

# Everyman Minis

## Ghost Hunting Options



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Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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## Welcome to Everyman Minis!

From the company that brought you jewels such as *ULTIMATE CHARISMA*, *MICROSIZED ADVENTURES*, and the *EVERYMAN UNCHAINED* series, *EVERYMAN MINIS* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, “Yes,” and so *EVERYMAN MINIS* was born!

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~ Alexander Augunas



## New Skill Usages

The following new skill tasks enable you to identify and fell haunts.

### Identify Haunt (Knowledge [Religion])

You can identify the occurrence of a supernatural phenomenon as the presence of a haunt.

**Check:** Whenever a haunt manifests (usually on its initiative count), you can attempt a Knowledge (religion) check to identify the phenomenon as a haunt. The DC for this check is equal to  $15 +$  the haunt’s CR. If you succeed on your check, you know that a haunt is manifesting, but do not gain any other information about the haunt. For every 5 by which your check succeeds, you learn one piece of information about the haunt from the following list: area, trigger, reset, or effect.

**Action:** None.

**Try Again:** No. The check represents what you know, and thinking about a topic a second time doesn’t let you know something you never learned in the first place.

**Untrained:** Unlike most uses of Knowledge (religion), you can make checks to identify a haunt untrained. You cannot gain pieces of information about a haunt if you make your check untrained.

### Fell Haunt (See Text)

You discern the means by which you can destroy a haunt.

**Check:** Whenever you or an ally successfully identifies a haunt (see above), you can attempt a skill check to discern the method of destroying the haunt for good. In order to do so, first you must succeed on a Perception check with a DC equal to  $15 + 1\text{--}1\frac{1}{2}$  times the haunt’s CR to notice some important sensory detail about the haunt that hints at how it was formed (such as rope around a spectral figure’s neck that symbolizes that the individual was hanged). If you succeed, you must then succeed on a second skill check with an applicable skill to discern the significance of that detail and how it relates to the anguish that keeps the haunt tethered to the mortal realm—common skills include Heal for haunts tied to gruesome murders, Knowledge (local) for haunts tied to local legends, Knowledge (history) for haunts tied to historical events, or any relevant Profession skill. The GM decides which skills are applicable for this purpose, but the DC is always equal to  $15 + 1\text{--}1\frac{1}{2}$  times the haunt’s CR. If you have an uncommonly appropriate skill for the task, such as Profession (teacher) for a haunt tied to a schoolyard tragedy, the GM can award up to a +5 circumstance bonus to their check. If you succeed on this second check, you learn the method by which you can destroy the haunt, as indicated in its entry.

**Action:** Usually none. In most cases, felling a haunt doesn’t take an action (but see ‘Untrained,’ below).

**Try Again:** No. The check represents what you know, and thinking about a topic a second time doesn’t let you know something you never learned in the first place.

**Untrained:** You can make the initial Perception check untrained, but not subsequent checks.



## New Bard Archetype

The following archetype is available to bards.

### Spirit Singer (Bard)

Spirit singers are able to use music to lull spirits to their command, using them to communicate with the dead or command the undead to do their bidding.

**Bardic Performance:** A spirit singer gains the following unique applications of the bardic performance ability.

*Compelling Lament (Sp):* At 12th level, a spirit singer's voice is powerful enough to lure souls across the veil between life and death. He adds call spirit to his bard spell list and list of bard spells known as a 4th-level spell, and can cast this spell as a spell-like ability by spending 10 minutes performing. He must spend 5 rounds of bardic performance + 1 round per round he concentrates to use this ability. The spirit singer's caster level with this spell-like ability is equal to his level, and the save DC is Charisma-based.

This ability replaces soothing performance.

*Summon Spectre (Sp):* At 18th level, a spirit singer can use his bardic performance to summon a spectral version of himself as a standard action, functioning as *summon monster IX* except the creature summoned is a ghostly version of himself; effectively himself with the ghost template (see the ghost entry in *PATHFINDER ROLEPLAYING GAME: BESTIARY*). This creature has ghostly versions of your equipment that dissolve into ectoplasm if removed from its body, as well as the corrupting touch, frightful moan, and telekinesis special attacks. The ghost appears in your space and moves as you do, and cannot take actions other than to use its special attacks or attack with its weapons (see above). The ghost does not gain any of your class features, but it retains any of your feats whose prerequisites it meets.

Using this ability is a full-round action. You must spend 9 rounds of bardic performance to use this ability, plus 1 round each round that you maintain it. When the performance ends, the ghost disappears. In addition, each round that you maintain this performance you gain 1 temporary negative level. These temporary negative levels never become permanent, and you automatically succeed on your saving throw to recover from them. If you die while having any number of negative levels from this ability, you automatically rise as a ghost.

This ability replaces the versatile performance gained at 18th level.

**Ghost Singer (Su):** At 1st level, a spirit singer can affect incorporeal undead creatures with your mind-affecting bardic performances and bard spells as if they weren't immune to mind-affecting effects. Such creatures gain a +4 bonus on their saving throws (if any) against the spirit singer's bardic performances and bard spells unless he makes a successful Perform (keyboard, sing, string, or wind) check against a DC equal to  $20 + 1\frac{1}{2}$  times the creature's CR as a move action.

This ability replaces distraction. A spirit singer can learn the distraction bardic performance in place of selecting a new skill with the versatile performance class feature starting at 10th level.

**Ghost Whisperer (Ex):** At 1st level, a spirit singer adds *speaking with dead* and *speaking with haunt* to his list of bard spells known, and treats his alignment as identical to that of the dead creature or haunt with which he is speaking when casting such a spell.

At 6th level, he adds *speaking with dead* to his list of bard spells known as a 2nd level spell, and gains a +2 bonus to his caster level when casting *speaking with dead*. At 10th level, he adds *speaking with haunt* to his list of bard spells known as a 4th-level spell, and gains a +2 bonus to his caster level when casting *speaking with haunt*.

This ability replaces the versatile performance gained at 6th level.

## New Bardic Masterpiece

The following bardic masterpiece is available to any bard or skald who meets its prerequisites.

### Lullaby of Calming Spirits

Your sultry melodies lull even the most disgruntled spirits into a temporary fugue.

**Associated Skills:** Perform (keyboard, sing, string, or wind).

**Cost:** Feat or 1st-level bard spell known.

**Effect:** You can use your bardic performance to lull a haunt into a state of inactivity. Each round of the lullaby, you make a Perform check with one of the masterpiece's associated skills. If your check's result equals or exceeds  $20 + 1\frac{1}{2}$  times a haunt's CR, that haunt acts as though neutralized—it cannot manifest during that round and is often vulnerable to destruction, as detailed in the haunt's description. If you fail the check by 5 or more, the haunt is agitated by your melody and cannot be affected by your lullaby again for 24 hours. The lullaby replies on audible components.

**Use:** 1 round of bardic performance per round.

**Action:** 1 standard action.

## New Investigator Talents

The following investigator talents are available to investigators and other classes that can use investigator talents.

**Phantom Inkling (Ex):** Whenever the investigator comes within 20 feet of a haunt or incorporeal undead creature, he receives an immediate Perception check to notice the target. (This check should be made by the GM in secret.) Additionally, during any surprise round triggered by a haunt or incorporeal undead that he is able to act in, he may spend one use of inspiration to roll his inspiration die and add the result to his initiative check as an insight bonus.

**Spectral Strike\* (Ex):** When making a studied strike against an incorporeal undead creature, the investigator can expend one use of inspiration to deal his full amount of studied strike damage to the target, as if he were attacking with a *ghost touch* weapon.

**Spirit Sleuth (Ex):** Whenever an investigator with this talent attempts a skill check to identify a haunt or fell a haunt (see page 3) and uses his inspiration ability on his skill check, he applies his inspiration die to all skill checks made as part of identifying or felling the haunt, and he may roll his inspiration die twice and

use the better result. Additionally, whenever the investigator makes a skill check to attempt to fell a haunt, he can make one Sense Motive check with a DC equal to 20 + 1-1/2 times the haunt's CR. If he succeeds, he discovers the method to destroy the haunt with no further skill checks required.

## New Kineticist Wild Talents

The following wild talents are available to kineticist characters.

### GHOST-BLIGHT INFUSION

**Element** earth; **Type** substance infusion; **Level** 2; **Burn** 1  
**Associated Blasts** earth, magma, metal, mud, sandstorm  
**Saving Throw** none

Your kinetic blast contains rare mineral salts that are inimical to incorporeal undead. Whenever you attack an incorporeal undead creature with an infused kinetic blast and hit, the kinetic blast deals full damage to the creature.

### SPECTRAL BARRIER

**Element** aether; **Type** utility (Su); **Level** 6; **Burn** 0

As a standard action, you weave a 10-foot-radius spherical barrier of aether that incorporeal creatures cannot pass or attack through, functioning as *anti-incorporeal shell*<sup>ACG</sup>. The barrier is centered on you and is stationary once created. To corporeal creatures, the barrier is as tangible as thick webbing but otherwise does not prevent them from passing through it or hinder their movement in any way. Once created, your barrier lasts for 1 round. You can extend the barrier's duration to 1 round per kineticist level by accepting 2 points of burn.

## New Magic Items

The following magic items are exceptionally useful to ghost hunters.

### CORPSE GLASS

**Aura** faint divination and necromancy; **CL** 5th  
**Slot** —; **Price** 4,400 gp; **Weight** 4 lbs.

#### DESCRIPTION

The surface of this palm-sized octagonal mirror is engraved with necromantic symbols. Once per day, the mirror can be activated at the location where an incorporeal undead creature was defeated or destroyed. When activated, the mirror shows a vision of the creature's corporeal remains, if they exist, and gives its wielder a clear indication of the distance to and direction to those remains. The corpse glass only functions if activated within 10 minutes of the creature's demise. If the creature's remains are on another plane or have been destroyed, the mirror fails to function, showing only blackness.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *locate object*, *speak with dead*; **Cost** 2,200 gp.

### GHOST-SNARL BAG

**Aura** faint evocation; **CL** 5th  
**Slot** —; **Price** 750 gp; **Weight** 2 lbs.

#### DESCRIPTION

This small sack smells faintly of grave dust and sulfur. Filled with specially treated ectoplasm, the weapon functions as a *tanglefoot bag*, save that it only affects incorporeal creatures.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *ectoplasmic snare*<sup>OA</sup>  
**Cost** 375 gp.

### PEACHWOOD SWORD

**Aura** moderate abjuration and conjuration; **CL** 11th  
**Slot** —; **Price** 26,315 gp; **Weight** 4 lbs.

#### DESCRIPTION

This +1 *ghost touch* wooden longsword is as durable, hard, and sharp as steel despite appearing to have been shaped from the wooden branch of a fruit tree. The blade of a *peachwood sword* is carved with finely-incised patterns depicting seven stars, and its grip is wrapped in red silk cord.

An undead creature critically hit by a *peachwood sword* takes 1d6 points of Charisma damage. If an undead creature is reduced to 0 Charisma from this ability damage, it is instantly exorcised and destroyed, ignoring any rejuvenation or similar abilities that it may have (such as a ghost's rejuvenation).

In addition, when the wielder of a *peachwood sword* hits a creature or object that they know to be possessed, they can attempt to expel the possessing force as an immediate action, functioning as the *cast out*<sup>APG</sup> spell, except the damage done by the spell is equal to the weapon's usual damage (including all of your usual modifiers), and you roll a second attack roll and substitute the result for your dispel check. A successful DC 19 Will save incurs a partial effect, as described by the *cast out* spell. A *peachwood sword* can be used in this manner once per day.

#### CONSTRUCTION

**Requirements** Craft Arms and Armor, *cast out*, *plane shift*;  
**Cost** 13,315 gp.

### PHANTOM SNARE

**Aura** strong enchantment; **CL** 15th  
**Slot** —; **Price** 6,000 gp; **Weight** 5 lbs.

#### DESCRIPTION

The narrow mouth of this foot-tall earthenware pot has been sealed with black and white wax. When set on the ground and armed as a standard action, a phantom snare attempts to trap the next incorporeal undead creature that comes within 30 feet of it. Any incorporeal undead creature that does so must succeed on a DC 22 Reflex save or be sucked insight of the jar, which bursts open and reseals itself after capturing its prey. Once inside, the incorporeal creature is helpless until the jar is broken (AC 5, 30 hp, hardness 15; Strength DC 30) or the creature is released as a standard action. Each phantom snare can hold one creature at a time. If a phantom snare fails to capture a creature within 10 minutes of being armed or its prisoner is released, it becomes an ordinary nonmagical pot.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *binding*; **Cost** 3,000 gp.

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# Slay some witches, and raise a little Hell!

