparts—they put themselves and the possessed in extreme danger. A simple slip in negotiations or a misinterpretation of a

potential weakness can leave a would-be exorcist at the mercy of a desperate intellect. The possessed might even seek an alliance with the possessing spirit in the face of excruciation at the hands of an unqualified exorcist. In this way, a secular exorcist can actually do more harm than aid, allowing a possessing spirit even greater freedom to utilize its victim and potentially inflict much more damage in the end.

PHYSICAL RESTRAINTS

Perhaps the most conventional way of dealing with a possession, restraint offers those near the possessed victim an important resource: time. If a possessed victim is forcibly restrained, a community contains the threat while giving people a chance to explore or arrange alternate avenues of exorcism. Restraint is especially critical in settlements bereft of divine spellcasters or people skilled in the art of exorcisms. Ironically, because possessing entities and spirits are creatures of some intelligence, the act of forcibly confining the spirit's current host body can lead to incredible frustration and boredom. In rare cases, a restrained spirit simply loses interest and departs to find a new vulnerable victim, often while the community continues to study the means of properly excising the already departed possessor. Victims of such flighty spirits are no less vulnerable, as townsfolk might view the departed spirit as attempting to deceive them; these villagers could continue to pursue excruciating, and often deadly, methods of exorcising the truly unpossessed.

SPIRIT-HUNTING EQUIPMENT

Several nonmagical items have come to the forefront in the unending war against haunts and malign spirits. The following examples are items that can be used to detect and thwart such maleficent entities. These items are not magical in and of themselves (although magical versions of some of these items do exist, such as the *psychic aurascope* detailed on page 31 of this book), but the way they interact with supernatural or other magical effects can trick the uneducated into believing the item has eerie powers.

HAUNT DETECTOR	PRICE 25 GP
	WEIGHT 4 lbs.

This unique instrument is composed of a 1-foot-long, sealed glass tube filled with a clear alchemical solution. Eight smaller glass vessels, each containing a different uniquely colored liquid, float within the primary tube. As temperatures change in the atmosphere surrounding the haunt detector, the interior vessels rise and fall in proportion to the density of their respective liquids. Observation of a haunt detector's fluctuations grants a +2 competence bonus on Perception

checks to notice haunts or the presence of creatures with the cold or fire subtypes.

QUICKSILVER BAROMETER

PRICE 400 GP

WEIGHT 12 lbs.

A quicksilver barometer consists of a slender glass tube, closed at the top, containing an open, mercury-filled base. Many quicksilver barometers are fitted into elegant or even outlandishly ornate housings made of precious materials. Such housings are not necessary for the device to function, and serve only to increase the base price of the tool into the realm of an art object's value. The device interacts with atmospheric pressure, causing the mercury within the glass tube to lower or rise based on external pressure and temperature. It takes 3 rounds for a quicksilver barometer to settle once placed on a flat surface. While this device is normally used to measure and observe local temperature fluctuations (if used in this manner and studied for at least 10 minutes, a quicksilver barometer grants a +4 circumstance bonus on Survival checks to predict the weather), it also functions in a method similar to a haunt detector (see above), but with greater accuracy—a quicksilver barometer grants a +4 circumstance bonus on Perception checks to notice haunts.

REPELLENT SALTS

PRICE 100 GP

WEIGHT 1/2 lb.

This fine alchemical salt has been developed to work against particular types of foes. A batch of repellent salts is attuned to undead or a selected outsider race, such as angels, demons, or devils. As a full-round action that provokes attacks of opportunity, a dose of repellent salts can be applied to a 5-foot-square area that functions as difficult terrain for the salt's attuned creature type. Any creature can sweep the salts aside as a move action (or as a full-round action for an attuned creature, which deals that creature 2d4 points of acid damage in the process); moderate wind also disperses all repellent salts in a square (including the draft created by a winged creature of at least Medium size that flies within 5 feet of the salts). Alternatively, a vial of repellent salts can be used as a splash weapon against the target creature, with a successful hit dealing 2d4 points of acid damage to the creature struck (or 1 point to an attuned creature within 5 feet of the target and thus exposed to the attack's splash).

SPIRIT COMPASS

PRICE 20 GP

WEIGHT 1 lb.

This device resembles an ordinary compass, save that it is filled with alcohol and water, in which bob two pieces of alchemically treated metal (one silver and one iron). A spirit compass can be operated by a creature so as to allow the user to employ Survival in place of Perception to notice haunts (it provides no benefit toward detecting those unusual haunts that are not noticed by Perception checks). A creature that is untrained in Survival takes a -4 penalty on any Survival checks when attempting to use a spirit compass in this manner, representing the action of focusing on the compass rather than one's surroundings.

STORM GLASS

PRICE 80 GP

WEIGHT 5 lbs.

Heavy gray mist fills the interior of a storm glass, a receptacle lined with thin metal strips and equipped with metal tuning forks jutting from inside the top and bottom of the glass. The forks are attuned to the Material Plane and can detect planar anomalies or intrusions, specifically the presence of outsiders. The mist within a storm glass changes coloration after 1 minute of being within 60 feet of a nonnative outsider (including creatures possessed by non-native outsiders), and grants a +2 circumstance bonus on Knowledge (planes) checks to identify such creatures. The color change lasts as long as the jar remains within range of an outsider and for 1d4+1 rounds after leaving the area. Removing the storm glass from the Material Plane (including placing it in extraplanar containers such as a portable hole) causes the gas to permanently revert to a colorless, inert vapor.



GHOST-HUNTER ARCHETYPES

No matter where they live in the Inner Sea region, the living must sometimes be prepared to arm themselves with spells and abilities suited to laying ghosts to rest. In addition to the new archetypes presented here, other ghost-hunting archetype options include the corpse hunter ranger (*Pathfinder Player Companion: Undead Slayer's Handbook* 24), ectochymist alchemist (*Pathfinder RPG Occult Adventures* 112), exorcist inquisitor (*Pathfinder RPG Ultimate Magic* 44), ghost hunter paladin (*Occult Adventures* 123), grave warden slayer (*Pathfinder RPG Advanced Class Guide* 120), roaming exorcist cleric (*Undead Slayer's Handbook* 18), and silver balladeer bard (*Occult Adventures* 115).

ECTOPLASM MASTER (ALCHEMIST ARCHETYPE)

Able to distill spectral horrors into alchemical reagents, the eccentric techniques of the ectoplasm master originated among agents of the Whispering Way, though their secrets have since been exposed and spread to the winds by their rivals in the Esoteric Order of the Palatine Eye. Today, the ectoplasm master is not automatically regarded as an agent of sinister evil as a result.

Ectoplasmic Extracts (Su): Instead of using alchemical reagents in order to create alchemical items (including his bombs, extracts, and mutagens), an ectoplasm master uses reagents such as corpse dust, crystallized ectoplasm, and similar reagents as alchemical catalysts. Just as with standard alchemists, the costs of these materials are insignificant and are comparable to the costs of the valueless material components of most spells.

As a result of his eccentric techniques and use of odd alchemical components, an ectoplasm master has an expanded formula list. He adds all sorcerer/wizard spells of 6th level or lower from the necromancy school to his alchemist formula list (but must still learn each of these spells normally). If a spell appears on both the alchemist formula list and the sorcerer/wizard spell list, the ectoplasm master uses the lower of the two spell levels listed for the spell.

This ability alters extracts and replaces Brew Potion.

Ectoplasm Master Discoveries (Su): An ectoplasm master

is able to select the following alchemist discoveries, in addition to general discoveries.

Ectoplasmic Mutagen: Whenever the ectoplasm master imbibes a mutagen, his living flesh transmutes into ectoplasm, causing him to take on a semiliquid form. He no longer gains a natural armor bonus from his mutagen, but instead becomes immune to critical hits and precision damage (such as sneak attacks) while under the mutagen's effects. An ectoplasm master must be at least 6th level to learn this discovery.

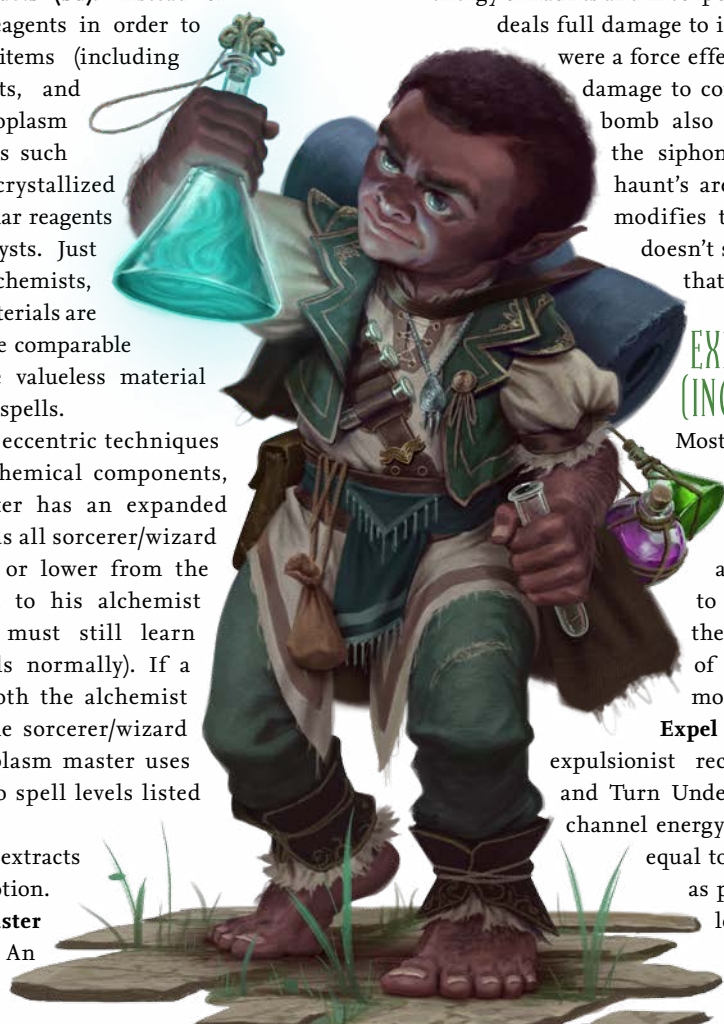
Ectoplasmic Servant: An ectoplasm master who selects this discovery adds all *summon monster* spells of 6th level or lower to his alchemist formula list as ectoplasmic extracts. Whenever he summons a creature using an ectoplasmic extract, the creature must appear in a square adjacent to his own, and it gains the ectoplasmic creature template (*Pathfinder RPG Bestiary* 4 82). Creatures summoned using ectoplasmic extracts cannot have templates other than the ectoplasmic creature template.

Siphon Bomb: The ectoplasm master's bombs can be modified to neutralize and crystallize the ectoplasmic energy of haunts and incorporeal undead. A siphon bomb deals full damage to incorporeal creatures as if it were a force effect, but deals only nonlethal damage to corporeal creatures. A siphon bomb also damages haunts, provided the siphon bomb explodes within a haunt's area of effect. This discovery modifies the alchemist's bombs and doesn't stack with other discoveries that modify bombs.

EXPULSIONIST (INQUISITOR ARCHETYPE)

Most common among Pharasmims but found within any faith that loathes undead or evil spirits, expulsionists are inquisitors who seek to rid the material world of the corrupting influences of wicked spirits that twist mortals to their own ends.

Expel Spirit (Su): At 1st level, an expulsionist receives Alignment Channel and Turn Undead as bonus feats. She can channel energy a number of times per day equal to 3 + her Charisma modifier as per a cleric with an effective level equal to her inquisitor level, but only to harm or turn evil outsiders or



undead (treating all evil outsiders as undead creatures for the purpose of determining whether they can be affected by Turn Undead). She can take other feats that add to this ability, such as Extra Channel or Improved Channel, but not other feats that fundamentally alter this ability, such as Elemental Channel, and she cannot select Alignment Channel multiple times. The DC to save against this ability is equal to $10 + \frac{1}{2}$ the expulsionist's inquisitor level + her Charisma modifier.

At 8th level, an expulsionist can expend one use of her channel energy ability to attempt to force a possessing creature from its host body. The expulsionist must make a melee touch attack against the possessed creature; if successful, the expulsionist deals damage to the possessing creature as if it were targeted by the expulsionist's channel energy ability (regardless of the possessing creature's creature type), and the possession effect ceases as the possessing creature is ejected from the host body. A successful Will save (DC = the expulsionist's channel energy DC) halves the damage taken and negates the expulsion.

This ability replaces domain.

Expulsionist Lore (Ex): At 1st level, an expulsionist gains a bonus equal to $\frac{1}{2}$ her inquisitor level (minimum +1) on skill checks to notice haunts and incorporeal creatures; on Knowledge (religion) checks to identify the abilities and weaknesses of haunts and incorporeal creatures; and on Sense Motive checks to determine whether a creature is possessed, under the effects of an enchantment or curse, or otherwise magically controlled.

This ability replaces monster lore.

Spirit Sleuth (Ex): At 5th level, upon interacting with a rejuvenating undead (such as a ghost) or haunt for the first time (such as by attacking the ghost or channeling energy to damage the haunt), an expulsionist can attempt a Sense Motive check as a free action to determine the specific course of action required to permanently neutralize the spirit of haunt (DC = $20 +$ the target's CR).

This ability replaces discern lies.

SPIRITSLAYER (SLAYER ARCHETYPE)

Originally trained and employed by the enforcers of the Pure Legion seeking to defend Rahadoum from divine spellcasters, Rahadoumi spiritslayers have proven so invaluable in culling ghosts, shadow demons, and other incorporeal creatures that their techniques have spread across the Inner Sea region and beyond. Ironically, most now are trained and employed by the church of Pharamasma to cull wicked spirits.

Spirit Sense (Ex): At 2nd level, a spiritslayer manifests an uncanny sixth sense regarding the presence of invisible creatures. He gains Blind-Fight as a bonus feat and ignores the usual +20 bonus to the DC of any Perception check to pinpoint the location of an invisible creature. If the spiritslayer manages to pinpoint an invisible creature's location using a Perception check, he

can study that creature with his studied target ability as a swift action.

In addition, whenever the spiritslayer studies a possessed creature, he can automatically switch his studied target from the possessed creature to the possessing entity should that entity be expelled from his studied target. A spiritslayer adds his studied target bonus on attack rolls to all saving throws he attempts against possession effects used by his studied targets.

This ability replaces the slayer talent gained at 2nd level.

Spiritslayer Talents: A spiritslayer can select the following slayer talents, in addition to general slayer talents.

Disrupt Possession (Ex): Whenever a spiritslayer with this talent deals sneak attack damage to a creature that is being possessed, he also deals his sneak attack damage to the possessing entity. Once per round, a possessed creature that is damaged by disrupt possession can attempt a new Will saving throw to end the possession, gaining a +1 bonus on its save for each sneak attack damage die the spiritslayer rolled. This talent alters the spiritslayer's sneak attack, and doesn't stack with other talents that alter sneak attack. A spiritslayer must be at least 8th level before selecting this talent.

Greater Spirit Sense: A spiritslayer who selects this talent gains Greater Blind-Fight^{APG} as a bonus feat, ignoring its prerequisites. In addition, he adds $\frac{1}{2}$ his slayer level to his Perception checks to pinpoint the location of ethereal creatures, and once per round he can attempt a Perception check to pinpoint the locations of all invisible creatures within 30 feet of him without needing to take an action. A spiritslayer must be at least 10th level and have the improved spirit sense spiritslayer talent before selecting this talent.

Improved Spirit Sense: A spiritslayer who selects this talent gains Improved Blind-Fight^{APG} as a bonus feat, ignoring its prerequisites. In addition, he adds $\frac{1}{2}$ his slayer level on Perception checks to pinpoint the location of an invisible creature. He can use Perception to pinpoint the location of an ethereal creature, but he doesn't gain this bonus on Perception checks when doing so. A spiritslayer must be at least 6th level before selecting this talent.

Ghost Slayer (Ex): At 7th level, whenever a spiritslayer makes an outsider or undead creature with the incorporeal subtype his studied target, his attacks count as magic for the purpose of striking that creature (though this doesn't give his attacks an enhancement bonus) and he can deal precision-based damage to such creatures (though his precision damage is reduced by 50% unless he has a means to bypass the creature's reduction in damage from corporeal sources, such as a *ghost touch* weapon). At 14th level, the spiritslayer's attacks against outsiders or undead creatures with the incorporeal subtype ignore the 50% reduction in damage from magical corporeal sources that such creatures have and can deal precision-based damage to incorporeal creatures.

This ability replaces stalker.

EXORCISM RITUALS

Throughout history, lingering psychic impressions of deceased mortals have clung to the Material Plane in the form of ghosts and haunts, lashing out in anguish over their untimely demises. Ritualistic magic has long been used to oppose these dangers, and several occult rituals are noteworthy for their widespread use in this regard. The exorcism rituals detailed below follow the standard rules for occult rituals (*Pathfinder RPG Occult Adventures* 208), and are well suited to combating haunts and spirits.

EARTHBOUND WARD

School abjuration; **Level** 5

Casting Time 10 minutes per 10-ft.-cube affected by the ritual (minimum of 50 minutes)

Components V, S, M (materials worth 500 gp per 10-ft.-cube of the ritual's area), SC (up to 8)

Skill Checks Knowledge (planes or religion) DC 35, 2 successes; Spellcraft DC 35, 3 successes

Range close (25 ft. + 5 ft./character level of the primary caster)

Area one 10-ft. cube/2 character levels of the primary caster (S)

Duration 24 hours

Saving Throw none; **Spell Resistance** no

Backlash All casters become fatigued for twice the ritual's casting time.

Failure All casters take a –4 penalty on saving throws against effects used by creatures that the earthbound ward was intended to affect for 24 hours.

EFFECT

The primary caster marks an enclosed space upon the ground with a material that is anathema to a specific type of creature that the caster wishes to keep at bay; typically, this ritual is used against specific outsider subtypes and undead creatures. Typical materials (and a list of creatures affected by those materials) include cold iron powder (daemons, demons, and fey), mithral or silver powder (devils and lycanthropes), oil mixed with sulfur (agathions, angels, archons, and azatas), and salt (undead and outsiders with the incorporeal subtype). At the GM's decision, additional materials may be available for use against other creatures. The area to be affected must be enclosed, with no gaps in the material's outline.

If the ritual is successful, creatures to whom the used material is anathema cannot enter or exit the warded area, much as if the area were under the effects of an outward facing magic circle effect against those creatures. Those creatures cannot cross the area's boundaries or exit it by any means, including via extradimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, *wind walk*, or similar means), and they cannot reach across the area's boundaries with melee attacks (even those with greater than 5 feet of reach). Incorporeal creatures cannot enter or pass through solid objects into or out of a warded area. An affected creature can make physical ranged attacks at targets within the earthbound ward, but the ward blocks line of effect (but

not line of sight) for spells. Flight allows a creature to pass over earthbound wards, but it cannot approach closer than 10 feet off the ground within the area outlined by the ward. A flying creature that falls or otherwise attempts to land in the area is instead shunted to the closest available area just outside of the earthbound ward's area of effect and is knocked prone.

If the markings used to create an earthbound ward are disturbed or defaced, the effects of the ritual immediately cease. Physical efforts (such as scratching, erasing, or otherwise breaking or damaging the materials), spells, spell-like abilities, and supernatural abilities used by a creature for whom the material is anathema cannot target the markings. Such creatures can damage the markings as a consequence of those abilities, so long as the markings aren't directly targeted. For example, such a creature can use *earthquake* to disturb an earthbound ward set against it because the spell targets an area, not the markings itself. The ritual's magic prevents minor effects from disrupting the wards, although severe or stronger winds can do so.

EXORCISE HAUNT

School necromancy; **Level** 4

Casting Time 40 minutes

Components V, S, M (a glass of wine, nine candles, and rare incense worth 500 gp), F (a lexicon on the exorcism of spirits worth 750 gp).

Skill Checks Diplomacy DC 31, 1 success; Knowledge (religion) DC 31, 2 successes; Sense Motive, DC 31, 1 success

Range touch

Target one persistent vaporous^{DA} haunt

Duration 1 minute/character level of the primary caster

Saving Throw Will negates; **Spell Resistance** yes

Backlash The primary caster becomes helpless for the ritual's duration and the target haunt's hit points are fully healed to its total maximum. If the target haunt has been neutralized, it immediately reactivates.

Failure The primary caster takes 2d6 points of Wisdom drain. A caster whose Wisdom drain equals or exceeds her Wisdom score dies, her spirit becoming conjoined with that of the haunt to create a more powerful haunt (subject to GM discretion but typically increasing the haunt's CR by 1).

EFFECT

The caster reads aloud from her chosen lexicon while standing amid a circle of candles, reciting passages that fill her with dedication and conviction. Upon the completion of the ritual's casting time, she steps into the target haunt's area, causing her to forge a psychic connection with the haunt that pulls her mind into a binary mindscape (*Occult Adventures* 235) of the haunt's creation and that is strongly reminiscent of the haunt's anguish and themed along the lines of the haunt's destruction method.

This ritual allows the caster to instigate a psychic duel with the target haunt (*Occult Adventures* 202), functioning like *instigate psychic duel* (*Occult Adventures* 174). Unlike with

instigating a duel with another creature, a haunt remains responsive in the real world during the psychic duel; it is able to act during its normal initiative. The haunt counts as a psychic spellcaster with a caster level equal to the haunt's caster level for all purposes and can generate an unlimited number of manifestation points, though it can spend only a number of manifestation points equal to 1/2 its caster level (minimum 1st) per psychic manifestation. In the mindscape, the haunt's saving throw bonuses are equal to its CR + 2, and its melee and ranged attack bonuses are equal to 1-1/2 its CR + 2. In addition, the haunt has an amount of temporary hit points equal to its normal hit point total. If these temporary hit points are reduced to 0, the haunt is destroyed as if its specific destruction action had been performed.

HARVEST THE DEFILED SOUL

School necromancy [evil]; **Level** 5

Casting Time 5 hours; see text

Components V, S, M (one candle worth 10 gp per 5 feet of the area's perimeter), F (special alchemist's lab whose components have handles made from bone), SC (up to the Intelligence, Wisdom, or Charisma modifier of the primary caster [whichever is highest])

Skill Checks Knowledge (arcana or religion) DC 29, 5 successes

Range close (25 ft. + 5 ft./character level of the primary caster)

Area 100 square ft. + 10 square ft./character level of the primary caster

Duration 1 hour/character level of the primary caster

Saving Throw none; **Spell Resistance** no

Backlash All casters take 1d6 points of Constitution damage.

Failure All casters take 1d6 points of Constitution drain.

EFFECT

Formulated and perfected by the Whispering Way's most twisted minds, this ritual allows the caster to perform a number of fell rites that thoroughly defile the metaphysical soul of a specific haunt or incorporeal creature, causing its essence to coalesce into a refined ectoplasmic material that can be used to craft especially powerful magic items and artifacts. Before she can begin casting this ritual, the primary caster must draw necromantic sigils around the area to be affected and adorn them with candles, a 12-hour process. Each secondary caster participating in the ritual reduces this time by 1 hour, to a minimum of 1 hour. During the ritual, one specific incorporeal undead creature or haunt must be present within the affected area for its entire casting time. Upon completing the ritual, the primary caster can harvest material components from the specific creature or haunt as if she had the Haunt Scavenger feat (see page 30), though the creature or haunt need not be destroyed or neutralized. If she already has this feat, she gains a +20 competence bonus on skill checks to harvest material components from the specific creature or haunt and the gp value of those components doubles. This process doesn't destroy or neutralize the creature or haunt, and can be used on a specific creature or haunt only once per month.

VOICE OF THE DAMNED

School necromancy; **Level** 4

Casting Time 30 minutes

Components V, S, M (a blade worth 150 gp and a parchment), SC (up to the Intelligence modifier of the primary caster)

Skill Checks Diplomacy DC 31, 2 successes; Intimidate DC 31, 2 successes

Range close (25 ft. + 5 ft./2 levels)

Target one neutralized haunt

Duration 1 minute/level

Saving Throw Will negates; **Spell Resistance** no

Backlash All casters take 1d6 points of Constitution damage.

Failure All casters take 1d6 points of Constitution drain.

EFFECT

The caster rouses the lingering consciousness of a neutralized haunt. Upon the ritual's completion, a spirit resembling the entity that empowered the haunt manifests before the caster and scrawls a message of 25 words or less onto the provided parchment, using the caster's blood. This message provides a cryptic clue regarding how to permanently destroy the haunt, acting much like the information granted by a *divination* spell, except that there is no chance that the information will be incorrect because the haunt hopes to end its suffering.



HAUNTED BACKGROUNDS

Spirits don't always have malign influences on those they affect. Adventurers who have such encounters early in their lives often learn valuable lessons about themselves and the outside world, and some even continue communicating with their spirit friends. The options below can be used to create heroes with haunted backgrounds.

HAUNTED TRAITS

Certain characters may have a history of being involved with the spirit world in manners both subtle or overt. Such characters can select from the following character traits to explain ways in which past incidents might have left a lasting mark.

Guiding Spirit (Magic): Few understand the medium's willingness to harbor powerful spirits, but even if you

aren't one of these talented few, you've always identified with their abilities. You've always felt that you were not alone in this world and that a mysterious guiding spirit watches over you with singular focus. You may have briefly glimpsed this strange spirit—or maybe you simply feel its presence in times of need. Once per day as a swift action, you can look to your guiding spirit for advice. The next time you roll a d20 in that same round, roll twice and pick the better result. If one of these two rolls is a natural 20, you can use this ability again that same day.

Rivethun Adherent (Magic): Rivethun is an ancient tradition of dwarven shamans who learned to listen to and affect the world around them by reflecting on the friction between body and spirit. As someone who feels a similar friction between your inner spirit and physical body, you have picked up some old rivethun meditation techniques, even if you aren't a dwarf. While you suffer a physical ailment, such as disease, poison, or ability damage to Strength, Dexterity, or Constitution (but not including hit point damage), you gain a +2 trait bonus on Will saving throws. While you suffer a mental ailment, including insanity, any charm or compulsion effect, or ability damage to Intelligence, Wisdom, or Charisma, you gain a +2 trait bonus on Fortitude saving throws.

Spiritual Attachment (Magic): The union between spirits and spiritualists is one of the strongest (and strangest) bonds shared between the mortal realm and the spirit world. Spiritualists can use the knowledge of their linked phantoms to better negotiate with other spirits. Whether you're a spiritualist or not, you've always had a similar knack when it comes to interactions with the spirit world. You gain a +4 trait bonus on checks to notice haunts, and when interacting with someone who is possessed by an incorporeal undead creature, you gain a +2 trait bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks against that target.

HAUNTED (PSYCHIC DISCIPLINE)

You attract the attention of spirits as naturally as a lodestone attracts iron filings. Testing your power leads you to develop some control over undead forces, despite the inherent defenses such creatures have against psychic abilities. Meanwhile, those spirits clinging to your life essence become increasingly protective, channeling their abilities to aid you and warn of threats. Psychics of this discipline are most common in Ustalav and Shenmen, where so many spirits are stuck in the transition between life and death.

Phrenic Pool Ability: Charisma.

Bonus Spells: *Detect undead* (1st), *calm spirit*^{OA} (4th), *halt undead* (6th), *speak with haunt*^{ACG} (8th), *disrupting weapon* (10th), *undeath to death* (12th), *ethereal jaunt* (14th), *greater possession* (16th), *etherealness* (18th)



Discipline Powers: Your powers interact with the spiritual world, attracting the attention of minor spirits and undead.

Lingering Spirits (Sp): Numerous minor spirits find themselves attracted to you. Your connection with these spirits allows you to manifest any of the following spell-like abilities as a swift action: *mage hand*, *ghost sound*, *grave words*^{OA}, or *telekinetic projectile*^{OA}. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Spiritual Bulwark (Su): At 5th level, you develop a deeper attachment to your lingering spirits, and learn to rely on their presence as protection from external spiritual attacks. You gain a bonus equal to your Charisma modifier on saving throws against effects generated by haunts, incorporeal undead, incorporeal outsiders, and on saving throws against possession attempts.

Phantasmal Assault (Su): At 13th level, you learn to harness your psychic force against all forms of haunts and undead creatures. Your mind-affecting spells that deal damage can now be used against haunts and undead normally immune to mind-affecting effects (including mindless undead). These spells are treated as though they dealt positive energy damage. This affects only spells that deal purely psychic-based damage (such as *psychic crush*^{OA}, *mind thrust*^{OA}, or *synapse overload*^{OA}); effects based on physical effects (such as *telekinetic projectile*^{OA} or *telekinetic storm*^{OA}) don't benefit from this ability. Additional non-damaging effects from such spells don't affect the haunt, unless it would be normally affected. When you use a mind-affecting effect that deals damage against a possessed creature, the possessing entity takes a -4 penalty on the saving throw against the mind-affecting attack.

POSSESSED (SORCERER BLOODLINE)

Possessed sorcerers channel their magic potential through a unique bond with a possessing spirit rather than through blood alone. These spirits take numerous forms, but such is their tenaciousness that they bond in a way that prevents their banishment from the host. Instead, both possessor and sorcerer work together, their joint nature allowing the sorcerer to unlock many unnatural abilities. Outsider-rich nations such as Cheliox and the Worldwound are common places for possessed sorcerers to appear, though anyplace where an outsider could possess another living being would be equally suitable. The magical nature of a sorcerer's bloodline means the sorcerer herself does not even need to be the creature initially possessed to have this particular bloodline. It may be that one of your ancestors was possessed by a powerful spirit, one whose presence was so overwhelming that it sends ripples of power down through the generations.

Class Skill: Knowledge (religion).

Bonus Spells: *Anticipate peril*^{UM} (3rd), *share memory*^{UM} (5th), *purge spirit*^{OA} (7th), *entrap spirit*^{OA} (9th), *possession*^{OA} (11th),

telepathy^{OA} (13th), *insanity* (15th), *bilocation*^{OA} (17th), *divide mind*^{OA} (19th).

Bonus Feats: Combat Casting, Deceitful, Fearsome Spell^{OA}, Improved Iron Will, Iron Will, Persuasive, Selective Spell^{APG}, Skill Focus (Bluff), Spell Focus, Traumatic Spell^{OA}.

Bloodline Arcana: Whenever you cast a non-cantrip spell, you can roll the next Will save you attempt against a mind-affecting effect before your next turn twice and take the better result. If you have already failed a save against a mind-affecting effect, you can instead attempt another Will save against that ongoing mind-affecting effect after successfully casting your spell. You can use this ability only once against a given mind-affecting effect. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Bloodline Powers: The mystical connection with your possessing spirit allows you to gain more control over your body and mind.

Aggressive Possession (Sp): At 1st level, you can make a melee touch attack as a standard action. The target must succeed at a Will save or be confused for 1 round. The save DC is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Sight Unseen (Sp): At 3rd level, you gain darkvision with a range of up to 30 feet. If you already have darkvision, its range instead increases by 30 feet. At 9th level, you gain lifesense with a range of 30 feet (lifesense allows you to sense and locate living creatures as if you had the blindsight ability).

Inside Agent (Sp): At 9th level, you can reroll any Perception check you just attempted by allowing your possessing spirit to take further control. You take a -2 penalty on all other skill checks for the following minute as the spirit interferes with your concentration. At 13th level, you can reroll any other skill check, but the penalty for using the ability in this way increases to -4 for the following 10 minutes. You must reroll the check before you learn the result of your original check, and cannot use this power while the skill check penalty associated with inside agent is imposed on you.

One Body, Two Minds (Sp): At 15th level, once per day, you can improve the effectiveness of a single spell by having your possessing spirit channel that spell. The spell acts as though it were affected by both the Silent Spell and Still Spell metamagic feats. If the spell chosen is a mind-affecting spell, it also benefits from the Extend Spell metamagic feat. This ability does not use up a spell slot higher than the level of the base spell, nor does it increase the level of the base spell.

Dual Spirit (Su): At 20th level, you gain immunity to mind-affecting effects. Whenever you successfully employ a possession effect (such as *magic jar* or *possession*^{OA}), you remain in complete control of your body and the body of your possessed target.

ALLYING WITH SPIRITS

Far from an ever-persistent threat to the living, many spirits offer powerful benefits to those brave enough to enter alliances with them. The following archetypes represent characters who eschew the taboos normally associated with dealing with spirits for incredible benefit.

INVOKER (WITCH ARCHETYPE)

The invoker uses her familiar to summon facets of her mysterious patron directly into her body, enhancing her skills and granting her powerful abilities. Whether these spiritual enhancements come from a single entity or a host of spiritual forces associated with the witch's patron can vary, and in many cases, a particular invoker never learns the truth of this matter.

Invoke Patron (Su): At 1st level, an invoker can invite spirits associated with her patron's themes into her body and mind as a swift action. This functions like a hunter's animal focus (*Pathfinder RPG Advanced Class Guide* 27), except she emulates facets of her patron, chosen from the list below. The invoker can use this ability for a number of minutes per day equal to her level; this duration need not be consecutive, but it must be spent in 1-minute increments.

This replaces the witch's 1st-, 8th-, and 16th-level hexes.

Bondage: The invoker gains a +2 enhancement bonus to her Strength. This bonus increases to +4 at 8th level and +6 at 16th level.

Bridge: The invoker treats other creatures as if their damage reduction and spell resistance were 2 lower. This increases to 5 lower at 8th level and 10 lower at 16th level.

Crisis: The invoker gains a +2 enhancement bonus to her Constitution. This bonus increases to +4 at 8th level and +6 at 16th level.

Curiosity: The DCs of the invoker's hexes and patron spells increase by 1. These DCs increase by an additional 1 at 8th level and 16th level.

Decisions: The invoker gains a +2 enhancement bonus to Dexterity. This bonus increases to +4 at 8th level and +6 at 16th level.

Fortune: The invoker gains a +1 resistance bonus on saving throws. This bonus increases to +3 at 8th level and +5 at 16th level.

Paradise: The invoker gains a +3 competence bonus on Acrobatics checks and concentration checks. This bonus increases to +6 at 8th level and +9 at 16th level.

Rapture: The invoker can increase the duration of any spell she casts on herself by 1 round. This applies only to spells with a duration other than instantaneous. This increases to 2 rounds at 8th level and 3 rounds at 16th level.

Reckoning: The invoker adds an insight bonus on damage rolls from attacks made with spells and natural attacks, gaining 1 point of damage per die rolled. At 8th level, the invoker gains a +4 bonus to confirm critical hits threatened with spells and natural attacks. At 16th level,

the critical threat range of the invoker's spells and natural attacks doubles, as if from Improved Critical.

Revelation: The invoker gains a +1 insight bonus on attack rolls made with weapons. This bonus increases to +2 at 8th level and +3 at 16th level.

Second Invocation (Su): At 10th level, whenever an invoker uses her invoke patron ability, she selects two different facets of her patron for herself instead of one. Otherwise, this functions like a hunter's second animal focus ability.

This ability replaces the witch's 10th-level hex.

PACT WIZARD (WIZARD ARCHETYPE)

While the art of wizardry is usually a scholar's pursuit, there are those who seek mastery of arcane power without tedious study and monotonous research. Motivated by foolish ambition, such individuals turn to the greatest enigmas of the cosmos in the hopes of attaining greater power. Though few successfully attract the attention of these forces, those who do receive phenomenal arcane power for their efforts, but become the dutiful playthings and servants of the forces with which they consort.

Effortless Magic (Ex): Although a pact wizard still uses a spellbook to prepare his wizard spells, his close ties with his otherworldly patron allow him to do so nearly effortlessly. A pact wizard can prepare all of his spells in only 15 minutes, and his minimum preparation time is only 1 minute.

This alters the wizard's spellcasting.

Patron Spells: At 1st level, a pact wizard must select a patron. This functions like the witch class ability of the same name, except the pact wizard automatically adds his patron's spells to his spellbook instead of to his familiar. In addition, the pact wizard can expend any prepared spell that isn't a spell prepared using the additional spell slot the wizard receives from his arcane school in order to spontaneously cast one of his patron's spells of the same level or lower.

This ability replaces Scribe Scroll.

Great Power, Greater Expense (Ex): As a pact wizard grows in power, his choice of patron begins to affect his physical body. At 5th level, the pact wizard chooses one oracle curse, using 1/2 his character level as his effective oracle level when determining the effects of this curse. If an oracle curse would add spells to the oracle's list of spells known, the pact wizard instead add those spells to the wizard's spell list as well as to his spellbook.

At 10th level, the pact wizard can invoke his patron's power to roll twice and take the better result when attempting any caster level check, concentration check, initiative check, or saving throw. He can activate this ability as a free action before attempting the check, even if it isn't his turn. He can use this ability a number of times

per day equal to $3 + \frac{1}{2}$ his Intelligence modifier. At 15th level, when the pact wizard invokes his patron's power to roll twice on a check, he adds his Intelligence bonus to the result as an insight bonus. When he applies metamagic feats to any spells he learned via his patron or curse, he treats that spell's final effective level as 1 lower (to a minimum level equal to the spell's original level).

At 20th level, whenever the pact wizard invokes his patron's power to roll twice on a check and his result is a natural 20, he automatically succeeds, regardless of whether or not a check of that type would normally allow an automatic success.

This ability replaces the bonus feats a wizard gains at 5th, 10th, 15th, and 20th level.

RIVETHUN SPIRIT CHANNELER (MEDIUM ARCHETYPE)

Rivethun spirit channelers are mediums who practice the ancient dwarven philosophy of the rivethun, which teaches that power lies in the connection between physical bodies and immaterial souls. Most rivethun spirit channelers are dwarven adherents of this ancient philosophy, but mediums of other races are accepted with equal fervor, for the rivethun teachings state that discord and heterogeneousness are the most surefire way to open one's senses to the spiritual world. Rivethun spirit channelers act as ambassadors and negotiators between the denizens of the natural and supernatural worlds.

Mind and Soul (Ex): A rivethun spirit channeler chooses whether she uses her Wisdom or Charisma score to determine the effects of her medium class abilities (including this archetype's abilities). This includes (but is not limited to) the minimum ability score needed to learn or cast a medium spell, the save DC of her medium spells, the number of bonus spells (if any) she receives for having a high ability score, the number of times per day she can use her medium abilities, and the effects of her spirit's abilities. This choice is made at 1st level, and once made, it can't be changed.

A rivethun spirit channeler knows one fewer spell of each spell level that she can cast than is indicated on Table 1-3: Medium Spells Known (*Pathfinder RPG Occult Adventures* 33).

This alters the medium's spellcasting.

Spiritual Invocation (Su): Rather than channel the legend of a single spirit for 24 hours, a rivethun spirit channeler can invite a nearby local spirit into her body for 24 hours. This functions exactly like the spirit dance ability of the spirit dancer medium archetype (*Occult Adventures* 94), except the rivethun spirit channeler doesn't need to find an appropriate location to channel

her spirits since she invites nearby spirits into her body instead of channeling a legend.

This alters spirit and replaces spirit bonus and spirit surge.

Spiritual Parley (Ex): At 2nd level, a rivethun spirit channeler adds $\frac{1}{2}$ her medium level to Diplomacy checks attempted against fey, elementals, outsiders (except native outsiders), and undead creatures, as well as on Diplomacy



checks attempted as part of the wrangle condition ability (see below).

This ability replaces taboo.

Wrangle Condition (Su): At 3rd level, a rivethun spirit channeler can interact directly with unwholesome spirits of the ills that trouble her or her allies. This functions like the animist shaman's wrangle condition ability (*Pathfinder RPG Advanced Class Guide* 110).

Haunt Channeler (Su): A rivethun spirit channeler receives this ability at 7th level instead of at 3rd level.

This ability replaces connection channel.

SCOURGE (SPIRITUALIST ARCHETYPE)

Scourges are students of pain and have a rare connection to tormented and wracked spirits. Most are worshipers of Zon-Kuthon who are more attracted to his mastery of pain than his lordship over darkness. As a result, scourges are found not only in Nidal, but also in Cheliox, Geb, and Irrisen. Faithful of the Midnight Lord often claim the spirits bound to scourges are tortured souls who begged to be given some boon by their deity, and that having their torment extend into death is a reward, rather than a punishment. Scourges seek to share their phantoms' miseries with all around them, using the spirit's pain as a weapon. A scourge's phantom is a broken and wretched



creature, and the torments it suffered in life are reflected in its ghostly or ectoplasmic appearance as wounds, scars, grotesque malformations, and tattered garments.

Spell Scourge (Su): At 4th level, when a scourge's phantom damages a creature, it causes severe pain, requiring that creature to succeed at a concentration check (DC = 20 + spell level) to use spells, spell-like abilities, and other abilities that require concentration for 1 round. The phantom gains a +2 bonus on attack and damage rolls when making attacks of opportunity. Any creature threatened by the scourge's phantom takes a -2 penalty on concentration checks.

This ability replaces spiritual interference.

Endure Torment (Ex): At 6th level, a scourge's phantom gains immunity to pain effects and gains a +4 bonus on saving throws against effects that could cause it to become staggered or stunned.

This ability replaces devotion.

Infllict Pain (Sp): At 7th level, a scourge can use *infllict pain*^{OA} as a spell-like ability once per day, plus one additional use per day for every 4 spiritualist levels beyond 7th. If her phantom is fully manifested, it can also use this ability, though doing so takes the phantom a full-round action, and it still counts against the scourge's daily uses of this ability.

This ability replaces calm spirit.

Ectoplasmic Swarm (Su): At 12th level, as a standard action, a scourge with a phantom manifested in ectoplasmic form can command it to break apart in a gruesome display of gore and agony, transforming it into a swarm of Diminutive ectoplasmic organs and viscera. The phantom gains the swarm subtype, dealing its unmodified slam damage die as damage for its swarm attack. Its distraction DC is equal to 10 + 1/2 the phantom's Hit Dice + its Constitution modifier. In this form, the phantom is too diffuse to use *infllict pain*^{OA} or any of its abilities from emotional focus (even passive abilities).

This ability replaces greater spiritual interference.

STEELBOUND FIGHTER (FIGHTER ARCHETYPE)

Whenever a particularly imposing intelligent weapon controls the mind of its wielder for long enough, spiritual echoes of this dominance can have strange resonances throughout that wielder's bloodline for generations to come. The steelbound fighter is sometimes the result of such a legacy: a fighter who has impressive martial resolve and technique with a specific weapon as the result of a powerful relationship a similar weapon had with one of his ancestors.



Steelbound Weapon (Ex): At 1st level, a steelbound fighter selects one type of weapon (such as shortswords, longbows, or heavy flails). He gains Weapon Focus with that specific weapon. Whenever he isn't wielding or carrying at least one weapon of this type (the weapon can be

broken but not destroyed), a steelbound fighter takes a –2 penalty to his Wisdom score and can't benefit from his fighter class abilities (excluding bonus feats gained from fighter levels). Once the steelbound fighter's weapon awakens (see steelbound awakening below), these penalties apply whenever the fighter isn't carrying or wielding that particular weapon.

This ability replaces the fighter's 1st-level bonus feat.

Steelbound Awakening (Su): At 5th level, one non-intelligent weapon carried by the steelbound fighter becomes possessed by the latent spiritual energies that cling to his soul, transforming that weapon into an intelligent weapon. The weapon must be of the type the fighter chose at 1st level as his steelbound weapon. The steelbound weapon grants its wielder Alertness as a bonus feat as long as the weapon is wielded. A steelbound fighter gains a +1 bonus on attack rolls and damage rolls with his steelbound weapon. This bonus increases to +2 at 9th level, +3 at 13th level, +4 at 17th level, and +5 at 20th level.

A steelbound weapon gains Intelligence, Wisdom, and Charisma scores of 10 when it awakens, and has the same alignment as its wielder. It communicates via empathy, and has senses that extend 30 feet. It has 5 ranks in a skill of the steelbound fighter's choice.

At 9th level, the steelbound weapon's ability scores increase to 12 and it gains the ability to speak in its wielder's native tongue. The weapon gains the ability to cast a 3rd-level spell once per day (the choice of the spell is made by the steelbound fighter, but is subject to GM approval, and once chosen, it can't be changed), with a caster level equal to the steelbound fighter's level. The spell's save DC is based off of the item's Charisma.

At 13th level, the steelbound weapon's ability scores increase to 14 and its senses extend to 120 feet. The weapon gains a special purpose of the steelbound fighter's choice (subject to GM approval).

At 17th level, the steelbound weapon's ability scores increase to 16 and it gains telepathy as well as darkvision with a range of 60 feet. The weapon can now use its spell-like ability three times a day, and can select a second 3rd-level spell that it can use once per day.

A steelbound fighter transfers the effects of his steelbound awakening to a new weapon of the proper type automatically after carrying that weapon on his person for 24 hours, but can have only one weapon under the effects of steelbound awakening at any given time.

This ability replaces weapon training.

UDA WENDO (MEDIUM ARCHETYPE)

Primarily found among the various tribes of the Mwangi Expanse, uda wendo are powerful mediums who are sensitive to the presence and desires of the wendo, powerful and mysterious entities that walk Golarion while shaping fate and guiding destiny. Rather than simply communing with the wendo like some oracles do, an uda wendo invites the wendo to use his body as a

vessel, gaining fantastic powers even while struggling to maintain control of his body against the crushing might of the wendo's presence.

Class Skills: An uda wendo adds Knowledge (geography) and Knowledge (nature) to his list of class skills, instead of Perform.

This alters the medium's class skills.

Wendo (Su): Rather than channeling spirits, an uda wendo channels the wendo, otherworldly entities that walk among mortals. This functions like channeling a spirit, except instead of requiring a favored location to channel a wendo, an uda wendo must offer the wendo a sacrifice worth at least 50 gp per Hit Die the uda wendo has. Alternatively, the uda wendo can instead accept 1 point of burn, as per the kineticist class ability (*Pathfinder RPG Occult Adventures* 11), instead of sacrificing material wealth. While channeling a wendo, the uda wendo gains the 1st-level domain power of one druid animal or terrain domain (*Pathfinder RPG Ultimate Magic* 33), or the 1st-level domain power of one of the following cleric domains: Air, Animal, Community, Darkness, Death, Destruction, Earth, Fire, Healing, Knowledge, Protection, Rune, Strength, Sun, Trickery, War, Water, or Weather. The uda wendo has an effective cleric or druid level equal to 1/2 his medium level (minimum 1st) for the purpose of this ability. In addition, he adds all spells from his chosen domain that are of a spell level he can cast (including modifications to the uda wendo's spellcasting from the archmage arcana or divine surge lesser spirit powers) to his medium spell list and medium spells known as medium spells of their domain spell level.

An uda wendo cannot invite allies to a seance to summon a wendo, and by channeling a wendo, the uda wendo allows the entity to gain 2 points of influence over him. If any sentient creature that doesn't practice jujū witnesses the uda wendo's seance, both creatures become permanently cursed with a –2 penalty on all d20 rolls and checks (as per *bestow curse*) and the attempt fails.

This ability alters spirit.

Wendo's Secrets (Ex): At 2nd level, an uda wendo learns most of his information through tales and secrets whispered to him by the wendo. He adds his Charisma bonus (if any) to all Knowledge checks that he attempts in addition to his Intelligence modifier.

This ability replaces shared seance.

Wendo Tongue (Su): At 3rd level, an uda wendo can invoke the wendo to commune with nearby spirits for a number of minutes per day equal to his level. These minutes don't need to be used consecutively, but they must be spent in 1-minute increments. The uda wendo can use this ability to speak with corpses (as per *speak with dead*) at 3rd level, with animals and plants (as per *speak with animals* or *speak with plants*) at 5th level, and with humanoids (as per *tongues*) at 7th level.

This ability replaces haunt channeler, location channel, and connection channel.

HAUNTED FEATS

A spirit can take many forms, be it a ghost, an outsider, or a powerful echo from the past. Through dedication and humility, the living can learn to harness the power of these strange forces, but often at a price. The following feats present several different options for players who want to play characters who are either partially possessed by spirits, or who have an enhanced ability to interact with them. Such players can use these feats to augment their characters' own powers or to become more resistant to or knowledgeable about their characters' mysterious abilities.

CHANNEL SPIRIT

You can willingly allow spirits to possess you, trading a taste of your life for their knowledge and abilities.

Prerequisite: Spirit Ridden or spirit class feature.

Benefit: Select one of the spirit legends available to a medium (see pages 33–37 of *Pathfinder RPG Occult Adventures* for more information about these spirits). You can trade control of your body to a spirit of this type for power. You must perform a seance, taking 1 hour and requiring your concentration. At the end of the seance, you invite a spirit of the chosen type to inhabit your body. You do not require an appropriate location to channel the spirit. You gain the benefits of the spirit's spirit bonus and seance boon, but no spirit powers. Your spirit bonus is +1, or equal to your spirit bonus from any medium class levels you have (whichever is higher). You don't select a taboo and the spirit gains no influence over you. You can continue to gain the benefits of the spiritual possession for up to 1 hour per character level you have. At the end of the duration, the spirit takes over your body, and you become an NPC under the GM's control for a duration equal to the amount of time the spirit possessed you. You can end the duration prematurely as a free action, but the spirit still takes over your body. If you have the spirit class feature, you can't use this feat and act as a vessel for a second spirit simultaneously, but you gain spirit powers as normal for your medium level.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, you gain a new spirit you can channel.

HAND'S AUTONOMY

Your possessed hand can act independently.

Prerequisite: Possessed Hand.

Benefit: You reduce the penalties for fighting with two weapons (including fighting with double weapons or when throwing weapons from each hand) by 2, to a minimum penalty of –1. This benefit stacks with the Two-Weapon Fighting feat. When you are unconscious, paralyzed, asleep, or stunned, your possessed hand can still act on your behalf in a limited fashion. The hand uses your statistics when performing any action in this manner. The hand can't take attacks of opportunity, but can draw attacks of opportunity

from actions it takes. The hand can perform the following actions each turn on your initiative count.

- The hand can retrieve or pick up an item or weapon as a standard action.
- The hand can attempt any of the following skill checks at a –4 penalty: Disable Device, Escape Artist, Heal, Sleight of Hand, or Use Magic Device.
- The hand can knock you prone as a free action, and drag you while you're prone at a speed of 5 feet as a full-round action.
- The hand can perform any other action appropriate for a hand and an arm, such as pouring a held potion into your mouth or awakening you from a *sleep* spell.
- The hand can make a single melee or ranged attack with a light or one-handed weapon as a full-round action.

HAND'S DETACHMENT

Your possessed hand can painlessly pull free of your body or reattach itself, leaving you with a bloodless but raw-looking stump at the end of one arm while the hand itself performs remote tasks under your command, acting in many ways like a strange familiar.

Prerequisites: Hand's Autonomy, Possessed Hand.

Benefit: You can remove your possessed hand, allowing the possessing spirit to animate and control its motion. Removing or reattaching your possessed hand is a full-round action. This deals no damage to you, but you can't use the hand while it is removed. The hand acts as a wizard's familiar, using your character level as your effective wizard level, except it doesn't gain the alertness, share spells, deliver touch spells, spell resistance, or scry on familiar abilities. Use the statistics for a crawling hand (*Pathfinder RPG Bestiary 2 59*) to represent the detached hand, save that the hand isn't undead, doesn't have the mark quarry ability, and shares your alignment. If the hand is destroyed, the spirit regenerates your missing hand in 2d4 days. This process can be accelerated by *regenerate* or similar magic. You cannot use the Possessed Hand feat or any feat with the Possessed Hand feat as a prerequisite until the hand is fully regenerated.

If you have the familiar class feature, you can choose for your possessed hand to become your familiar, granting it all familiar abilities as normal. If selected as a familiar, your possessed hand grants you a +3 bonus on Sleight of Hand checks.

HAND'S KNOWLEDGE

The connection to the memories of the spirit possessing your hand deepens.

Prerequisite: Possessed Hand.

Benefit: Select one Knowledge skill; this skill becomes a class skill for you. Additionally, select one of the following skills: Disable Device, Escape Artist, Heal, Sleight of Hand,

or Use Magic Device. This skill becomes a class skill for you and you can attempt checks with the skill untrained. Once per day as a swift action, you can gain a bonus to any of the above skill checks equal to 1/2 your character level.

HAND'S SIGHT

By manifesting an eerie, spiritual eye of its own, your possessed hand can “see” on your behalf.

Prerequisite: Possessed Hand.

Benefit: While your possessed hand isn't carrying anything, you gain darkvision with a range of 60 feet and cannot be flanked.

POSSESSED HAND

You've made a peaceful and permanent bargain with a ghost, spirit, or outsider. It possesses your hand, guiding and aiding you in exchange for help in return.

Benefit: You attract a ghost, spirit, or outsider with personal motivations to possess your hand. This usually involves some sort of mutually beneficial pact or agreement. Your possessed hand helps you in numerous ways, but its periodic, uncontrolled antics are distracting; you take a permanent -2 penalty on concentration checks once you gain this feat.

Any attack you make with a one-handed weapon, light weapon, unarmed strike, or natural attack with your possessed hand gains a +1 insight bonus on the attack roll and damage roll. You also gain a +1 insight bonus on Disable Device and Sleight of Hand checks. Once per day as a swift action, you can retrieve any stowed object you carry on your person, provided the object weighs no more than 5 pounds.

SPIRIT ALLY

You have a close connection with a spiritual assistant capable of aiding you in small ways.

Prerequisite: Caster level 8th.

Benefit: You gain the assistance of an invisible shapeless spirit. This acts as a constant *unseen servant* spell, using your character level as your effective caster level. For every 4 character levels you have, the spirit ally's effective Strength score increases by 2 (to a maximum of 12 at 20th level). If the spirit ally dissipates or is dispelled, it returns after 24 hours.

SPIRIT RIDDEN

You can invite lesser spirits to partially share your body in exchange for their training and experience.

Benefit: You can perform a seance once per day, taking 1 hour and requiring your concentration, calling out to any nearby spirit with the skill you seek. At the end of the hour, you invite the spirit to inhabit your body. The spirit grants you ranks in a skill of your choice equal to your character level, and you treat the skill as a class skill. These effects persist for 1 hour per character level. You cannot have more ranks in a skill than your total number of Hit Dice. While you're possessed, the spirit influences your personality.

SPIRITUAL TRAINING

Through dedicated study and training, you can resist the control of possessing spirits.

Benefit: You gain a +2 competence bonus on Knowledge checks to identify creatures with the incorporeal subtype, and can attempt Knowledge checks dealing with incorporeal creatures untrained. When affected by a *dominate person*, *magic jar*, or *possession*^{OA} spell or a similar ability, your mind and soul remain aware within your body, at war with the invading consciousness. While dominated or possessed, you can attempt a Will save as a swift action to temporarily regain control over your body. On a successful save, you can act normally for 1 round. On a failed save, you cannot attempt to regain control for 1 hour, but the possessing consciousness can't take a swift action that round.



HAUNTED SPELLS

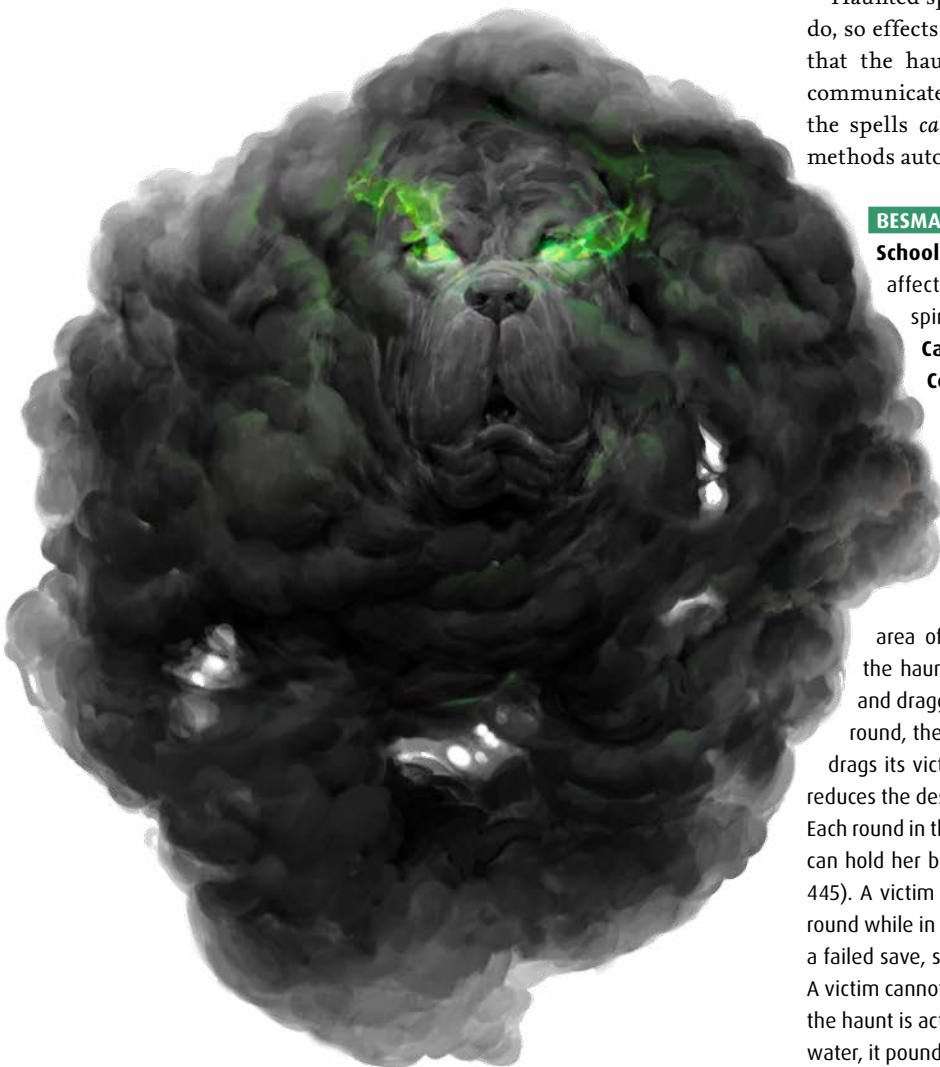
The following pages present a new subschool of necromancy: haunted spells. These spells manipulate the lingering spiritual energy suffusing an area or surrounding an object into semi-autonomous magical effects. Haunted spells function like regular spells, but those with ongoing durations can be neutralized as though they were haunts as they take effect. The statistics for each spell's haunt-like manifestation are listed at the end of the spell's other statistics.

Events during a haunted spell's duration may cause its haunt-like manifestation to reoccur during that round, causing a surprise round if combat has not yet begun. These manifestations grant victims and their allies additional chances to notice and neutralize the haunted spell before it takes effect. These additional manifestations do not allow new saving throws to negate the spell.

Since haunted spells derive their power from ambient emotional energy, a given area or object can host only one

haunted spell at a time. Most haunted spells have shapeable areas of effect, which can be molded to fit the areas where they are cast, and their effects target all creatures in the area when the haunted spell manifests. Once a haunted spell is cast on an area or object, it remains in place for 1 week or until it is activated, triggering its haunt-like manifestation. Once an area or object hosts a haunted spell, it cannot host another haunted spell for at least 7 days after the first one activates. A single area or object cannot host a haunted spell and a regular haunt at the same time. As long as a haunted spell remains latent in an area, its caster can't prepare a new spell in that slot or regain that spell slot. When the haunted spell triggers, the caster can sense it but gains no insight or information about what triggered the haunt beyond what he can directly observe. A caster can dismiss a haunted spell as a swift action in order to prepare a new spell in that slot or to regain a spell slot; doing so causes the haunted spell to dissipate.

Haunted spells don't have histories like regular haunts do, so effects that reveal such information merely expose that the haunted spell is a magical effect. Efforts to communicate with haunted spells using talking boards^{OA}, the spells *call spirit*^{OA} and *speak with haunt*^{OA}, or similar methods automatically fail.



BESMARA'S GRASPING DEPTHS

School necromancy (haunted) [emotion^{UM}, fear, mind-affecting]; **Level** cleric 5, inquisitor 6, shaman 6, spiritualist 5, witch 6

Casting Time 1 standard action

Components V, S, M/DF (a vial of sea water)

Range close (25 ft. + 5 ft./2 levels)

Area one 5-ft. cube/level (S)

Duration see text

Saving Throw Will partial; see text; **Spell**

Resistance yes

You call upon the restless souls of those who died at sea. This spell can be cast only on an area of deep water. When a creature enters the area, the haunt manifests, automatically grabbing the creature and dragging it under the water on initiative count 10. Each round, the haunt deals 1d6 points of nonlethal damage as it drags its victim down 10 feet; a successful DC 15 Swim check reduces the descent to 5 feet and negates the nonlethal damage. Each round in the haunt's clutches reduces the duration the victim can hold her breath by 2 rounds (*Pathfinder RPG Core Rulebook* 445). A victim can make a single move or standard action each round while in the haunt's grasp if she succeeds at a Will save; on a failed save, she can only struggle helplessly against the haunt. A victim cannot use her actions to swim toward the surface while the haunt is active. If the haunt reaches the bottom of its body of water, it pounds its victim against the bottom, dealing 2d6 points of nonlethal damage per round to the victim and reducing the

duration the victim can hold her breath by an additional round. This continues until either the haunt is neutralized (in which case the victim must still swim to the surface) or the victim drowns.

The haunt can grab and attempt to drown multiple creatures in its area on its initiative count. The magic holding the haunt together is unstable and deteriorates while the haunt is active. Each round at the end of its turn, the haunt automatically loses 1d6 hit points per creature it is currently affecting. Furthermore, the spell's haunt-like manifestation is active throughout the spell's duration, rendering it vulnerable to effects that damage haunts. When the haunt reaches 0 hit points, the spell ends.

HAUNT STATISTICS

Notice Perception DC 30 (to detect the smell of brine)
hp 5 hp/level; **Trigger** proximity; **Reset** none

CRAFTER'S NIGHTMARE

School necromancy (haunted) [emotion^{UM}, fear, mind-affecting]; **Level** bard 2, druid 2, medium 1, mesmerist 2, occultist 2, psychic 2, sorcerer/wizard 2, spiritualist 2, witch 2

Casting Time 1 standard action

Components V, S, M (a broken tool)

Range close (25 ft. + 5 ft./2 levels)

Area one 5-ft. cube/level (S)

Duration 1 day/level (D)

Saving Throw Will negates; **Spell Resistance** yes

You concentrate feelings of competitiveness, envy, and ill will into a poltergeist-like haunt that wreaks havoc on its victim's long-term endeavors. Every time a creature in the affected area attempts a Craft or Profession check to generate income, create an item, or earn capital (*Pathfinder RPG Ultimate Campaign* 85), any skill check required for crafting or repairing a magic item, or any skill check required for an occult ritual (*Pathfinder RPG Occult Adventures* 208), the haunt imposes a -5 penalty on the check. If the creature fails its check by 5 or more, the haunt's mischief deals 1d6 points of damage to the creature in addition to any other negative effects from such a failure. If the creature attempts to cast a spell with a casting time of 1 minute or longer, the haunt becomes similarly disruptive, requiring the caster to succeed at a concentration check (DC = 15 + spell level) or lose the spell and take 1d6 points of damage from the mischief. Each time the haunt is disruptive, the spell's haunt-like manifestation occurs during that round.

HAUNT STATISTICS

Notice Perception DC 20 (to hear faint, sinister laughter)
hp 2 hp/level; **Trigger** skill check or spell (see text); **Reset** none

FRIGID SOULS

School necromancy (haunted) [cold, emotion^{UM}, fear, mind-affecting]; **Level** cleric 4, druid 4, ranger 3, shaman 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, DF/M (a bloody icicle)

Range close (25 ft. + 5 ft./2 levels)

Area one 5-ft. cube/level (S)

Duration 1 hour/level (D)

Saving Throw Will negates; **Spell Resistance** yes

You harness the Irriseni people's palpable fear of their frozen environment and cruel Jadwiga overlords into a haunt that withers defenses against the cold. Any creature that enters the affected area must succeed at a Will save or gain spell resistance equal to 11 + your caster level against any abjuration effect that provides resistance to or protection against cold damage or cold climates. This spell resistance cannot be voluntarily lowered. Once every 30 minutes as an immediate action, the haunt attempts a dispel check (1d20 + your caster level) against an active abjuration effect currently protecting a creature in the affected area against cold, even if it was active before the creature was haunted or it successfully bypassed the spell resistance imposed by the haunt. Against creatures with multiple layers of protection, these dispel checks start with the highest-level abjuration effects and work their way down the list. Each time the haunt attempts a dispel check, the spell's haunt-like manifestation occurs during that round.

HAUNT STATISTICS

Notice Perception DC 25 (to feel a biting chill as if through the touch of a frozen hand)

hp 2 hp/level; **Trigger** proximity; **Reset** none

GRIM STALKER

School necromancy (haunted) [death, emotion^{UM}, fear, mind-affecting]; **Level** cleric 7, magus 6, shaman 7, sorcerer/wizard 7, summoner 6, witch 7

Casting Time 1 minute

Components V, S, DF/M (a hound's fang)

Range touch

Target one object touched

Duration 1 day/level (D)

Saving Throw Will negates (object); see text; **Spell Resistance** yes (object)

You bind spirits of ill fate to an object, focusing their wrath onto the next creature that touches the object. When a creature touches the target object, it can attempt a Will save to negate the spell's effect. Although a successful save prevents the creature from becoming haunted, the haunt still resides within the object, and targets either the next creature to touch the object or the same creature again if it still holds the object after 24 hours. The haunt remains within the object until a creature fails its save or the spell's duration ends.

Once a creature is affected by the haunt, it begins noticing a large, black mastiff with ominous green eyes watching and following it from a distance, always just beyond the range of focus or interaction. The grim stalker terrorizes the creature's sleep, affecting it as per *nightmare* every night during the spell's duration (Will negates for one night). Each time the creature takes hit point damage, the grim stalker lunges closer, causing the creature to become shaken for 1 round (Will negates). Each time the creature is reduced to less than one-tenth of its maximum hit points, the grim stalker lunges at the creature as an immediate action, affecting it as per *phantasmal killer*.

Each time the grim stalker lunges at the affected creature, the spell's haunt-like manifestation occurs during that round. Alternatively, a haunted creature can attempt to force the grim

stalker to manifest using a simple ritual that requires a successful Knowledge (arcana), Knowledge (religion), or Spellcraft check; occult reagents costing 450 gp (which are consumed as part of the ritual); and a full-round action. The DC for this check equals the spell's save DC. Successfully performing the ritual causes the grim stalker to manifest as a Nessian warhound (*Pathfinder RPG Bestiary* 173) in an available square 20 feet away from the victim, save that its only subtype is extraplanar, its alignment is neutral, its bite and breath weapon deal negative energy damage instead of fire damage, and it has negative energy affinity instead of fire immunity and vulnerability to cold. The grim stalker immediately attacks the affected creature, persisting until either it or the creature is slain, at which point the spell effect (and the warhound) disappears.

HAUNT STATISTICS

Notice Perception DC 30 (to see a black dog darting toward the target out of the corner of the eye)

hp 4 hp/level; **Trigger** touch (object); **Reset** none

HORRIFYING VISAGE

School necromancy (haunted) [emotion^{UM}, fear, mind-affecting]; **Level** bard 3, cleric 3, inquisitor 3, magus 3, psychic 3, shaman 3, sorcerer/wizard 3, spiritualist 3, witch 3

Casting Time 1 standard action

Components V, S, M (a live spider)

Range close (25 ft. + 5 ft./2 levels)

Area one 5-ft. cube/level (S)

Duration 1 day/level (D)

Saving Throw Will negates; **Spell Resistance** yes

You channel residual feelings of terror into the minds of creatures within the area, causing those fears to manifest when confronted with a specific object. All creatures in the area must succeed at a Will save or acquire a phobia (*Pathfinder RPG GameMastery Guide* 250) for the spell's duration. You choose one kind of creature, object, or image within the area of the spell when it is cast that triggers the phobia. The kind of creature, object, or image that triggers the phobia must be named specifically. A creature type or subtype is not specific enough. The phobia can be cured using traditional methods of treating insanity, and spells or effects that prevent possession or mind control suppress the phobia for their duration. Each time the phobia is triggered in an affected creature, the spell's haunt-like manifestation occurs during that round.

HAUNT STATISTICS

Notice Perception DC 25 (to hear a distant cry of fright, or see a horrified ghostly face appear over a victim's face)

hp 2 hp/level; **Trigger** proximity; **Reset** none

MISCHIEVOUS SHADOW

School necromancy (haunted) [emotion^{UM}, fear, mind-affecting]; **Level** bard 4, magus 4, medium 3, shaman 4, sorcerer/wizard 4, spiritualist 4, summoner 4, witch 4

Casting Time 1 standard action

Components V, S, M (a black candle)

Range close (25 ft. + 5 ft./2 levels)

Area one 5-ft. cube/level (S)

Duration 1 day/level (D)

Saving Throw Will negates; **Spell Resistance** yes

You direct spirits into the shadows of creatures. The shadows of creatures that fail their Will saving throws appear slightly different for the duration of the spell, bearing small horns, unusually long and slender arms, or other small discrepancies. This spell does not work on creatures that do not cast shadows or reflections. At will as an immediate action (but no more often than once every 10 minutes), a *mischievous shadow* can interfere with its host's actions or the actions of adjacent creatures by interacting with their shadows in ways that affect their physical counterparts, such as grabbing the shadow of a crossbow to redirect the physical weapon's aim. Each disruption either imposes a -8 penalty on a single attack roll, combat maneuver check, or Strength- or Dexterity-based skill check, or requires a spellcaster to succeed at a concentration check (DC = 15 + spell level) or lose a spell being cast. If you are within range of the spell effect, you can decide how these shadows interfere; otherwise, their actions are timed and decided by the GM as needed, typically manifesting during important or crucial roles. Each time a *mischievous shadow* makes such a disruption, the spell's haunt-like manifestation occurs during that round.

HAUNT STATISTICS

Notice Perception DC 25 (to see a target's shadow act incongruously with its physical motions)

hp 2 hp/level; **Trigger** proximity; **Reset** none

SKIN TAG

School necromancy (haunted) [emotion^{UM}, fear, mind-affecting]; **Level** alchemist 1, medium 1, occultist 1, shaman 1, sorcerer/wizard 1, witch 1

Casting Time 1 minute

Components V, S, M (beverage or food item, plus special reagents worth 25 gp)

Range touch (object); 1 mile (remote effects)

Target 1 beverage or piece of food touched

Duration 1 day plus 1 day/level (D)

Saving Throw none (object), Fortitude negates; see text; **Spell Resistance** no (object), yes (creature)

You mix a malign spirit into a piece of food, a drink, or some other item to be consumed (including alchemical items, potions, elixirs, or similar items). The *skin tag* spell discharges when the item is consumed, affecting the creature that used the item unless it succeeds at a Fortitude save. The spirit embeds itself somewhere in the affected creature's skin, forming a painless set of wrinkles and tags of skin that looks vaguely like a face when the haunt activates. You are considered to have a body part from the affected creature for the purpose of *scrying* and similar divination spells. Once per day as a standard action, you can remotely cause the spirit to make the affected creature's skin crawl, causing the creature to become sickened for 1d4 rounds + 1 round per 2 caster levels you have (to a maximum of 5 extra rounds at 10th level) unless it succeeds at a Fortitude save. Alternatively, once per day you can remotely use a hex, a mind-affecting spell, or a necromancy spell that causes disease or possession on the affected creature. Each time you use the

remote sickening or spell or hex effect, the spell's haunt-like manifestation occurs during that round.

HAUNT STATISTICS

Notice Perception DC 20 (to taste a hint of rot) or DC 25 (if the affected creature is wearing armor or heavy clothing)

hp 5 hp; **Trigger** conditional (using the item or the spell's remote effect); **Reset** none

UNSETTLING PRESENCE

School necromancy (haunted) [emotion^{UM}, fear, mind-affecting]; **Level** bard 2, medium 1, mesmerist 2, occultist 2, psychic 2, shaman 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Area one 5-ft. cube/level (S)

Duration 1 hour/level (D) **Saving Throw** Will negates; **Spell**

Resistance yes

Those in this spell's area who fail their Will saving throws harbor a faint sense of paranoia and evoke the same feeling in others for the duration of the spell. Domesticated animals (not including familiars and animal companions) don't willingly approach affected creatures unless the animal's master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. Affected creatures take a -4 penalty on Handle Animal, Ride, and wild empathy checks against familiars, animal companions, animal cohorts, and other permanent companions provided by class abilities for the spell's duration. Anyone an affected creature interacts with must succeed at a Will save or have its initial attitude automatically worsened by one step for the spell's duration. Every time an affected creature attempts a Sense Motive check to get a hunch or detect a Bluff from another creature (or vice versa), it must succeed at a Will save or automatically assume the other party is lying or otherwise harbors ill will against it. Each time this spell causes an affected creature (or someone interacting with the affected creature) to attempt a Will saving throw, the spell's hauntlike manifestation occurs.

HAUNT STATISTICS

Notice Perception DC 20 (to feel a sudden sense of dread, or to hear victims' names whispered behind their backs)

hp 2 hp/level; **Trigger** proximity; **Reset** none

URGATHOA'S BEACON

School necromancy (haunted) [emotion^{UM}, evil, fear, mind-affecting]; **Level** antipaladin 2, cleric 2, inquisitor 2

Casting Time 1 standard action

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Area one 5-ft. cube/level (S)

Duration 1 hour/level (D)

Saving Throw Will negates; **Spell Resistance** yes

You shroud an area in Urgathoa's unclean influence, rendering those who pass through it and fail their Will saving throws more enticing to ravenous undead. When an affected creature comes within 60 feet of an undead creature, the spell immediately draws the undead creature's attention, granting it a +4 bonus

on Perception checks to notice the affected creature and on saving throws to resist spells that hide or disguise the affected creature (such as *hide from undead*). Once the undead creature notices the affected creature, it feels compelled to kill and devour the affected creature, and gains a +1 profane bonus on attack rolls made against the affected creature and a +1 profane bonus on saving throws against the affected creature's spells and special abilities. The undead also ignores any concealment less than total concealment that an affected creature has. Each time the spell draws an undead creature's attention to an affected creature, the spell's haunt-like manifestation occurs during that round.

HAUNT STATISTICS

Notice Perception DC 20 (to see a pale light briefly in the area)

hp 2 hp/level; **Trigger** proximity; **Reset** none



SPIRIT TOOLS

Ghosts, haunts, and creatures capable of possessing mortals are inherently magical beings and manifestations, and dealing with these forces often requires specialized tools and magic designed to thwart their menace. The following items are crafted specifically to prevent—and potentially profit from—hauntings and possessions, as well as other supernatural events.

HAUNT SCAVENGING

The practice of haunt scavenging detailed in the feat below allows canny alchemists and spellcasters to harvest the ectoplasmic residue left behind by defeated haunts and incorporeal creatures for use in spellcasting and magic item construction.



HAUNT SCAVENGER (ITEM CREATION)

You can use spiritual essence to craft magic items.

Prerequisite: Any one item creation feat or Craft (alchemy) 3 ranks.

Benefit: You can harvest the ectoplasmic remains of haunts, incorporeal undead, or the like to craft magic items. Whenever you encounter a recently neutralized haunt, the remains of an incorporeal undead creature, or the remains of a creature that has the ability to possess another creature using a racial spell-like ability or supernatural ability (such as a ghost or a shadow demon), you can attempt to extract material components from those remains that are suitable for crafting magic items. You must have access to an alchemist's lab (*Pathfinder RPG Ultimate Equipment 76*) in order to extract components from a haunt or creature, and you must begin extracting these components within 10 minutes of the haunt or creature's death or destruction. After 10 minutes, the components have degraded too much to be of any use to you.

Harvesting components with this feat can take several hours. Performing at least 1 minute of work extracting components from a haunt or creature prevents its material components from degrading further for 24 hours, allowing you to safely suspend and resume harvesting these components without fear of subsequent degradation. This ectoplasmic residue is portable once the extraction work begins, provided you have a vial to contain the source residue (the actual amount of residue is never much, physically, but the value of the components you can extract from the residue increases with the power of the original haunt or creature).

Each hour, attempt a Craft (alchemy) or a Knowledge (religion) check to successfully handle the residue and extract useful material. The DC for this check is equal to 15 + the CR of the haunt or creature being harvested. If you succeed at the check, you harvest 50 gp worth of components. If you fail the check by 4 or less, you can attempt to harvest those components again. If you fail the check by 5 or more, the residue spoils and you cannot scavenge any more from that particular source. A single source can yield an amount of components up to a maximum value of 50 gp per point of CR before it is depleted.

Material components harvested with Haunt Scavenger can be used in place of the material components of enchantment or necromancy spells and extracts, provided they are of equal or greater value compared to the spell's normal material components. Additionally, they can be used in place of actual gold to fund the construction of a magic item with an enchantment or necromancy aura.

MAGIC ITEMS

The following magic items interact with the spirit world.

JAR OF HAUNT SIPHONING		PRICE 6,250 GP
SLOT none	CL 6th	WEIGHT 1 lb.
AURA moderate necromancy		

This jar of transparent glass is bound with gold ribbons. As a standard action that requires both hands, the user can untie the ribbon and remove the jar's lid. When the user does so, the ribbon glows as the jar unleashes a burst of positive energy that deals 3d6 points of positive energy damage to all manifested haunts within 30 feet of the user. If this deals enough damage to a haunt to reduce the haunt's hit points to 0, the haunt is neutralized as it dissolves into a violet mist that then drains into the jar. A haunt neutralized by a *jar of haunt siphoning* takes a -5 penalty on its caster level check to manifest again after its reset time passes.

Once used, a jar of haunt siphoning cannot be activated again for 1d4 rounds, but any violet mist within the jar must first be removed. Removing this mist is a full-round action that requires a creature to pour the jar's contents into a nonmagical glass vial worth at least 1 gp. This transforms the vial into a grenade-like splash weapon that functions like a vial of alchemist's fire, except it deals negative energy damage instead of fire damage. Purifying a jar of haunt siphoning in this manner causes the jar to reactivate in 1d4 rounds.

CONSTRUCTION REQUIREMENTS	COST 3,125 GP
Craft Wondrous Item, <i>gentle repose</i> , <i>mass inflict light wounds</i>	

PAPYRUS OF ETERNAL REST		PRICE 4,000 GP
SLOT none	CL 1st	WEIGHT —
AURA faint necromancy		

This 12-inch-long scroll is scribed on papyrus that has been anointed with holy water. Written on the scroll's face in Minkaian are three to four pictographs that bid the reader a peaceful rest. A *papyrus of eternal rest* grants its owner a gaze attack with a range of 30 feet whenever she wields the item in one hand and clearly presents it before her. Haunts and incorporeal undead must succeed at a DC 12 Will save or take 1d6 points of damage and become sickened for 1 round. A successful Will save prevents the sickened condition and reduces the damage by half. Haunts can't avoid looking at a *papyrus of eternal rest*, but incorporeal undead can as normal.

The user of a *papyrus of eternal rest* cannot wield both a weapon and the papyrus in the same hand, and the hand presenting the papyrus cannot be used to complete the somatic components of spells. Because of the item's light weight, however, wielding a *papyrus of eternal rest* does not count as having an occupied hand for the purpose of the Fencing Grace^{UI}, Slashing Grace^{ACG}, or Starry Grace^{UI} feats, a swashbuckler's precise strike deed, and similar effects.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP
Craft Wondrous Item, <i>bane</i> , <i>disrupt undead</i>	

PSYCHIC AURASCOPE		PRICE 8,000 GP
SLOT none	CL 7th	WEIGHT 4 lbs.
AURA moderate divination		

A magical version of a haunt detector (see page 12), a psychic aurascope is filled with a strange, swirling white vapor. A psychic aurascope acts in all ways as a haunt detector, but in addition, while the aurascope's bulb is touching a creature or object, the user can utter a command word to activate the aurascope, causing the vapor contained within it to rapidly shift between multiple hues for as long as it continues to touch that creature or object. The hues displayed within the aurascope relate to the touched creature or object's alignment aura, emotion aura, health aura, and magic aura, allowing the user to use the read aura occult skill unlock (*Pathfinder RPG Occult Adventures* 197) once per day, even if she has no levels in an occult class or doesn't have the Psychic Sensitivity feat. If the user has levels in an occult class or the Psychic Sensitivity feat, she can attempt a Perception check with a DC equal to 25 + the creature's Hit Dice or the item's caster level and apply the result to all of the target's auras instead of just one single aura. The user can use this version of the read aura occult skill unlock at will; it doesn't count as her one daily use of the read aura skill unlock.

In addition, if the user attempts to read the auras of an object that is associated with a haunt, the object's auras twist and writhe in the shape of skulls, anguished faces, and flashes of scenes relating to the haunt's formation, allowing her to use Knowledge (religion) to attempt to identify the haunt's elements, such as its area, notice DC, weakness, trigger, destruction requirements, and so on. The DC to identify a haunt's elements with a psychic aurascope is equal to 20 + the haunt's CR, which allows the user to determine one of the haunt's elements, chosen randomly. For every 5 by which the check's result exceeds this DC, the user randomly determines another one of the haunt's elements.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Wondrous Item, <i>analyze aura</i> ^{OA} , <i>speak with haunt</i> ^{ACG}	

SHAWL OF THE LINGERING PHANTOM		PRICE 3,200 GP
SLOT head	CL 5th	WEIGHT —
AURA faint divination		

This ghost-white shawl is partially transparent and flutters elegantly with every motion its wearer makes. If the wearer has the shared consciousness class feature (*Occult Adventures* 73), she gains the Skill Focus feat in both skills determined by her phantom's emotional focus while the phantom is manifested in ectoplasmic or incorporeal form. While her phantom is confined in her consciousness, she instead gains a +4 competence bonus on skill checks with those skills.

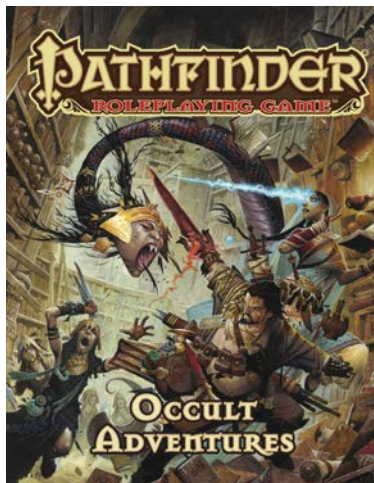
CONSTRUCTION REQUIREMENTS	COST 1,600 GP
Craft Wondrous Item, <i>borrow skill</i> ^{APG} , creator must be a spiritualist with the shared consciousness class feature.	

NEXT MONTH!

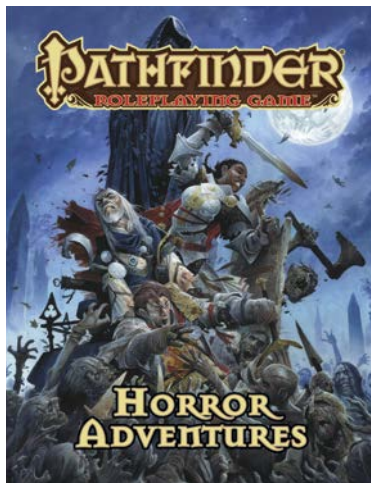
Books of magic need not focus entirely on arcane spells. Indeed, the holy texts and prayer books of Golarion's numerous faiths contain countless secrets and robust techniques just waiting to be mastered. *Pathfinder Player Companion: Divine Anthology* presents several such tomes of religious power, presenting options for religious characters of all walks of life, whether they're divine spellcasters or otherwise!

WOULD YOU LIKE TO KNOW MORE?

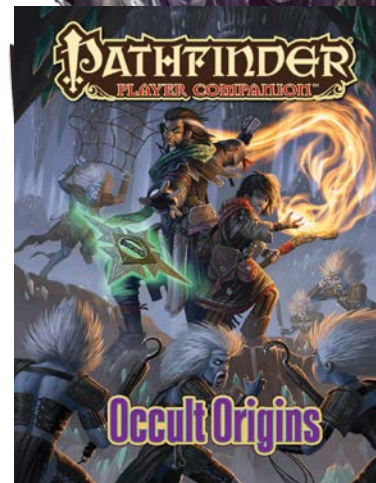
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The realm of the spirit world is expansive, as is the nature of those who devote their lives to its exploration. Check out *Pathfinder RPG Occult Adventures* for many options for psychic characters!



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This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can be easily incorporated into any fantasy world.



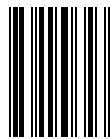
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