

Shadows
over
Vathak

Hauntlings

Enhanced Racial Guide

A RACIAL SUPPLEMENT

JOHN BENNETT AND RICK HERSHEY

A Campaign Setting Book of Lovecraftian Adventure Horror



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Hauntlings

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"Don't go near one of them," the man said, nodding in the direction where a lone man sat covered with a heavy cloak, weaving a simple basket in his market stall.

"But papa, why?" the young boy holding the man's hand asked.

"He's filled with sin," the man replied, making a quick gesture with his hand to ward off evil.

"Sin?" the boy asked, looking at the lone man and then his father, confused.

"Aye. There are them born from evil spirits. Like ghosts they are, like they are already dead and passed on. You can't tell cuz' he's got his cloak on, but he's one of them hauntlings. Some say they are spirits cursed by the One True God to be reborn again so as they can try to make things right this time," the man said.

The boy squinted at the lone figure calming weaving his wares. A few, rather ordinary, baskets sat piled next to him. If the boy recalled correctly, he knew the man to be Karl Weaver who lived on the edge of town. A heavy cloak covered Karl, hiding most of his features from view. Straining, the boy could just see the faintest bit of pale, almost translucent, skin. It seemed to shimmer, as if a strong wind would blow Karl away like smoke.

Karl must have felt the stare on him because he looked up rather casually and locked gazes with the boy as his father scowled on. The boy's brown eyes began to drown in Karl's large ones, grey as a rainy sky. It seemed to the boy as if Karl pulled closer, magically gliding the dozens of yards between them. Held in place, the boy could only stare as those grey eyes became his world, stretching boundless in all directions. Within the never-ending world, something moved, first a black blot on a far different horizon and then coalescing into the form of a small boy, not dissimilar in appearance to the one now held spellbound. The other boy approached him. "Hello," the new boy said.

"Hello," the first boy managed to reply, surprised he could speak.

"It's too soon for you to be here. You need to go back."

"Huh?" the frozen boy uttered, confused.

"Go back. You need to go back. It isn't your time now. It's not safe here," the strange boy explained, his voice displaying more emotion and urgency as he talked.

The boy suddenly noticed the strange child's hands, covered up to his elbows in blood. Noticing the stares, the new child shoved the still-frozen boy hard, leaving large, splotchy red handprints on his shoulders.

"Gooo!" the blood-covered boy screamed.

The boy began screaming, staring down at the bloody handprints soaking his tunic. A strangled cry escaped his lips as though he were trying to scream underwater.

"Boy, boy, what is it?" said the man, shaking his son vigorously.

The boy seemed to slowly come to his senses. He stared around the marketplace, his gaze tentatively resting on Karl Weaver, but ready to look away if he so much as met the man's eyes again. Luckily, Karl appeared to be with a customer, going over the finer points of one of his baskets. The boy sighed in relief.

"N-N-Nothing, papa," the boy said and tried feigning a reassuring smile.

As the boy and his father left the marketplace, he stole one last, daring look behind him at Karl Weaver who had returned to his basket weaving. What was that he saw in Karl's eyes? Was his father right? Was Karl the soul of a sinner given a second chance? Or was it some devilry on Karl's part? Who was that boy? What did he mean and where were they?

Despite all his questions, Karl just sat there by himself, weaving his basket.

HAUNTLINGS

Hauntlings are creatures born with a close connection to the undead, particularly those of a ghostly nature. The true origin of the race is unknown, but many scholars have theories on the causes of these strange abnormalities.

The most widely accepted theory involves ghosts somehow forcing themselves into the womb of a pregnant creature, taking up occupancy before the soul can even enter the body. Others believe that hauntlings are born from residual energy that escapes from poorly cast *resurrection* spells, absorbed by the mother and passed on to an unborn baby. The last theory, and one often dismissed by those who study such things, is that hauntlings are a curse brought on by the taint of the Old Ones. Of course, this belief is the one most accepted among vindari commoners.

Even the finest esoteric scholars cannot point to the first haunting, with tales of hauntlings existing among the Old Races into the mists of the past. Although still rare, more hauntlings are born every year. This trend began in the decades leading up to vindari landfall in 0 AG, but shows no sign of slowing, concerning some in the vindari church and the esoterica movement alike.

There are rarely more than a handful of hauntlings in any one area and many people might go their entire lifetime without meeting one. Despite this rarity, stories of these folk have traveled far and wide and many believe they know all about them. Naturally, most such stories are highly embellished and genuine understanding of the hauntling is rare.



PHYSICAL DESCRIPTION

Hauntlings usually have pale complexions touched with grey or an unhealthy blue. A sizable minority are true albinos, with reddish eyes and white hair. Their bodies tend to be very gaunt and those near them swear the air is colder. Hauntlings favor light clothing and flowing robes, typically of white or gray color. Other than their coloration, hauntlings appear much like any other member of their parent race.

PERSONALITY

The mystery of their birthright affects the personality of the hauntling just as it does their appearance and capabilities. Most hauntlings have a reserved and somber demeanor. They rarely smile or joke, and even when they do there is usually an edge of bitterness to their humor. Hauntlings are often gravely intense, able to focus their energies and attention on a single task or cause to an almost obsessive degree. This intensity can be both alluring and repulsive to those around them. Many hauntlings are social pariahs; others are almost supernaturally charismatic leaders.

SOCIETY

Most hauntlings are loners or, at most, dwell in small groups wherever they can survive. In a few cases, however, hauntlings do indeed congregate in communities. These gatherings usually exist in small villages and towns. Those few that congregate in larger cities will most likely occupy the same dwelling, run a business together, and generally limit interaction with those outside their race.

No common system of government rules these gatherings, but hauntlings tend towards majority rule for pressing matters and an inelegant system of consensus-building for future plans. The societies haven't yet grown large enough to require more complex systems.

RELATIONS

Hauntlings typically face greater distrust and suspicion in remote and uniformed communities. There are many old fireside tales of the hauntling succumbing to the undead taint of their unnatural existence, devouring the souls of their neighbors, and these stories still command belief in some communities. These prejudices are less common in more cosmopolitan settlements, though there are still a few educated bigots who complain of the "incipient threat" of the hauntling.

Bhriota: Hauntlings, like many others, fear bhriota raids. But hauntlings born among the tribes are seen as blessings, whether that elevates them to a position of prominence or results in their sacrifice. Urban bhriota, particularly followers of Vodun, also look on hauntling children as blessed and sometimes even take abandoned hauntlings under their wings.

Cambion: Hauntlings typically pity the poor cambion who are even more hated than themselves. Both share a kindred bond in the fact that their births were altered by strange powers no one understands. Still, despite this mutual understanding, some hauntlings persecute cambions all the more to prove they have someone below them.

Dhampir: Out of all the races of Vathak, the dhampir share the most in common with the hauntlings. Hauntlings are even more susceptible to the allure of dhampir than humans and, in some cases, treat their vampire-touched kin with a respect verging on total obedience. Dhampir, in turn, are usually happy with their new hauntling friends or followers.

Romni: Of all the human races, the romni are the most tolerant of the hauntlings. The romni preoccupation with spirits makes the hauntlings almost blessed creatures in their eyes. Hauntlings tend to feel at ease with romni and more apt to let their guards down and trust them.

Svirfneblin: Hauntlings and svirfneblin view each other as completely alien creatures. While not outright hostile to each other, misconceptions between the races are common as contact between the two is rare.

Vindari: No race is as quick to persecute hauntlings as the vindari. To them, hauntlings are a stain on the land much the same as the Old Races, cambions, and other horrors. Some vindari are sympathetic to the hauntlings' plight, but treat them in much the same way as one pities a leper. Other vindari beseech hauntlings to find faith in the One True God as a way to repent for the sin of their birth. Hauntlings learn early to distrust the vindari, even those who offer their hand.

Witchwolves: Both hauntlings and witchwolves struggle with being labelled as monsters and often attempt to hide who they are from others. Despite this commonality, hauntlings still fear and distrust witchwolves for the very reasons that bind them together. Hauntlings see the witchwolves' transformation into a monster as a very real possibility that could happen to their race — an expression of the darkness dwelling within them which threatens to consume them.

Wretched: Hauntlings realize their connection to death and the spirit world makes them different but seeing that connection realized in the creation of the wretched brings about utter horror and revulsion to them. The wretched are just things that should not be, travesties that both mock and hold a mirror up to the hauntlings' origins.

Old Races: Hauntlings have no particular opinions on the Old Races of elves, dwarves, and halflings, both sides seeing the other largely as creatures of myth. Many elves, however, are unfriendly towards hauntlings due to their connection with the caoineadhs (see **Hauntling Racial Variants**).

LANDS

Being born in such small numbers, the hauntlings do not have a nation or homeland of their own. Many take their place in the lands of their parent race, while others, particularly those who experience distrust and bigotry in their youth, search for regions in which their unusual heritage will be better tolerated, or at least ignored.

Wandering hauntlings thus gravitate toward small cities in romni lands, as these are the settlements most likely to accept the hauntlings among their kind.

Grigoria: Hauntlings living in Grigoria tend to migrate towards the larger cities where they can live in ghettos with others of their kind, finding strength in numbers. Others see city life as a way to blend in and disappear from notice. Grigorian hauntlings are more likely than others of their kind to accept the teachings of the One True God and find jobs within the Church.

Moorhaven: Relatively few hauntlings live in Moorhaven. Due to the climate of fear and suspicion prevalent in the land, hauntlings become frequently singled out for persecution by their neighbors. A number of hauntlings keep to the shadows, often serving as spies for the Baroness.

Sileasia: The hauntlings generally get along with the romni so small, thriving hauntling communities can be found scattered about the region. In Sileasia, hauntlings feel safer to travel so it's not uncommon to encounter hauntling merchants or even traveling troupes of hauntling performers on the roads.

Ina'oth: If any land can be counted as a "homeland" for the hauntlings, it would be ghost-haunted Ina'oth. Ina'oth has the highest population of hauntlings and hauntling births. However, the average Ina'othian still sees the hauntling as a curse and omen of ill-fortune. Many of the nation's hauntlings live on the fringes of civilization or in small, remote communities where they shun outsiders.

Khrota: Although few hauntlings are born natively in the wilder lands of Khrota, a number of hauntlings flee to its frontier cities to avoid the oppression they experience in other lands. Under threat of raids or the Spawn of the Old Ones, fewer people care about another person's race as the constant struggle to survive is far more important. In Khrota, enterprising hauntlings can make a name for themselves.

The Colonies: Hauntlings, like many other unloved races, can escape persecution in the more tolerant lands of the Colonies. In particular, the sprawling chaos of the city of Skalan allows hauntlings to become anonymous. Hauntlings in the Colonies feel free to pursue trades and talents that may have been forbidden to them on the mainland of Vathak.

RELIGION

Given the nature of their heritage, it is not surprising that most hauntlings are deeply interested in questions of life and afterlife; death and undeath. Many are deeply religious, though not necessarily publicly outspoken about their beliefs. Hauntlings generally follow the One True God, though some consciously adopt strange deities, explore the esoterica movement, or join cults that better reflect their own nature and experiences.

Most hauntlings also respect the embodiment of death, even if they don't worship such creatures.

One True God: Being born and living among the wider human societies of Vathak, hauntlings gravitate to the teachings of the One True God. Particularly among vindari settlements, hauntlings often attempt to join the priesthood in some fashion, believing their existence is a sin that must be atoned for.

Worship of the Old Ones: Hauntlings raised among the bhriota can be seen as special conduits to the powers of death and the spirit world. These hauntlings often become shamans in their tribes, leading them in their worship of the Old Ones. Other hauntlings, pushed too far by the persecution of their neighbors, might turn to the Old Ones to deliver vengeance.

Court of Signs: Hauntlings living in romni areas might take on the beliefs of the Court of Signs. Unless they have romni parents, more often hauntlings will incorporate parts of Court of Signs belief system into their faith in the One True God. Signs associated with death, such as the Ghost, the Lost Emperor, and the Fallen Daughter, are particularly popular among hauntlings.

Druidic Nature Worship: Hauntlings generally have little interest in the workings of the natural world, being somewhat unnatural creatures themselves. Those who do take an interest gravitate towards the darker aspects of druidism, using the power to blight the land or command legions of feral creatures. Very few hauntlings take to the druidic faith to find a sense of purpose or place in the natural world.

Esoterica Movement: A certain section of hauntlings, those with high educations and access to social circles, are increasingly involved with the esoterica movement. Their very existence is proof of a world beyond and the beliefs of esoterics suit their natural powers well. Some see this movement as a way to enlighten others and free the hauntling race from abuse and persecution.

People of Ash: As a hauntling-exclusive faith, the People of Ash have few centers of worship, but many hauntlings find the *Litany of Ashes* sheds light on their fractured memories. In most hauntling communities, at least one handwritten copy of the Litany can be found, either kept under lock and key or enthusiastically loaned to new members.

ALIGNMENT

Some hauntlings live up to the worst expectations of those around them, descending into the vilest kinds of evil. Others actively seek to overcome the stigma of their birth, becoming powerful champions of good. The vast majority of hauntlings, however, simply want to live their lives. Unless their parent race has a strong tendency towards a particular alignment (in which case they share that tendency), hauntlings tend toward neutral alignments with respect to good and evil.

ADVENTURERS

Marked by the unusual circumstances of their birth and distrusted by those around them, hauntlings are often drawn to the adventurer's lifestyle. It allows them to travel freely, never settling in one place long enough for uncomfortable questions to be asked about their background. It also allows them to build a reputation (for good or ill) that has nothing to do with the circumstances of their birth, but only with their own endeavors.

NAMES

Hauntlings are typically named by their parent race, but sometimes the parent chooses a name reflecting the hauntlings appearance or, more often, the hauntling chooses their own name.

FEMALES NAMES

Aura, Belladonna, Cinder, Dementia, Echo, Eleanore, Entropy, Glimmer, Hazel, Hellebore, Hyacinth, Iris, Jezebel, Kindle, Lace, Lilith, Luna, Maleficent, Mercy, Mirage, Misericordia, Mist, Moon, Moonlight, Morticia, Mystery, Ophelia, Pandora, Porcelain, Rapture, Scarlet, Snow, Suspiria, Tranquility, Twilight, Whisper, Willow, Winter

MALES NAMES

Alabaster, Algid, Ash, Bitter, Blink, Chaos, Damien, Dante, Drachen, Drakkar, Draven, Dred, Eldritch, Enigma, Frost, Glacier, Grail, Layre, Lazarus, Lore, Morrow, Nightshade, Noire, Obsidian, Pallid, Payne, Ragnor, Raven, Requiem, Salem, Shadow, Steele, Tempest, Vail, Verglas, Victor, Zephyr

LAST NAMES

Some hauntlings have a last name appropriate to their parents' race, but many are abandoned without a family name to call their own. These hauntlings often choose a second name from the lists above to signal their membership in the greater hauntling family.

HAUNTLING RACIAL TRAITS

+2 to One Ability Score: Hauntlings characters gain a +2 racial bonus to one ability score of their choice at creation to represent their varied nature.

Type: Hauntlings are humanoids with the half-undead subtype.

Hauntlings have the darkvision 60 feet racial trait.

Hauntlings gain a +2 racial bonus on saving throws against disease and mind-affecting effects.

Hauntlings take no penalties from energy-draining effects, though they can still be killed if they accrue more negative levels than they have Hit Dice. After 24 hours, any negative levels they've gained are removed without any additional saving throws.

Hauntlings are harmed by positive energy and healed by negative energy. A half-undead creature with the fast healing special quality still benefits from that quality.

Medium: Hauntlings are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Hauntlings have a base speed of 30 feet.

Shards of the Past: Hauntlings have past lives that grant them two particular Knowledge skills. Hauntlings pick two Knowledge skills. They gain a +2 racial bonus on both of these skills, and those skills are treated as class skills regardless of what class the hauntling actually takes.

Ghost Magic: Hauntlings add +1 to the DC of any saving throws against spells of the phantasm subschool that they cast. Hauntlings with a Charisma score of 11 or higher also gain the following spell-like abilities: 1/ day — *ghost sound*, *pass without trace*, *ventriloquism*. The caster level for these spell-like abilities is equal to the user's character level.

Languages: Hauntlings begin play speaking Common. Hauntlings with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

RANDOM STARTING AGES

Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
15 years	+1d4 years	+1d6 years	+2d6 years

¹This category includes barbarians, kineticists, medium, oracles, rogues, sorcerers, and spiritualists.

²This category includes bards, cavaliers, fighters, gunslingers, paladins, psychics, rangers, soldiers, summoners, and witches.

³This category includes alchemists, clerics, disciples, druids, fortune-tellers, inquisitors, magi, mesmerists, monks, occultists, reanimators, and wizards.

GROWING OLDER

Middle Age ¹	Old ²	Venerable ³	Maximum Age
35 years	53 years	70 years	70 +2d20 years

¹At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

²At old age, -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

³At venerable age, -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	4 ft. 10 in.	+2d10 in.	120 lbs.	×5 lbs.
Female	4 ft. 5 in.	+2d10 in.	82 lbs.	×5 lbs.

HAUNTLING ALTERNATE

RACIAL TRAITS

Alternate Racial Traits may be selected instead of existing hauntling traits, with each trait selected taking the place of an existing one. You can exchange one or several of your character's normal racial traits, but of course, you cannot exchange the same racial trait more than once. Consult your GM before selecting any of these new options.

Beyond these options, some hauntlings are deeply tied to a specific type of undead, presumably the type that lead to their unnatural birth. These **Hauntling Racial Variants** are covered later in the book.

Accidental Fate (Sp): A death with no particular rhyme, reason, or meaning haunts your dreams. You can use *detect poison*, *detect snares and pits*, and *resistance* as spell-like abilities once per day. This racial trait replaces ghost magic.

Ashen Fate (Sp): You faintly remember dying in flames, even if you haven't joined the

People of Ash. You can use *burning hands* and *spark* once per day as spell-like abilities. This racial trait replaces ghost magic.

Clinging Past (Su): You remember bits and pieces of a past life, seeing another life out of the corner of your eye or even in the mirror. Choose a name, playable race, gender, and appearance for the past life. You gain a +10 racial bonus to Disguise checks to disguise yourself as that individual and ignore penalties to that Disguise check due to their age, gender, or race. This racial trait replaces shards of the past.

Disciple's Fate (Su): Vision of faith sought or spurned haunt you, whether they emerge from a past life or clerical training. Once per day as an immediate action you can treat positive and negative energy effects as though you were a living creature, being healed by positive energy and damaged by negative energy. This ability lasts for one minute. This racial trait replaces ghost magic.

Drowned Fate (Su): You remember life slipping away from you as you struggled underwater, but now it feels like a home. You have a swim speed of 30 feet and gain the +8 racial bonus on swim checks that a swim speed normally grants. This racial trait replaces ghost magic.

Ghastly Visage (Su): Once per day as a standard action, you can force one target within 30 feet to make a Will save (DC 10 + 1/2 your character level + your Charisma modifier) or be shaken for 1 round for every 2 character levels you possess (minimum 1 round). This is a mind-affecting, fear effect. This fear does not stack with other fear effects. This racial trait replaces ghost magic.

Ghostly Mist (Su): Once per day you can cause a ghostly mist to arise around you in a 20 ft. radius, 20 ft. high. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). The effect lasts 1 round per level (maximum 5 rounds) and is dispersed with moderate wind (11+ mph). This racial trait replaces ghost magic.

Mournful Performance: Instead of lore, you remember bits of song or strange dances filtered through the lens of forgotten lives. You gain a +2 racial bonus on Perform skill checks and those skills are treated as class skills. This racial trait replaces shards of the past.

Rejected By Death (Su): The first time a day you fall below 0 hit points, you immediately stabilize. Note that this does allow you to remain conscious or prevent your death if you have negative hit points equal to your Constitution score. This racial trait replaces ghost magic.

Remembered Arms: Certain weapons, whether loved in a past life or used to end it, seem strangely familiar to you. Choose a martial or exotic weapon; you are proficient in that weapon. This trait replaces ghost magic.

Shed This Mortal Coil (Su): Some rare hauntlings can become pure spirit for a few moments. These hauntlings can, as a standard action, become incorporeal. You remain visible as a transparent, ghostly image and can make noises no louder than a whisper. You may use this ability for a number of rounds per day equal to your character level, though these rounds need not be consecutive. This racial trait replaces shards of the past and ghost magic.



HAUNTLING RACIAL VARIANTS

Presented here are alternate hauntlings touched by specific types of undead. Players may choose one of the following heritages for their hauntling in place of the traditional hauntling racial features (which are assumed to be born from less pure or mixed heritages). Each heritage presents new features that replace default hauntling racial traits, as well as well as other custom race traits. Each heritage also includes typical personalities and appearances, and likely places of origin for these unique breeds of hauntlings.

All hauntling racial variants share many abilities with the base hauntling. Only ability modifiers, ghost magic, and shards of the past are changed. All other traits, including those granted by the half-undead subtype, remain in place.

VARIANT HERITAGE AND RACIAL VARIANT HAUNTLINGS

These hauntling variants are based on different types of undead (mostly incorporeal) from myths and the *Pathfinder Roleplaying Game*. The base hauntling race provides a nice chassis from which to create further hauntling variants inspired by folklore, myths, and legends based on spirits, undead, and other strange creatures. Think of the variants in this book as examples for how to create your own new subtype. For instance, you could create a hauntling related to the Japanese yuki-onna, or snow woman, by giving the hauntling cold resistance, modifying her type of magic (a couple of low level cold-based spells), and a signature/unique ability. This isn't a video game, so the only "rules" limit is your imagination (and your GM's permission, of course!). Have fun with it!

CAOINEADHS

Common belief states caoineadhs (pronounced roughly queen-uh) share an ancestry between hauntlings and elves, the first reported birth being long ago when the elves were more populous in Vathak. Midwife tales claim superstitiously that when a woman in the same town or village dies while a mother is giving birth, the dead woman's soul becomes trapped within the unborn child, producing a caoineadh. The caoineadh's first cry screams out through town, a chilling wail, announcing the arrival of the child. Many families with caoineadh children are forced to the edge of town by irate neighbors or even to abandon their inauspicious child, but others plug their ears with wool until the child can learn to control its potent wail. As the children grow would-be bullies quickly learn to leave them alone, chilled to their bones by a caoineadh's unearthly screams.

Characteristically, caoineadhs appear much like most hauntlings, though their skin is often paler and more translucent. Most have shimmering white or silver hair constantly stirred by an ethereal breeze no one else feels. Caoineadhs' physical features are refined and almost fey, leading some to mistake them for elves. Almost all caoineadhs are female, though male births are known to occur.

Often feared and mistrusted more than other hauntlings, most caoineadhs generally live solitary lives. However, they seem to have a natural wanderlust, fond of running through forests and moors. Caoineadhs typically take up adventuring to see more of the world. Although caoineadhs' wrath is terrible, most learn to keep a tight rein on their considerable anger. When left to their own devices, however, caoineadhs gravitate heavily towards chaotic alignments.

ALTERNATE RACIAL TRAITS FOR CAOINEDH

+2 Charisma, +2 Dexterity, -2

Constitution: Although terribly compelling in their wrath, a caoineadh's body seems to be more akin to air and ether.

Caoineadh Howl (Su): As a full-round action once a day, a caoineadh can emit a chilling



wail. The Caoineadh may target a number of creatures equal to $1/2$ her character level (minimum 1). The creatures must make a Will saving throw DC equal to $10 + 1/2$ the caoineadh's character level + the caoineadh's Charisma modifier. On a failed save, the creatures become frightened for a number of rounds equal to the caoineadh's Charisma modifier (minimum 1). On a successful save, that target becomes immune to the caoineadh's wail for one week.

Caoineadh Magic: Caoineadhs add +1 to the DC of any saving throws against spells they cast with the sonic descriptor. Caoineadhs also gain the following spell-like abilities: 1/day — *bane, cause fear, pass without trace*. The caster level for these spell-like abilities is equal to the user's character level. The DC for these spells is equal to $10 +$ the spell's level + the caoineadh's Charisma modifier.

GAN CEANNS

Gan ceanns (roughly gan kyan) are among the strangest members of the hauntling race. Common folklore believes a pregnant mother giving birth on a day associated with misfortune or bad luck will produce a gan ceann. Others claim the One True God tests his faithful by dividing it between two families: the body born in one place and the head in another. Whatever the reason, the gan ceann is instantly distinct in that it is born without a head, its neck ending in a smooth, unblemished stump. Even more mysterious, the gan ceann's head appears in a remote location, often hundreds of miles away from where the gan ceann is born. Certain esoteric collectors seek out the heads of gan ceanns, displaying them in elaborate glass cabinets. Often, the gan ceanns' life quest is to find their head, though many of these quests go unfulfilled.

Gan Ceanns most noteworthy physical characteristic is their lack of a head, though it only impairs their ability to speak and not see. Most affix a humanoid skull to allow them to converse with others, covering their head with a helmet, hood, or mask to disguise their unsettling appearance. Many will also tie a choker, scarf, or some sort of heavy necklace around their necks in an effort to further the disguise. Prominent and powerful gan ceanns often craft elaborate skulls out of gold and precious gems or masks containing the feathers of wild and exotic birds. Their skin tone differs from normal hauntlings in that it can range anywhere from a pale, almost blue color to a dusky, night black tone.

Despite their unnerving appearance and ties to harbingers of death, gan ceanns share the typical outlook of most hauntlings, seeking to simply live their lives and find their head. Those consumed by the quest tend towards lawful alignments, while those who have come to peace with their nature tend towards chaos.

ALTERNATE RACIAL TRAITS FOR GAN CEANNS

+2 to One Ability Score: Gan ceanns characters gain a +2 racial bonus to one ability score of their choice at creation to represent their varied nature.

Headless (Su): Gan ceanns have no head, however, they can somehow see as a normally but they cannot speak. Gan ceanns are immune to vorpal attacks and death attacks or effects targeting the head. Gan ceanns may find an appropriate-sized humanoid skull or an object shaped like a skull and attach it to their neck stumps as a standard action. A shimmering black nimbus enshrouds the skull, but the gan ceann can use the skull to speak any languages she knows normally.

The gan ceann's head exists but in a remote location hundreds of miles from where the gan ceann was born. This head always appears the appropriate age, has AC 10 and 1/2 of the gan ceann's hit points. If destroyed before becoming attached to the intended gan ceann, the head regenerates in 24 hours and cannot otherwise be permanently destroyed except if a *miracle* or *wish* spell is used. If the gan ceann dies before the head is attached to the body, the head decays into nothingness within 24 hours. Gan ceanns who find their heads and attach them permanently (a full-round action which provokes an attack of opportunity as the flesh fuses together) revert to a standard hauntling but may take alternate racial traits at that time. Gan ceanns transformed into hauntlings in this manner cannot change back to gan ceanns except through the use of a *miracle* or *wish* spell. Gan ceanns cannot sense where their head is but do recognize it on sight. A gan ceann head receives a Will saving throw, using the gan ceann's Will saving throw, to resist divination spells used to locate it.



Gan Ceann Magic: Gan ceanns add +1 to the DC of any saving throws against spells they cast of the divination school. Gan ceanns also gain the following spell-like abilities: 1/day — *death knell*, *deathwatch*, *summon mount*. The caster level for these spell-like abilities is equal to the gan ceann's character level. The DC for these spells is equal to 10 + the spell's level + the gan ceann's Charisma modifier.

SHADOWLINGS

Some legends claim shadowlings share a heritage with the fell undead shadows or from breeding with strange, foreign creatures tied to the realms of darkness. Another common superstition states mothers who give birth on moonless nights without brightly illuminating the room may give birth to a shadowling as an evil spirit appears in the darkness to inhabit the soul of the unborn child. A shadowling's birth is accompanied by a sudden chill in the room and the extinguishing of any light sources present. Shadowlings are often bald as children and extremely androgynous in appearance. Although some eventually develop sexual characteristics with puberty, the majority do not.

Shadowlings bear the physical characteristics of hauntlings with gaunt, slight bodies. However, their skin tone tends to be dark purplish-blue, the color of a fresh bruise. Their hair, typically short no matter what, is raven black and their pupils are almost indistinguishable in their dark eyes. Males and females typically just barely top 5 feet in height.

Often mistaken for omens of misfortune, shadowlings, like their hauntling brethren, keep to themselves. They tend to be even more sullen and quiet than other hauntlings, making them more neutral in their alignments, and speak little with a tendency to avoid long conversations. Perhaps because of their heritage, shadowlings usually form a strong, emotional connection with a specific person with gender, race, and sexual orientation being irrelevant. This connection is not one of love or companionship as normally understood, but manifested as a desire by shadowlings to attach themselves to people as if their shadow — quiet, unassuming, but always there with the person. Shadowling adventurers are typically those who follow a bonded person who decides to take up adventuring or shadowlings looking for someone to bond with.

ALTERNATE RACIAL TRAITS FOR SHADOWLING

+2 Dexterity, +2 Wisdom, -2 Strength:

Shadowlings are quick of body and wit, but their bodies remain weak as though lacking some vital nutrient.

Shadow Lurker: Shadowlings receive a +2 racial bonus to Stealth checks and always treat Stealth as a class skill.

Shadowling Magic: Shadowlings add +1 to the DC of any saving throws against spells of the shadow subschool that they cast. Shadowlings also gain the following spell-like abilities: 1/ day — *chill touch*, *darkness*. The caster level for these spell-like abilities is equal to the shadowling's character level. The DC for these spells is equal to 10 + the spell's level + the shadowling's Charisma modifier.





WRAITHLING

A superstition in many parts of Vathak is to never give birth to a child within sight of a graveyard or a dead body; otherwise the child might be born a wraithling as a lingering spirit enters the newborn. In many smaller villages, this is often a difficult task, especially if the village is constructed around a temple. Regardless, occasionally children are born smelling of grave dirt, their bodies cold to the touch. Such children are often the shame of the local community, if even allowed to live, and usually have to eke out a living on the edges of society.

Wraithlings are hard to distinguish from normal hauntlings in appearance. Their eyes tend to be darker, like two black pits. In times of stress, a

wraithling's eyes may glow with a faint reddish light. They retain the smell of a stale grave and their skin is cold to the touch (though this doesn't affect how they experience temperature).

Wraithlings, often mistreated and neglected, keep to themselves and have difficulty forming relationships with others. More than other hauntlings, wraithlings develop a disdain for the living as they grow older. They seek to explore more of their ghostly heritage and empower themselves. Wraithlings feel comfortable nears places of death or burial and are more likely to seek out the company of undead than the living. This tends to skew them to more evil rather than neutral alignments.

ALTERNATE RACIAL TRAITS FOR WRAITHLINGS

+2 Constitution, +2 Charisma, -2

Wisdom: Brimming with unnatural vigor, wraithlings are sturdier than their kin and dangerously magnetic, but prone to making poor decisions.

Draining Touch (Su): Once a day as a standard action, a wraithling can attempt a melee touch attack against a living creature. On a successful attack, the wraithling deals one point of Constitution damage for every 3 levels he possesses (minimum 1). The creature may make a Fortitude save ($DC = 10 + 1/2$ Wraithling's character level + the wraithling's Constitution modifier) to resist this effect.

Wraithling Magic: Wraithlings add +1 to the DC of any saving throws against spells of the necromancy school that they cast. Shadowlings with a Charisma score of 11 or higher also gain the following spell-like abilities: 1/ day — *cause fear*, *chill touch*, *deathwatch*. The caster level for these spell-like abilities is equal to the wraithling's character level. The DC for these spells is equal to 10 + the spell's level + the wraithling's Charisma modifier.

FAVORED CLASS OPTIONS

The following options are available to all hauntlings who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the class reward.

Alchemist: Hauntlings pursuing alchemy typically aren't generalists but pursue a specific goal. Some seek to augment their ghostly abilities via mutagens. Others attempt to use their knowledge to create life, often as a surrogate family. *Add +1/4 dodge bonus to the alchemist's AC when using his mutagen.*

Arcanist: Few hauntlings are given the opportunity to pursue the path of the arcanist. Often, these are hauntlings born into a noble family who have a natural proclivity towards arcane powers. They then attend formalized schools in an effort to control their magic. *Increase total number of points in the arcanist's arcane reservoir by 1.*

Barbarian: Hauntling barbarians arise near bhriota settlements, often from those cast out. Myths abound that they are little more than vengeful spirits who mean harm to the living. *Add +1/2 morale bonus to the barbarian's touch AC; this cannot raise her touch AC above her full AC.*

Bard: Hauntlings aren't known for their jovial and outgoing personalities, so few rarely become bards. Those that do tend to favor melancholy, funeral dirges and seek knowledge regarding the occult or other esoterica movements. *Add one spell known from the bard spell list. This spell must be at least one level below the highest spell level the bard can cast.*

Bloodrager: As with barbarians, hauntling bloodragers descend primarily from the bhriota. Some are revered within their communities for their powers, but most are feared and left to themselves. *Add 1/4 to the bloodrager's effective class level when determining the strength of her bloodrager bloodline powers.*

Brawler: Brawling comes naturally to hauntlings, especially those left to fend for themselves.

These hauntlings learn to fight, with whatever means necessary, simply to survive in a world that fears and doesn't understand them. *Add 1 foot to the brawler's base speed. In combat, this has an effect only for every five increases in the brawler's base speed.*

Cavalier: Hauntlings born into noble families might be allowed to become cavaliers. Many times they are members of mysterious warrior fraternities. *Add +1 hit point to the cavalier's mount. If the cavalier ever replaces his mount, the new mount gains these bonus hit points.*

Cleric: Feared for their undead state, few hauntlings are welcome in the Church and so many turn to esoteric cults. However, it isn't uncommon for hauntling orphans raised by the Church to pursue a holy path believing it will lead to their salvation. *Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.*

Disciple: Hauntlings desiring to be disciples do so in the hope that by emulating the saints, they will atone for their heritage in the eyes of the One True God. *Add +1/2 to the amount of damage healed when casting a cure spell.*

Druid: Hauntlings' mere nature is an anathema to the natural order of the world, so hauntling druids are few and far between. Often, these are hauntlings left abandoned in the wilderness who manage to survive by harnessing the power of nature. *Gain energy resistance 1 against acid, cold, electricity, or fire. Each time the druid selects this reward, increase her resistance to one of these energy types by 1 (maximum 10 for any one type).*

Fighter: Wayward hauntlings without family or home can usually find employment in one of Vathak's armies battling the Old Ones. *Add +1 to the fighter's CMD when resisting a disarm or overrun combat maneuver.*

Fortune-Teller: Hauntlings from Sileasia or raised by romni might develop a connection to the spirit world due to their ancestry. *Add +1/4 to initiative checks and Perception checks to avoid surprise.*

Gunslinger: Gunslinger hauntlings are generally soldiers or ex-soldiers from one of Vathak's armies, though a few lone hauntling gunslingers are known to wander the lands of Ina'oth. These are figures of mystery and tall tales. *Add +1/3 on critical hit confirmation rolls made with firearms (maximum bonus of +5). This bonus does not stack with Critical Focus.*

Hunter: Few hauntlings feel the lure of the natural world and the hunt. Of those that do become hunters, they often strive to eliminate forces that threaten the natural order. *Add 1 hit point to the hunter's animal companion. If the hunter replaces her animal companion, the new companion gains these bonus hit points.*

Inquisitor: The Church has little objection to training any hauntling children left in their care to become inquisitors, meting out the Church's justice. These hauntlings usually belong to secret sects within the Church itself. *Add one spell known from the inquisitor's spell list. This spell must be at least one level below the highest-level spell the inquisitor can cast.*

Kineticist: The ghostly hauntlings' unusual powers sometimes manifest as an ability to control the very elements. Aetherkineticists, sometimes called poltergeists, are the most common, but many hauntlings feel tied to an element by a previous death. *Gain a +1/4 bonus on damage rolls that apply the kineticist's elemental overflow bonus.*

Magus: A hauntling becoming a magus is rare. Typically, these hauntlings are nobly born, raised in an accepting environment where they train with both weapons and spells. *Add +1/4 to the magus's arcane pool.*

Medium: Existing between life and death, hauntlings tether to the spirit world makes them natural mediums for spirits. *Gain a +1/2 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive skill checks against spirits, undead, phantoms, and creatures native to the Astral Plane.*

Mesmerist: Persecution against hauntlings is fairly common. To rise in the world, some hauntlings learn to control the minds of others, especially those who would do them harm. *When casting mesmerist enchantment spells, add 1/2 to the effective caster level of the spell, but only to determine the spell's duration.*

Monk: The aesthetic of a monk comes naturally to hauntlings, finding a balance between life and death, the past and the future. *Add +1 to the monk's CMD when resisting a grapple and +1/2 to the number of stunning attacks he can attempt per day.*

Occultist: Hauntlings are naturally drawn to the study and practice of the occult, seeking to learn more about themselves and their powers. Many hauntling occultists collect items they believe related to their past lives. *Add 1/2 point of mental focus per day.*

Oracle: Hauntlings are more likely to become oracles rather than clerics, channeling the powers of life and death or even their ancestors. *Add +1/6 to the oracle's level for the purpose of determining the effects of one revelation.*

Paladin: Hauntling paladins serve the Church, usually placed on the forefront of the battle against the Spawns of the Old Ones as atonement for their unnatural heritage. *Add +1/2 hit point to the paladin's lay on hands ability (whether using it to heal or harm).*

Psychic: The psychic is a natural fit for hauntlings, augmenting their ghostly abilities and the powers of their heritage. *Gain 1/6 of a new phrenic amplification.*

Ranger: Hauntlings might become rangers out of a necessity to survive, learning to fend for themselves from an early age and away from those who despise them. *Add +1 hit point or +1 skill rank to the ranger's animal companion. If the ranger ever replaces his companion, the new companion gains these bonus hit points or skill ranks.*

Reanimator: Hauntlings curious with their own connection to death sometimes turn their curiosity into an obsession, creating new life from the dead. *Add +1/4 to the reanimator's surgical pool.*

Rogue: Hauntlings abandoned by society may take up the rogue trade, learning to steal to survive. Others might use their powers to their advantage in Vathak's various armies. *Add a +1/2 bonus on Stealth and Sleight of Hand checks made while in dim light or darkness.*

Shaman: Shaman hauntlings appear in the more far-flung parts of Vathak where people still adhere to the old ways, often in places heavy with bhriota and romni heritage. *Add*

one spell from the cleric spell list that isn't on the shaman spell list to the list of spells the shaman knows. This spell must be at least 1 level lower than the highest-level spell the shaman can cast.

Skald: Hauntling skalds typically embrace their ghostly heritage, painting their faces and wearing other fetishes to enhance their mystique. They revel in the fear and mistrust they cause in others. *Increase the skald's total number of raging song rounds per day by 1.*

Slayer: Hauntlings' heritage gives them a unique insight into tracking down and slaying the mysterious creatures haunting Vathak, but many become slayers out of a desire to stay alive and protect themselves. *Gain 1/6 of a new slayer talent.*

Sorcerer: Hauntlings born with arcane magic usually occur because of their unique heritage, often with the undead bloodline. *Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.*

Spiritualist: Few hauntlings manifest the powers of spiritualists as their connection with death takes a different form. *Add 1/4 to the number of rounds that the spiritualist's incorporeal phantom can be out of sight and line of effect before being sent back to the Ethereal Plane.*

Summoner: Hauntlings are more likely to develop as spiritualists than summoners, however, those who do become summoners typically manifest strange, alien creatures. *Add +1 hit point or +1 skill rank to the summoner's eidolon.*

Swashbuckler: Hauntling swashbucklers often start their lives as mercenaries as they develop their unique fighting style. Their personalities tend to ride both high and low. *Increase the total number of points in the swashbuckler's panache pool by 1/4.*

Vigilante: Hauntlings living in urban areas might become vigilantes, often striking out at those who would persecute them and oppress others. They play up their ghostly powers in their dual personalities to strike fear into their enemies. *Add a +1/2 bonus on Intimidate and Stealth checks made while in dim light or darkness.*

Warpriest: Like the inquisitors, warpriest hauntlings typically were sheltered by the Church and work for them, often assigned to dangerous tasks in an effort to redeem their cursed souls. *Add 1/4 to the warpriest's effective level when determining the damage of his sacred weapon.*

Witch: Hauntling witches typically come from the fringes of civilization where their strange magic and ghostly heritage only add to their mystique. *Add +1/4 to the witch's caster level when determining the effects of the spells granted to her by her patron.*

Wizard: Few hauntlings are given the ability to learn the arcane arts on their own. Those that do often come from places more tolerant to their kind. *Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.*



RACIAL ARCHETYPES

The following racial archetypes are available to hauntlings.

DIRGE CALLER (BARD)

Hauntlings ties to death manifest as a power to call the living to the afterlife. Dirge callers use music to remind their enemies that life is nothing more than fleeting shadows created by guttering candlelight but the cold embrace of the grave is eternal.

Bardic Performance: A dirge caller gains the bardic performances listed below. While these performances can be played with any instrument, dirge callers usually prefer horns or other instruments capable of sustaining a somber tone.

Ennui (Su): At 1st level, a dirge caller can use his performance to cause one or more creatures to experience a feeling of ennui with life. Each creature must be within 90 feet, able to see and hear the dirge caller, and capable of paying attention to him. The dirge caller must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. For every three levels the dirge caller has attained beyond 1st, he can target one additional creature with this ability. Each creature within range receives a Will save (DC 10 + 1/2 the dirge caller's level + the dirge caller's Charisma modifier) to negate the effect. If a creature's saving throw succeeds, the dirge caller cannot attempt to use ennui on that creature again for 24 hours. If the saving throw fails, the creature takes a -2 penalty on attack rolls, saving throws and skill checks. If the creature takes any damage while under ennui's effect, it receives a new saving throw to resist.

Ennui is an enchantment (compulsion), mind-affecting ability. Ennui relies on audible and visual components in order to function. This ability replaces fascinate.

Grave Competence (Su): At 3rd level, a dirge caller opens himself to the secrets of death with his performance. This adds a 1st level necromancy spell from any spell list to his spells known for as long as the performance lasts. At 7th level and every four levels thereafter, he can add an additional necromancy spell of his choice to the performance, as long as it is of a spell level below the highest he can cast. A dirge caller always receives the same spells when engaging in this performance and they cannot be changed once chosen. This ability replaces the inspire competence bardic performance.

Call of the Grave (Sp): At 12th level, a dirge caller can use his performance to call a creature to its death that is under the effect of his ennui performance. By spending 6 rounds of his bardic performance and using a standard action (plus the free action to maintain ennui), the dirge caller may invoke *phantasmal killer* (as per the spell and using the dirge caller's character level as his caster level). The DC is equal to 14 + the dirge caller's Charisma modifier. The target does not see horrific images, instead, it pictures an open grave promising the release from life. This ability replaces the soothing tune bardic performance.

Voice of the Grave (Su): At 5th level, a dirge caller can speak with the dead, as per the spell *speak with dead*, for a number of rounds per day equal to his dirge caller level. These rounds do not need to be consecutive. At 10th level, and every five levels thereafter, the target question takes a cumulative -2 penalty on its Will save to resist this effect. This ability replaces loremaster.

GHOST HUNTER (SLAYER)

It should come as no surprise that, in a land drowning in corruption, not all spectres, spirits, and ghosts are harmless. Ghost hunters are hauntlings who turn their affinity for all things ghostly into a trade, allowing them to protect the living from incorporeal undead while making an honest wage.

Incorporeal Target (Su): A ghost hunter's studied target ability can only be applied to incorporeal undead. A ghost hunter cannot use studied target against any other type of creature. This modifies studied target.

Incorporeal Hunter (Su): At 1st level, any weapon wielded by a ghost hunter is considered to have the ghost touch weapon property. In addition, whenever a ghost hunter is in the presence of an incorporeal undead that is disguised, invisible, in possession of a creature, or is otherwise hidden from mortal senses, he gains an automatic Perception check to detect and identify the creature with a bonus equal to his ghost hunter level against a DC equal to 10 + 1/2 the incorporeal undead's hit dice + the incorporeal undead's Charisma modifier. A successful check means that the ghost hunter perceives the incorporeal undead and can identify the creature and any abilities or weaknesses it might have as if he had successfully made a Knowledge check. This ability replaces track, swift track, quarry, and improved quarry.

Holy Water Sprinkler (Ex): At 2nd level, a ghost hunter can draw a flask of holy water as if it were a weapon (and can thus use the Quick Draw feat to draw flasks of holy water). As a swift action, he can open a flask of holy water and pour it onto a held or adjacent melee weapon. If the weapon successfully hits an undead creature before the end of the ghost hunter's next turn, the undead takes damage as if it took a direct hit from the holy water, in addition to the damage from the weapon, if any. This ability replaces the slayer talent gained at 2nd level.

Final Death (Ex): At 10th level, a ghost hunter can slay a studied incorporeal undead opponent. This functions as the assassinate slayer talent, except it requires a successful Will saving throw instead of a successful Fortitude save, affects only incorporeal undead, and destroys the target instead of killing it. If the target succeeds at its saving throw, it becomes immune to that ghost hunter's final death ability for 24 hours. This ability replaces the advanced slayer talent gained at 10th level.

Master Ghost Hunter (Ex): At 20th level, a ghost hunter learns to capture his studied targets. As a standard action, he can make a single attack against a studied incorporeal undead target at his full attack bonus. If the attack succeeds, the target takes normal damage and must succeed at a Will save or be trapped in a container of the ghost hunter's choice. The DC for this save is 10 + 1/2 the ghost hunter's level + the ghost hunter's Intelligence modifier. If the target succeeds at the save, it cannot be targeted by this ability again (by any ghost hunter) for 24 hours. Once trapped, an incorporeal undead target cannot escape the container unless the ghost hunter that trapped it opens the container. If the ghost hunter is dead, the container can be opened by any living creature. This ability replaces master slayer.

Slayer Talents: The following slayer talents (and rogue talents) complement the ghost hunter archetype: fast stealth, finesse rogue, hard to fool^{APG}, surprise attack, terrain mastery^{UC}, trap spotter, and unwitting ally.

Advanced Slayer Talents: The following advanced slayer talents (also available to rogues) complement the grave warden archetype: evasion, and slayer camouflage^{ACG}.

^{ACG} This advanced talent appears in the *Pathfinder Roleplaying Game: Advanced Class Guide*.

^{APG} This talent appears in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

^{UC} This talent appears in the *Pathfinder Roleplaying Game: Ultimate Combat*.

GHOSTLY GUNNER (GUNSLINGER)

Certain hauntings exhibit telekinetic abilities associated with their ghostly ancestry. Ghostly gunners use these powers of telekinesis to seemingly animate their armaments. As they grow stronger in their powers, ghostly gunners can manipulate a host of firearms as well as their enemies'.

Deeds: A ghostly gunner swaps three deeds for the following.

Floating Firearm (Su): At 1st level, as long as the ghostly gunner has at least 1 grit point, she can cause a firearm to float around her person. This firearm stays in her square and moves with her. She can grab or release a floating firearm as a free action, but firearms beyond the first drop to the ground as normal. Under normal circumstances, the gun orients itself to remain loaded, but this ability offers no special protection against environmental concerns like wind or being submerged in water. An opponent attempting to grab the floating firearm must succeed against the ghostly gunner's CMD. This deed replaces the quick clear deed.

Poltergeist Shot (Su): At 7th level, while the ghostly gunner is using her floating firearm deed, she may spend 1 grit point as a free action to move the floating firearm up to 30 feet away from her. She may cause the gun to fire from its position as though she had it in her hands, including making full attacks with multiple barrels or mixed with other firearms. She cannot see through the gun, but cover and range should be determined from its position. At the end of her action, the gun returns to her side or falls to the ground at her discretion. This deed replaces the startling shot deed.

Possess Gun (Su): At 11th level, as a full-round action that costs 1 grit, the ghostly gunner can make a single attack from any drawn or unattended gun she can see, even if it is not loaded. The attack resolves at her full base attack bonus, calculating range and cover from the gun's position. In the gunner's passing, the firearm is unloaded

and broken (as though it had misfired). Guns held by creatures protected from possession, such as by *protection from evil*, and guns that are intelligent items cannot be fired with this deed. This deed replaces the expert loading deed.

Ghostly Arms (Su): At 4th level and every four levels thereafter, the ghostly gunner may increase the number of firearms she can collect with floating firearms in place of her bonus feat. Each time she selects this option, she can have an additional firearm orbiting her. This modified bonus feat.



GRIM HARVESTER (SLAYER)

Often misunderstood as a cult or religious group, grim harvesters travel Vathak, meting out death based on their inscrutable judgment. Some seek to the end the lives of those suffering while others are guided to their targets through whispered voices or gut instinct. Sometimes, grim harvesters just reap the lives of those who stand in their way. Whatever the reason, the appearance of a grim harvester heralds death.

Eyes of Death (Sp): At 1st level, a grim harvester's connection to the afterlife allows her to see how close to death those around her. As a standard action, a grim harvester can use *deathwatch* as a spell-like ability a number of times per equal to her Charisma modifier (minimum 1). The grim harvester uses her character level as her caster level. At 11th level, the grim harvester can activate eyes of death as a swift action and the duration changes to hours. The ability replaces track and swift tracker.

Harvester (Su): At 2nd level, a grim harvester can form a bond with a weapon. This requires a 24 hour attunement period and the grim harvester may change weapons by attuning with the new weapon for 24 hours (the benefits from the old weapon are lost). Once bonded with the weapon, the grim harvester adds her Charisma modifier as a morale bonus on attack rolls to confirm critical hits. This ability replaces the slayer talent gained at 2nd level.

Life Drinker (Sp): At 6th level, a grim harvester can suck the life out of the living with her bonded weapon. If the grim harvester reduces a creature to -1 or fewer hit points with a critical hit, she may invoke *death knell* on the target as an immediate action (using her character level as her caster level). The save DC is equal to 12 + the grim harvester's Charisma modifier. The save DC is increased by +2 if his weapon has a $\times 3$ damage multiplier or by +4 if it is $\times 4$. This ability replaces the slayer talent gained at 6th level.

Grim Harvest (Sp): At 16th level, a grim harvester masters dealing death with her bonded weapon. Once a day as an

immediate action, if the grim harvester reduces a creature to -1 or fewer hit points with a critical hit, she may choose to have her bonded weapon fly through the air and act as if the grim harvester cast *circle of death* (using her character level as her caster level). The save DC is equal to 16 + the grim harvester's Charisma modifier. The save DC is increased by +2 if his weapon has a $\times 3$ damage multiplier or by +4 if it is $\times 4$. This ability replaces the advanced slayer talent gained at 16th level.

III Omen (Su): At 20th level, a grim harvester acts as an avatar of death. Once a week, the grim harvester may choose a creature with less Hit Dice than herself and describe the cause of the creature's death, including the time (at least 24 hours from when the creature was targeted), place, and manner of demise. The grim harvester must spend 8 uninterrupted hours meditating on the target. Afterwards, the target creature is haunted by foreboding dreams and feelings of impending doom until the appointed time and all attempts to avoid its fate leads it to the exact time and place. The creature then must succeed on a Fortitude saving throw equal to DC 10 + $1/2$ the grim harvester's Hit Dice + the grim harvester's Charisma bonus or die in the manner the grim harvester described. On a successful save, the creature permanently gains a +4 morale bonus on attack rolls and saving throws against the grim harvester. If the grim harvester owns something belonging to the targeted creature, the DC is increased by 2. If the grim harvester is unfamiliar with the creature (knows only the creature's name or face), the DC is decreased by 2. The ability replaces master slayer.

Slayer Talents: The following slayer talents (and rogue talents) complement the grim harvester archetype: camouflage, fast stealth, hard to fool, slowing strike, snap shot, surprise attack, and terrain mastery.

Advanced Slayer Talents: The following advanced slayer talents (and advanced rogue talents) complement the grim harvester archetype: hunter's surprise, knock-out blow, master of disguise, and woodland stride.

HAUNTLING CHARACTER OPTIONS

The following character options are tailor-made for hauntlings characters to choose from or — in the case of Lineage Feats — for anyone to have some “touch” of the spirits within them.

HAUNTLING FEATS

Hauntlings have access to the following feats.

FLOATING PRESENCE

You float above the ground.

Prerequisites: Hauntling.

Benefit: As a move action, you may float up to five feet above the ground and forward up to your normal movement rate. You may float over open spaces (such as pits), however, you will fall as normal if you don't end your movement on stable ground. This movement provokes attacks of opportunity as normal, save for enemies unable to reach your feet. You may adjust the height at which you are floating up to the maximum height. You can float a number of times per day equal to 3 + your Constitution modifier (minimum 1).

MAJOR PHANTASM

Your phantasms can be more convincing.

Prerequisites: Cha 13, Phantasms, hauntling.

Benefit: Three times per day, you can include sound, smell, and thermal components in a phantasm, as the spell *major image*. Unless disbelieved, your major phantasm persists as long as you concentrate on it + 3 rounds.

Special: You may take this feat multiple times, each time it grants three uses of the ability per day.

MASS HALLUCINATION

You can affect multiple creatures with your phantasms.

Prerequisite: Cha 13, Phantasms, hauntling.

Benefit: You can affect a number of creatures equal to your class level with your phantasms. No two of the creatures can be more than 30 ft. apart when you begin your phantasm, and all must be within 100 ft. of you. Moving further apart

afterwards does not break the effect. All affected creatures experience the same general phantasm, although there may be some variations from creature to creature.

MEMORY STEALER

You temporarily steal memories from slain foes.

Prerequisites: Int 13, sneak attack or studied strike class feature, hauntling.

Benefit: Whenever you slay an intelligent humanoid creature with a coup de grace, you may immediately steal one of its memories. At the GM's discretion, this takes the form of a skill or feat you do not have or a specific memory. If it is a skill, you may use that skill with a bonus equal to the slain humanoid's. If it is a feat, gain the benefits of that feat even if you have not met any prerequisites. You retain the memory of the skill and the feat for one hour after which it fades from your memory. If you steal a specific memory, it is typically one important to the creature (such as a major event in its life, a secret it kept, etc.). You retain the memory until you use this feat again. You cannot have more than one skill, feat, or memory at a time, however, if you slay an additional humanoid while holding a skill, feat, or memory, you may immediately swap it out as a free action.

PHANTASMS

You implant illusions in the minds of others.

Prerequisites: Cha 13, hauntling.

Benefit: You can create phantasms in the mind of a living target as a standard action. You can create an illusion of an object, creature, or force, as the spell *silent image*. Unlike the spell, the effect is a phantasm, which exists only in the mind of a single living creature. The subject must be within 100 ft. of you when you begin your phantasm, but moving further away afterwards does not break the effect. The subject must also be on the same plane as you, and the effect is immediately broken if either of you shifts planes. It can include visual components but does not create sound, smell, texture, or temperature. The caster level for these effects is equal to your character level. The DC for this ability is 10 + 1/2 your character level + your Charisma modifier. Unless disbelieved, your phantasm persists as long as you concentrate on it.

SELECTIVE APPARITION

You can selectively delete yourself from the minds of the living.

Prerequisites: Cha 13, Stealth 3 ranks, Phantasms, haunting.

Benefit: You can use your phantasms to make yourself invisible to a living creature who would otherwise see you. If you interact with the target of your phantasm, they may disbelieve the effect with a successful Will saving throw (DC 10 + 1/2 your character level + your Charisma modifier). If you attack the target of your phantasm, the effect ends immediately. When the effect ends or is disbelieved, the lingering effects prevent the target from experiencing your phantasms for 24 hours.

SPIRIT INSIGHT

You can attempt to see into the past of ghosts and haunts.

Prerequisites: Diplomacy 5 ranks, haunting.

Benefit: You form a spiritual link with ghosts and haunts to learn about their past. As a standard action, you may make a Diplomacy check to establish the spiritual link. If the ghost or haunt is active, it is considered to have a hostile attitude to the spiritual link. Otherwise, it may be considered indifferent or even helpful at the GM's discretion. The DC of the Diplomacy is set as though you are making a request and, if you request specific information, how important that secret is to the spirit. Note that many spirits are happy to reveal the reasons they are trapped in Vathak.

VIRAL HALLUCINATION

Your phantasms spread from creature to creature by touch.

Prerequisites: Cha 15, Phantasms, haunting.

Benefit: A creature affected by your phantasms may spread the effect to any other living creature it touches. Each touched creature may resist the effect with a successful Will saving throw (DC equal to 10 + 1/2 your character level + your Charisma modifier). Otherwise, an affected creature which interacts with your phantasm may make a second Will saving throw at the same DC to disbelieve it.

The maximum number of creatures which can be affected at any given time is equal to your character level. You can selectively dismiss the effect for some creatures so that others can be affected; doing so is a free action. All affected creatures experience the same general phantasm, although there may be some variations from creature to creature.

LINEAGE FEATS

Mortals have long had dalliances with ancient powers and elder beings, resulting in offspring not quite human but something more. Sometimes it is nothing more than an unusual birthmark, but it's often as dangerous as the emerging powers of a sorcerer. Many times it is tragic like the twisted and ill-loved cambions. Some offspring, however, bear no indication of an unusual ancestor at birth, but only later does the monstrous blood begin to manifest itself, slowly changing them into something similar but not quite like their progenitor.

Unlike a starting race, lineage feats represent an evolution of a character into something more monstrous over time. As the character takes more lineage feats in a particular chain, they gradually take on the characteristics of the ancestor of that feat chain, never truly becoming that creature but losing much of their humanity in the process.

A character may select only one lineage feat chain to follow. Players can choose how far along the feat chain they desire to go. However, players and GMs are encouraged to work together to tie lineage feats into the character's story arc. For example, the GM may ask that a character accomplishes a story element in the campaign before the next lineage feat can be taken. Ideally, while humans are most likely to have a mixed bloodline, any race can select a lineage feat with approval from the GM. While lineage feats provide mechanical bonuses and unique abilities, they are designed as much to drive a character's story as to add to the character's power.

Lineage feats have drawbacks and Lineage Points (LP). The further a character goes along the feat chain, the more the drawbacks and LP increase

LINEAGE FEATS VS. CORRUPTIONS

Like lineage feats, corruptions from *Pathfinder Roleplaying Game Horror Adventures* represent the slow slide into something sinister. And they're fine for the stories that want them, many of which take place in Vathak.

Unlike corruptions, lineage feats are a way for you as a player to say "Hey! I want to tell a story about my character transforming into a spirit or werewolf" and accept the consequences of that story without entirely losing your character. It's a question of what story you and your GM want to tell.

to represent the character losing touch with their own humanity. LP accumulates over various feats, determining the lineage's total effect on the character. As each lineage is different from one another, the drawbacks and the effects of the LP will differ from feat chain to feat chain. It is always a Will save equal to DC 10 + the total number of LP to resist the influence of a character's lineage as detailed below. The drawbacks of each Lineage feat stack with one another.

SPIRIT

Vathak, particularly Ina'oth, sees certain children born with a strong bond to spirits and the afterlife. But even those who are not born as hauntlings, or showing any abnormality at all, can manifest spectral powers later in life. Sages speculate the enormous death toll due to centuries of warfare and disease creates malevolent spirits bound to Vathak. The psychic energy of these spirits spills out into the material world, like a pollution, infecting it much the same way the Old Ones presence is be blamed for the cambions.

SPIRIT LINEAGE EFFECTS

The saving throw DC to resist the effect of an influence is a Will DC equal to 10 + the total number of LP you possess.

Minor Influence (1-3 Total LP): You attract minor, troublesome spirits. Once a day, at the GM's discretion, when you roll for a skill check, these spirits act up with minor rapping noises, lights, or similar effect. On a failed Will saving throw, the spirits sufficiently distract you and the result is as if you rolled a natural 1 on the skill check. This effect does not occur if you are taking 10 or 20 on the skill check.

Intermediate Influence (4-9 Total LP): Whenever you attempt to sleep, you find yourself attracted to places where spirits are more likely to roam — drawing you towards cemeteries, ruins, or a place where there has been a battle, murder, or a similar tragedy. If a suitable place cannot be found, you are fatigued until you next sleep unless you succeed at a Will saving throw.

Major Influence (10+ Total LP): As you stand on the border between the living and the dead, spirits exhibit a strong influence on you and attempt to inhabit your body. Whenever you recover from having lost control due to being confused, dead, unconscious, or stunned, you must attempt a Will save. On a failed save throw, a nearby spirit temporarily inhabits your body for 24 hours. The spirit has full access your character class abilities, feats, skills, and any spells or spell-like abilities as well as assuming your ability scores and hit points. It pursues its own agenda for the allotted time before relinquishing your body.

SPIRIT LINEAGE (LINEAGE)

The unsettled rage of the dead flows in your veins.

Benefit: The influence of the spirit world runs in your blood. You gain a +4 racial bonus on saving throws made against death effects, disease, mind-affecting effects, paralysis, poison, sleep effects, and stunning.

Special: If you are not a hauntling, you may take feats that require you to be a hauntling as though you were, but each feat taken this way gives you 1 Lineage Point.

Drawback: You gain 1 Lineage Point and your skin becomes pale, unnaturally white in color.

GREATER SPIRIT SENSES

Your spirit sight becomes more powerful.

Prerequisite: Spirit Lineage, Spirit Senses, 5 Lineage Points.

Benefit: Your senses have become even more attuned with the spirit world increasing your darkvision by 30 feet and can always act in any surprise round an opposing undead would act in. Additionally, you can cast *detect undead* at will as a spell-like ability. You use your character level as your caster level.

Drawback: You gain 3 Lineage Points. Your hair becomes significantly lighter and your eyes glow with a silvery light. The glow gives you -6 to Stealth checks unless you close your eyes, effectively blinding yourself. You also register as undead to spells like *detect undead*.

SPIRIT BLOOD

Your blood does not flow as easily as that of the living.

Prerequisite: Spirit Lineage

Benefit: Once a day, when a critical hit is confirmed on you or you are subjected to a bleed effect, you may call on your blood as an immediate action. In the case of a critical hit, damage is rolled normally with no additional effects. In the case of a bleed effect, it is immediately removed.

Drawback: You gain 2 Lineage Points and animals can smell your black blood, causing you a -4 penalty on Handle Animal and wild empathy checks.

SPIRIT FADE

You can become incorporeal.

Prerequisites: Spirit Lineage, 5 Lineage Points.

Benefit: Your strong connection to the spirit world allows you to as an immediate action become incorporeal (as per the Universal Monster ability) to one attack whenever you are aware of that attack. You can become incorporeal in this manner a number of times per day equal to your Lineage Points. You are only incorporeal for the duration of the one attack against you.

Drawback: You gain 4 Lineage Points. Your continuing loss of a connection to world of the living results in a permanent -2 loss to your Constitution score.

SPIRIT FORM

Your body becomes more like a spirit as you become less real.

Prerequisite: Spirit Lineage, 5 Lineage Points.

Benefit: Your spirit blood claims more of your living body, making it seem less real and imparting a +4 racial bonus to Stealth checks. Additionally, you gain an armor bonus to AC equal to your Charisma modifier (minimum 1). Treat this armor as a force effect.

Drawback: You gain 3 Lineage Points. As your body becomes less substantial, it makes natural healing methods more difficult to apply, increasing the DC of any Heal check made on you by 4.

SPIRIT HANDS

You can affect minor objects around you with a thought.

Prerequisite: Spirit Lineage.

Benefit: Your spirit blood begins manifesting psychokinetic powers allowing you to use *mage hand* as a spell-like ability at will. You may also add that force to your combat maneuvers, adding your Charisma modifier to your Combat Maneuver Bonus.

Drawback: You gain 2 Lineage Points and cannot touch or wear holy symbols of non-evil deities without being burned for 1d6 damage a round.



SPIRIT SENSES

You gain a sort of spirit sight.

Prerequisite: Spirit Lineage.

Benefit: Your spirit blood begins affecting your senses granting you darkvision 60 ft. and can always act in the surprise round with a haunt. If you already have darkvision, the range of your darkvision increases by 30 ft.

Drawback: You gain 2 Lineage Points and your eyes become pale and almost cloudy. You are dazzled as long as you remain in areas of bright light.

SPIRIT RESISTANCE

The resistances of the otherworld manifest strongly in you.

Prerequisite: Spirit Lineage.

Benefit: Once per day, you may reroll a save that received a bonus from Spirit Lineage. You must decide to use this ability before the results are revealed and must take the second result.

Drawback: You gain 2 Lineage Points and are anathema to the forces of life, being treated as undead for the purposes of the channel positive energy class ability.

SPIRIT TOUCH

You briefly shift into the spirit world for an attack.

Prerequisites: Spirit Lineage, 5 Lineage Points.

Benefit: When you take the attack action with a melee weapon, you may momentarily become incorporeal. Against incorporeal beings, the attack is treated as with a *ghost touch* weapon. Against other beings, you may resolve the attack as an incorporeal touch attack.

Drawback: You gain 3 Lineage Points. As your body drifts closer to the spirit world, you find its strength draining away and you suffer a -2 to your Strength score.

STORY & NARRATIVE TRAITS

Some of the traits presented here have more of a narrative rather than a mechanical effect to facilitate shared storytelling between you and the GM. Talk with your GM to make sure everyone is comfortable with initiating impromptu roleplaying and storytelling.

HAUNTLING TRAITS

Only hauntlings may select one of these traits. These traits are not alternate racial traits, but instead designed to be used with the trait system introduced in the *Pathfinder Roleplaying Game Advanced Player's Guide* and most often chosen at character creation.

Child of the Grave: Your family were never silent about the circumstances of your birth and taught you much of the dead you share a kinship with, including how to fight them. You gain a +1 trait bonus to weapon damage against undead.

Deathspeaker: You have experience in dealing with undead as both ghost and ghoul were drawn to you as a child. Most of these encounters were of the social kind, giving you deep insight into the intentions of the deceased. Your experience gives you a +2 trait bonus on Diplomacy checks when dealing with undead, as well as a +2 trait bonus on Charisma checks made to influence undead (for example, as part of the *command undead* spell).

Drawn to Death: All your life, you've been drawn to the dead and where they reside. Once per day, you can clear your mind and know where the most recently deceased humanoid creature is and where the largest graveyard is. Both have a range of one mile.

Ghostly Companion: They say you were born with a spirit in you and maybe that's true. Ever since you were a child, at least one spectral companion has followed you around. The companion changes, sometimes days or months later. Sometimes the companion will talk to you, maybe whispering a secret or giving you a piece of advice you need. Usually, it doesn't speak. Once a day, you may grab the spirit's attention for long enough to consult with it, allowing you to roll twice on a Knowledge check and take the higher result.

Ghost Sight: Your unnatural bond with the afterlife has granted you great perception when noticing your kin. You can see beyond the veil, able to see ghost and spirits and detect the taint of the

undead. You gain a +2 trait bonus to Perception checks when trying to locate undead and Survival checks to track undead. You can also track ethereal or incorporeal undead at no penalty.

Past's Shadow: You have grown so obsessed with your fragmentary memories that they've begun to take over your life. Choose an alignment of the past in question. You radiate an aura as a cleric worshipping a god of that alignment, in addition to your own normal aura.

Phantom Limb: Your ghostly heritage manifests itself in that one of your arms is incorporeal. It might be only a faint outline or its true nature could be barely discernable to the eye. Either way, the limb is considered to be incorporeal for any attacks or effects specifically targeting that limb. The limb immediately regrows if severed. No items can be equipped on that arm unless they are incorporeal,

made of corpse hair (see **Haunting Special Materials**), or *ghost touch*. However, unarmed attacks with that arm can harm incorporeal entities and deal lethal damage against them.

Shades of the Past: You possess an extra sense but can't quite control it. Once a day, whenever you are in a settlement (or the ruins of a former settlement), you see a psychic impression of a past event. This event might last seconds or minutes. Generally, the further back the event seen is the more significant it was, with minor traumas appearing the next few days and cataclysmic events appearing for decades or centuries.

Undead Ward: You've trained to fight against the undead, likely under the tutelage of the Church of the One True God. You may cast *disrupt undead* once per day as a spell-like ability with a caster level equal to your character level.



HAUNTLING EQUIPMENT & MAGIC

As a race, hauntlings are naturally supernaturally-inclined, but also fairly young and without much cohesiveness across the members of its group. Despite this, some pieces of equipment, weapons, magical items, and even spells are tied to the hauntling race in ways that make them used at least more commonly by them, if not exclusively so.

MUNDANE HAUNTLING EQUIPMENT & WEAPONS

Hauntlings have access to the following equipment.

HAUNTLING EQUIPMENT

The unnatural nature of hauntlings has them use many seemingly mundane items and materials in unique to even mystical ways.

Name	Cost	Weight	Craft DC
Cremation Ash	50 gp	1 lb.	25
Holy Ash	40 gp	1 lb.	20
Salt Sheen	25 gp	1 lb.	25

CREMATION ASH

Price 50 gp; **Weight** 1 lb.

Originally created by the People of Ash, this gritty powder is made from the cremated body of a hauntling and a mixture of hallucinogenic herbs. When smeared over the body as a full-round action, you gain a heightened awareness of the spiritual world, allowing you to see invisible incorporeal undead and haunts as vague shapes for one hour. This heightened sense is draining and you are considered to be fatigued for one hour after the effect wears off. Taking a dose while fatigued leads to terrifying hallucinations that cannot be distinguished from ghosts or reality and leaves you exhausted afterwards instead.

HOLY ASH

Price 40 gp; **Weight** 1 lb.

This ash contains the cremated remains of a hauntling mixed with holy water. When applied to the body, the first time you take damage from an incorporeal undead melee attack, the incorporeal undead takes 2d6 points of damage that is not reduced by its incorporeality.

SALT SHEEN

Price 25 gp; **Weight** 1 lb.

This mixture of salt is boiled with holy water and shavings of silver to create a thin paste. When applied to one piece of armor (either a suit of armor or a shield), that piece of armor uses its full armor class bonus against the first incorporeal attack against it. The sheen is used up even if the attack is a miss.



HAUNTLING WEAPONS

While few race-specific weapons exist, in part due to a lack of a cohesive culture, certain weapons were introduced by hauntlings or are most common among their scattered communities.

BOLLOCK KNIFE

Price 10 gp; **Type** martial

This distinct knife features two rounded, kidney shaped guard pieces. The narrow, sharp blade is designed to lethally penetrate through armor and flesh and into a vital organ. Hauntlings are known to carry these weapons to deter would be accosters, especially if they travel to lands unacquainted with their kind.

GHOST FLAIL

Price 35 gp; **Type** martial

The ghost flail appears as a normal flail, however, a number of small openings dot the spiked head. As a full-round action that provokes an attack of opportunity, the ghost flail can be swung around to produce a terrible noise like ghostly screams. Any creature within 30 ft. of the wielder must make a DC 12 Will save or become shaken for 1d4 rounds. This is a mind-affecting fear effect. Creatures who make their save are immune to this effect from any ghost flail for 24 hours.

HAUNTLING RHOMPAIA

Price 20 gp; **Type** exotic

The hauntling rhompaia features a slightly curved, sword-like blade fitted into a long shaft of wood. Long ago, a hauntling blacksmith improved the ancient rhompaia weapon sometimes used by bhriota into a sturdier weapon. A typical hauntling rhompaia comes with a matching wooden sheath to disguise the blade and make it look like a walking staff. This allowed hauntlings to travel Vathak without the suspicion of looking like armed, vengeful spirits.

MONKEY'S FIST

Price 2 gp; **Type** martial

Originally used by sailors, this knotted length of rope (often with a metal ball in the knotted end) has become a common weapon for discipline and sometimes-dubious peacekeeping in hauntling neighborhoods. Monkeys' fists made of corpse hair rope (see **Hauntling Special Materials** below) are seen as an even higher badge of office, usually reserved for the nominal leader of the gang or neighborhood.

WAR SCYTHE

Price 20 gp; **Type** exotic

A wicked, curved scythe blade tops the end of an 8-foot-long shaft. A larger, heavier version of a farmer's scythe, the war scythe is unwieldy without proper training. Feared for their ties to spirits, hauntling warriors have adopted this weapon to enhance their image as death itself.

MARTIAL WEAPONS

One-Handed Melee Weapons	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Bollock knife	10 gp	1d3	1d4	19-20/x2	–	1 lb.	P or S	Deadly
Ghost flail	35 gp	1d6	1d8	x2	–	5 lbs.	B	See below
Monkey's Fist	1 gp	1d3	1d4	x2	–	3 lbs.	B	Disarm, nonlethal

EXOTIC WEAPONS

Two-Handed Melee Weapons	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Hauntling rhompaia	20 gp	1d6	2d4	x3	–	10 lbs.	P or S	Brace, reach
War scythe	20 gp	1d8	1d10	x4	–	10 lbs.	P or S	Deadly, reach

HAUNTLING SPECIAL

MATERIALS

Hauntlings have developed the following special materials well suited to their needs and homeland.

Name	Cost	Weight	Craft DC
Corpse Hair Cord	50 gp	1 lb.	20
Corpse Hair Monkey's Fist	100 gp	3 lbs.	20
Corpse Hair Net	300 gp	6 lbs.	20
Corpse Hair Rope, 50 feet	500 gp	10 lbs.	20
Ghost Glass	50 gp	1/2 lb.	20
Spirit Coal	75 gp	1/2 lb.	18

Corpse Hair: Hauntling hair, with treatment from special oils and perfumes, can be woven painstakingly into short lengths of silvery rope. Rope made in this way can interact with incorporeal undead as though it had the *ghost touch* enchantment and even damage haunts. Weapons that would deal nonlethal damage instead deal lethal damage to these targets.

Cord: This short length of rope can be wrapped around a fist as a full-round action, leaving that hand occupied holding the rope but its natural attacks dealing being treated as corpse hair. It can also be used as a garrote, allowing the wielder to grapple with incorporeal undead and even deal them lethal damage with unarmed attacks while doing so.

Monkey's Fist: Sometimes seen in hauntling settlements, this knotted rope (described above) can deal lethal damage to incorporeal undead and even haunts.

Net: A corpse hair net can entangle incorporeal undead as normal and that creature cannot pass through solid objects while it is entangled.

Rope: Fifty feet of corpse hair rope is a ridiculous luxury, but can be used as the cord above and also to tie up incorporeal creatures. Further, an incorporeal creature possessing a living creature tied with the rope cannot leave until untied or the living creature is killed. Creatures with the

rejuvenation special ability or similar can allow their essences to dissipate, escaping the rope by fleeing into death.

Ghost Glass: Hauntlings can create a special kind of mirror called a ghost glass. By spending 1 hour with the ghost glass, a hauntling may infuse it with a piece of her essence by taking one point of Constitution damage. Until the Constitution damage is recovered, as a full-round action that provokes an attack of opportunity, the hauntling may gaze into the glass and see the shimmering reflection of any incorporeal undead creature (invisible or not) within a 30-ft. radius. The hauntling always sees the highest Hit Dice incorporeal undead in the glass's area of effect. If used in a location such as a graveyard or the site of a battle, the glass will show the reflection of one lingering spirit if no incorporeal undead creatures are present. The lingering spirit will attempt to communicate with the hauntling, offering a small boon of knowledge in exchange for a lingering request of the spirit. The full effects of the boon are at the GM's discretion, but could include rerolling a failed knowledge check, providing a piece of information the spirit knew in life, or even something it's seen in its lingering. Deceiving or failing spirits seen through the ghost glass allows them to manifest as an incorporeal undead appropriate to the hauntling's level, destroying the glass in the process.

Spirit Coal: Hauntlings can create a type of charcoal or similar materials, such as paint, with the ability to create a picture of a past event. If the coal is used in an area where spirits might dwell (battlefields, graveyards, structures where people have died), the hauntling becomes temporarily possessed for one hour by a lingering spirit in which the hauntling can do nothing but draw. Any attacks or overt distractions to the hauntling breaks the effect and the spirit coal is consumed. At the end of the hour, the hauntling reproduces a painting of a scene important to the lingering spirit decided by the GM (usually a narrative clue relevant to the current adventure or a seed for another adventure).

HAUNTLING MAGIC ITEMS

Hauntlings has access to the following magic items.

DEAD MAN'S TONGUE

Price 5,500 gp; **Slot** none; **Aura** moderate necromancy [evil]; **CL** 5th; **Weight** — lbs.

These blackened, leathery blobs of flesh come from the tongues of condemned criminals who lied during their trials. The tongue can be put in the wearer's mouth as a standard action and spit out as a free action. Once a day, by spending at least one minute talking to corpse, the wearer can cause the corpse to briefly animate as a zombie under his control for 5 minutes after which it returns to its former state. When the tongue is in a user's mouth, they are -2 to Bluff and Diplomacy checks against living creatures. Also, any potion they drink of the healing subschool is negated without effect, which is a concern for many humans but creates some demand among the half-undead.

CONSTRUCTION REQUIREMENTS

Cost 2,225 gp

Craft Wondrous Item, *speak with dead*, *command undead*

FUNERARY SHROUD

Price 2,140 gp; **Slot** shoulders; **Aura** minor necromancy; **CL** 3rd; **Weight** 1 lb.

Grave dirt and dried blood covers a ratty shroud sized for a medium sized humanoid creature. As a standard action, the wearer of the shroud can toss the shroud over their body which then imprints an image of the owner, restful in death, on itself. The wearer can still see normally underneath the shroud. To mindless undead, the wearer appears as another undead creature. As an immediate action, when the wearer is subject to an energy drain attack and fails its save, the shroud can absorb that attack instead. Upon doing so, it burns away in harmless flames.

CONSTRUCTION REQUIREMENTS

Cost 1,070 gp

Craft Wondrous Item, *hide from undead*, *protection from evil*

FUNERARY URN

Price 50,000 gp; **Slot** none; **Aura** strong necromancy [evil]; **CL** 16th; **Weight** 3 lbs.

Prayers to the fallen adorn a heavy, silver urn

filled with the ashes of a priest of the One True God. When the bearer of the urn slays a living creature, it may take an immediate action to attempt to trap the slain creature's spirit within the urn. The slain creature must succeed on a DC 22 Will save or have its spirit trapped within the urn. While trapped within the urn, the slain creature can only be restored to life by a *miracle* or *wish*. Additionally, if the bearer spends 1 hour concentrating on the urn, it can call forth the slain creature's spirit which acts as a spectre (*Pathfinder Roleplaying Game Bestiary*) under the bearer's command for 24 hours after which the spirit is released and the slain creature can be restored to life normally. The funerary urn can only hold one slain spirit at a time.

CONSTRUCTION REQUIREMENTS

Cost 25,000 gp

Craft Wondrous Item, *create greater undead*

TOMBSTONE HAMMER

Price 8,312 gp; **Aura** minor necromancy; **CL** 5th; **Weight** 5 lbs.

This +1 *warhammer* features both a haft and head of magically enchanted stone engraved with funeral rites. As a swift action, the wielder can select one living or one incorporeal undead creature she can see. If the specific name of the creature is known to the wielder, the creature's name appears on the warhammer; otherwise, a brief description of the creature appears instead. On a successful attack with the warhammer against the creature, the creature must attempt a DC 16 Will save. If the specific name of creature is known, the DC is increased by 2. Living creatures failing the save become shaken for 1d4 minutes and undead incorporeal creatures for 1d4 rounds. Additional attacks do not frighten the creature or prolong the effect. While the creature is shaken by the warhammer, any critical confirmation rolls against that creature made by the wielder receive a +4 morale bonus. The wielder can change targets as a swift action, however, the shaken effect against the previous creature immediately ends. A creature who makes its initial save is immune to the shaken effect from the hammer for 24 hours.

CONSTRUCTION REQUIREMENTS

Cost 4,156 gp

Craft Magic Arms and Armor, *doom*

HAUNTLING SPELLS

Hauntlings have access to the following new spell.

COLD SPOT

School evocation [cold]; **Level** psychic 2, shaman 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a drop of blood)

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

Area a 15-ft.-radius spread

Duration 1 round/level

Saving Throw Fortitude partial, see below;

Spell Resistance yes

You drop the temperature in the area of the spell's effects to a freezing temperature. When the spell is first cast, any living creature in the spell's area of effect must succeed on a Fortitude damage or take 1d4 cold damage + 1 point per caster level (maximum of 1d4+5). A successful save halves the damage. Each round, any living creature starting its turn in the spell's area of effect continues to take damage as described above. Additionally, any invisible living creature in the spell's area of effect that fails its saving throw, produces visible breaths of air pinpointing its location. This lasts until the creature succeeds on a Fortitude save or leaves the spell's area of effect.

Although it normally does not prevent cold damage, *endure elements* and similar effects protect against this spell.

GHOSTLY LIGHT

School evocation [light]; **Level** cleric 2, medium 2, occultist 2, shaman 2, witch 2

Casting Time 1 standard action

Components V, S, M (nail clippings of a dead person), F, DF

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

Area 15-ft-radius (see below)

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

A pale, blue light shines in the spell's area of effect, acting as a *light* spell (centered on a point in space). Additionally, if any incorporeal undead creatures passed through the spell's area of effect within the last 24 hours, the light turns a violet color wherever the creature passed through. The color

changes in intensity to how recent the activity was — a lighter violet if closer to the 24 hours and a dark violet if fairly recent. If the creature is within the light, this trail reveals its location even if the creature is invisible.

As a move action, you can direct the light up to 15 feet.

MURDER OF CROWS

School conjuration [summoning]; **Level** bloodrager 3, shaman 3, wizard/sorcerer 3, witch 3

Casting Time 1 standard action

Components V, S, M (a crow heart and feather)

Range medium (100 ft. + 10 ft./level)

Area 10-ft.-square

Duration 1 round/level (D)

Saving Throw Fortitude partial, see below

Spell Resistance yes

You summon a cloud of crows to attack your enemies. When the spell is first cast and on the following rounds at the start of a creature's turn, each creature in the spell's area of effect must attempt a Fortitude save. One a failed save, the creature takes 2d6 points of piercing damage and is blinded for one round. A successful save reduces the damage by half and negates the blinding effect. As a move action, you can move the cloud up to 10 feet.

Unlike a true swarm, new crows appear to replace the fallen for the duration of the spell. However, strong winds over 20 miles per hour will disperse the crows.

RELEASE FROM FLESH

School necromancy [evil]; **Level** cleric 5, shaman 5, witch 5

Casting Time 1 round

Components V, S, M/DF (the heart of a humanoid creature)

Range touch

Target one living creature

Duration 1 round/level (D)

Saving Throw Fortitude negates, see below;

Spell Resistance yes

You cause a living target's flesh to rot off its body. Each round at the start of the creature's turn, until it makes a successful Fortitude save, it takes 1d4+1 points of Constitution damage. A creature dies

under the effects of the spell is transformed into a skeleton under your control. This skeleton counts towards the total amount of Hit Dice of undead you can control with spells like *animate undead*. If the skeleton exceeds the total amount of Hit Dice of undead you can control, it crumbles to dust.

TEAR THE VOID

School necromancy [evil]; **Level** cleric 7, psychic 7, sorcerer/wizard 7, spiritualist 6

Casting Time 1 standard action

Components V, S, M (a funerary urn worth 250 gp filled with the ashes of a humanoid creature), DF

Range medium (100 ft. + 10 ft./level)

Effect create a vortex of negative energy 15 ft. in radius.

Duration concentration + 1d4 rounds (see below)

Saving Throw Fortitude partial, see below;

Spell Resistance yes

A tear appears, drawing spirits from the afterlife imbued with negative energy. Any living creature starting its turn in the spell's area of effect must succeed on a Fortitude save or take 1d6 points of negative energy damage for every three caster levels you possess (maximum 6d6) and gain one negative level. A successful Fortitude reduces damage by half and negates the negative level effect. Any creature reduced to 0 or fewer Hit Points has their soul sucked into the vortex. The creature can only be returned to life through a *miracle* or *wish* spell.

At the start of your turn, you can move the vortex 10 feet. Once you stop concentrating on the spell, the vortex moves in a random direction (as if on a missed splash weapon attack but moves 10 ft. in that direction) for 1d4 rounds before disappearing.

THROUGH THE EYES OF THE DEAD

School divination [scrying]; **Level** druid 4, medium 4, occultist 4, psychic 4, shaman 4, sorcerer/wizard 4

Casting Time 1 round

Components V, S

Range touch

Target one touched humanoid skull

Duration 1 week/level (D)

Saving Throw none; **Spell Resistance** no

You imbue one humanoid skull, allowing you to see through its eyes as long as you are within 1 mile of the skull. You can only see what the skull would see if it were a living creature, including any darkvision or other visual traits it had in life. To view through the skull, you can take no other actions except concentrating. You are not made aware if the skull is destroyed until you attempt to see through it.

TOLLING BELL

School necromancy; **Level** bard 4, cleric 4, occultist 4

Casting Time 1 standard action

Components V, S, F/DF (a silver handbell)

Range 30 ft.

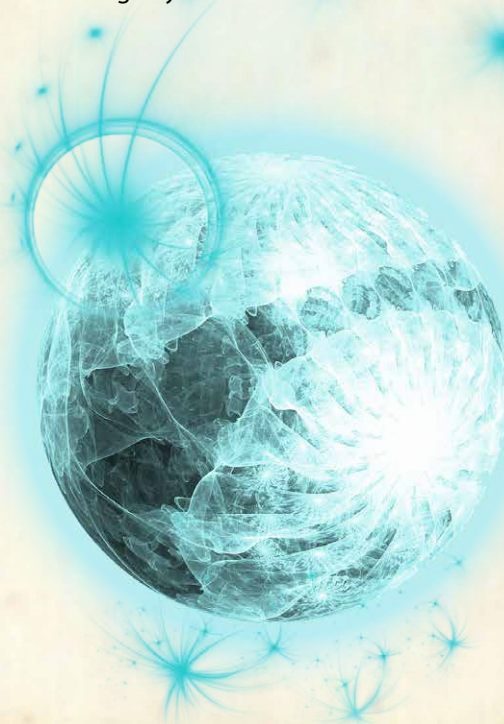
Area 30-ft.-radius emanation, centered on you.

Duration 1 round/level (D)

Saving Throw Will partial, see below; **Spell**

Resistance yes

The sound of a ghostly bell tolls, calling the undead to their final rest. When the spell is first cast and then starting at the beginning of each of your turns, the gonging of the bell destroys one mindless undead of two Hit Dice or less within the spell's area of effect, starting with the lowest Hit Dice undead first. Additionally, you may choose to target an intelligent undead within the spell's area of effect instead. It must succeed on a Will save or take 2d6 points of holy damage. A successful save reduces the damage by half.



OCCULT RITUAL

The following uses rules found for occult rituals in the *Pathfinder Roleplaying Game: Occult Adventures*.

LAST CHANCE (OCCULT RITUAL)

School necromancy [evil]; **Level** 6

Casting Time 60 minutes

Components V, S, M (a golden funerary urn worth 200 gp in which a diamond worth 5,000 gp is placed along with 5 hit points worth of the target's blood)

Skill Checks Diplomacy DC 26, 2 successes; Healing DC 26, 2 successes; Knowledge (religion) DC 26, 2 successes

Range Primary or secondary caster

Target One of the ritual's casters

Duration see below

Backlash The target takes 1 negative level which, if the ritual is successful, cannot be cured until the spell triggers or its duration expires.

Failure The primary caster falls into a coma for 1d4 weeks.

The caster starts the ritual by dripping at least 5 hit points worth of the target's blood onto the diamond within the golden urn. The caster then calls forth spirits from the afterlife and beseeches them to place a piece of the target's soul into the diamond. Part of this incantation involves stating a specific objective the target wants to complete before it dies. Along with being specific, it must be something the target could accomplish in the one-week time it will be given should the target die and the ritual's effect trigger. Examples might include slaying a specific creature, reaching a specific location, meeting a specific creature, and so on.

When the ritual is successfully completed, it remains in place on the target for one year. Should the target die within that time, the magic of the ritual triggers. In 24 hours, the target automatically returns from the dead as if a *resurrection* spell had been cast. However, the target's type changes to undead (and its alignment to evil). If nothing remains of the target's body at the time of death, or it suffered some effect that destroyed its soul (such as a devourer's devour soul ability), the target reappears in 24 hours as described above at the

location of the golden urn (as long as the urn is not destroyed). The target remains in this undead state for one-week. During the week, the target can divine the approximate direction and location of the specific goal it set. Once the specific goal is accomplished, the one-week has expired, or the target is reduced to 0 hit points, the target's undead body crumbles to ash and spirits called upon in the ritual drag its soul to the afterlife.

Once the ritual's effect is triggered and after the effect ends, the target cannot be returned to life except through either a *miracle* or *wish* spell.



RANDOM HAUNTLING FEATURES

Presented below are random features a hauntingling might possess. None of the following features grant characters any special power in excess of their usual abilities.

d100	Feature
01-02	Surrounded by flies and gnats.
03-04	Surrounded by mist that forms at your feet.
05-06	A constant odor of decaying flesh.
07-08	A constant odor of burning flesh.
09-10	A constant odor of stagnant swamp water.
11-12	A constant odor of embalming herbs.
13-14	A reflection that moves the opposite of you.
15-16	A reflection that appears as a corpse.
17-18	A reflection that appears as someone else.
19-20	A birthmark that resembles a scar across your stomach.
21-22	A birthmark that looks like multiple cuts on your chest.
23-24	A birthmark that looks like a scar on your face.
25-26	A birthmark that looks like a claw marks on your back.
27-28	A birthmark that resembles a scar across the throat.
29-30	A birthmark that resembles scars across the wrists.
31-32	An unnaturally faint shadow.
33-34	A shadow that looks like a different person.
35-36	Hands stained red, like blood.
37-38	Hands that look old and skeletal.
39-40	Constantly surrounded by a light breeze.
41-42	Eyes become pitch black in dim illumination.
43-44	Eyes become solid colored in bright light or sunlight.
45-46	Eyes change color in bright light or sunlight.
47-48	Unnaturally deep-set eyes that are always in shadow.
49-50	Hair appears to be decaying or moldering.
51-52	Hair that moves as if in the wind even when the air is still.

53-54	Heterochromia (different color eyes). Roll once for left eye color and once for right eye color: 1—black; 2—blue; 3—green; 4—grey; 5—gold; 6—white; 7—red; 8—silver; 9—violet; 10—roll twice for a marbled pattern of two colors, ignoring further rolls of 10.
55-56	Inhumanly beautiful countenance, unnaturally flawless skin.
57-58	Bloated, blue skin much like a drowning victim.
59-60	Hollow face, thin lips that expose teeth, and deep socketed eyes like a corpse.
61-62	Pupils completely disappear in the sun.
63-64	Reflection appears transparent.
65-66	Reflection has “negative” image (light and dark reversed).
67-68	Reflection appears as it would in a broken mirror.
69-70	Shrill, grating voice like grinding metal.
71-72	Voice sounds like multiple people talking.
73-74	Voice echoes, no matter how softly you speak.
75-76	Voice always sounds like you are whispering directly in the person’s ear.
77-78	Skin changes color in moonlight.
79-80	Skin takes on strange markings or patterns in sunlight.
81-82	Skin that is cold to the touch.
83-84	Skin that softly glows in moonlight.
85-86	Birthmark that looks like blood colored tears.
87-88	Birthmark that looks like blood splatters on your body.
89-90	Birthmark that looks like handprints around your throat.
91-92	Birthmark that looks like whip marks across your back.
93-94	Birthmark that slowly crawls across your skin.
95-96	Radiates a faint chill out to a distance of 5 ft.
97-98	Wispy hair that moves of its own volition.
99	Roll again twice.
100	Roll again three times.

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