

# RIYAL'S RESEARCH HAUNTS

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

**JON BRAZER  
ENTERPRISES**



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# Riyal's Journal

In all my research and my travels, I have seen many things. A haunt is without a doubt one of the more confusing phenomena I have observed. My master, who instructed me in the arcane arts, explained that a location which was plagued by a ghost or similar incorporeal spirit over the course of decades and centuries may transform into a haunt. Since the day I encountered a haunt myself, I have studied these bizarre amalgamations of undead residue and trap. I hope my notes here written may make some kind of sense out of these strange dangers. May you fare better than adventurers who encountered these diabolical scenes without my warnings and insight.

## What is a Haunt?

A haunt is the negative energy of a ghost that has lost its sense of self. A newly-formed ghost possesses its life memories. But as time moves on, these memories fade away and only the strongest remains - that of its death or one holding overwhelming emotion which helped to create the ghost in the first place. During this process, the ghostly form loses much of the shape that reflected its life memory and becomes more and more distorted. The negative energy of this now unrecognizable unlife force slowly becomes fused with the object or location that is associated with the single defining memory of the fading ghost. Eventually, the ghost is gone and only the haunt remains. So to sum up what a haunt is, I would say a tethered undead spirit that has lost its creatureliness.

The ghost-to-haunt process may take as little as a year or two or may encompass several centuries. My research revealed the existence of a 1021 year old ghost - Homley Trakasta - whose essence is now known as the Idarian Firestar. While I concede the possibility that a ghost may never complete the haunt process or be too weak in spirit [a pun - hee, hee] to leave behind a haunt, I believe that not to be the common case. Further research is required in Shadowsfall on this matter.

One thing to note about haunts is that the haunt's strength appears most tied to the pain and suffering the being sustained during life or at its death. The power the being possessed in life and the subsequent power of its ghost have little correlation to the power of the manifestation of the haunt. A highly-trained wizard that let her comrades die without righting the wrong done to them turned into a rather mild haunt, for she suffered guilt but little pain herself. The forementioned Homley Trakasta suffered greatly at the hands of her tormentors for nearly one-hundred years before she succumbed to hopelessness and her injuries. The considerable power of this haunt is detailed within.

## Differences between a Haunt and a Trap

A haunt shares a number of similarities with a magical trap. This type of trap is essentially a magical item purposefully set by a person that releases a spell when a condition or conditions are met. It typically is triggered by the proximity of a creature but may also be tripped by a magical aura, certain sounds or words, or the removal of an object. A haunt

manifests as a spell-like effect that is triggered when the right conditions are met. And just like a trap, that condition is typically when some creature touches an object or enters a specific area. Other observed triggers include the act of harming a creature, screaming, sobbing or casting a spell from a particular school but there is truly no end to the possibilities.

This, however, is where the similarities end. A trap of this sort is effectively a one-use item unless special care is taken in its making to allow multiple (but limited) trips. By contrast, a haunt always remains in place until its unique needs are satisfied. Each haunt requires distinctive recompense to rest the negative energy powering it for good. A few ways of getting rid of a haunt I have determined (and executed) include burying a holy sword in a road and having the haunt's manifestation pass over it, having a child remain awake in a bed for a whole night, and destroying all implements in a torture chamber.

Another key difference between magical traps and a haunt is the effect of positive energy. An application of positive energy stops a haunt's current manifestation for a limited time. The amount of positive energy needed varies from haunt to haunt, but those expecting to face off against a haunt should be armed with any (or all) of the following: the ability to channel positive energy in a harmful capacity, flasks of holy water, or spells such as *cleanse*, *consecrate*, any *cure* spell, *disrupt undead*, *fire of judgment*, *heal*, *pillar of life*, and *veil of positive energy*.

To clarify this a bit, every haunt has a manifestation. The manifestation is comprised of specific images, sounds, smells, or just feelings and produces a very unwholesome spell-like effect that can be neutralized by positive energy. The haunt, however, is not destroyed until redress is made.

## Weaknesses

Positive energy is not the only weakness a haunt possesses. The first are not true weaknesses but simply the lesser effects of the haunt's manifestation that tip you off to it. There is typically some sound, illusion, motion, or feelings associated with a haunt. Recognizing the telltale signs of a haunt may provide you with the extra few seconds to react or to run away and fight another day.

The next set of weaknesses are alternate types of energy - fire, cold, sonic, electricity, acid or force. Most haunts are immune to these energy types but some are vulnerable. Do not forgo analyzing a haunt to determine if it has a weakness to one or more alternate energy types. Being able to use a fire spell and arming my swordsman with a flaming torch when dealing with a rather minor haunt has saved my priest's precious healing spells for our later needs on more than one occasion.

The last weaknesses that I should mention are the ways to evade a haunt. While *invisibility* and *hide from undead* will not work on all occasions, these spells have proven effective in some instances. After all, why fight a nasty place when you can sneak past it just fine?

**COLOR STEAL****CR 1****XP 400**

CE haunt (5 ft. by 5 ft. forest)

**Caster Level** 1st**Notice** Perception DC 15 (to hear a creepy fey laugh)**hp** 4; **Trigger** proximity; **Reset** 1 day**Effect** When the haunt is triggered, the color bleaches out of the skin of the target. The creature must succeed a Will save (DC 11) or take a 1d6 penalty to its Charisma score and all Charisma-based checks for 1 minute.**Destruction** The remains of the fey buried here must have a *bless* spell cast upon them.**THE HOWLING****CR 1****XP 400**

CE haunt (5 ft. by 5 ft. bloody ground)

**Caster Level** 1st**Notice** Perception DC 15 (to hear a ghostly wolf howl)**hp** 2; **Trigger** proximity; **Reset** 1 day**Effect** The ghostly sound of a wolf howls in the night as the shadows of long dead wolf packs prowl around the area. The closest creature to the haunt is the target of a *doom* spell (save DC 11).**Destruction** The bones of the wolf pack buried beneath the ground here must be dug up and broken into tiny pieces and then thrown into moving water (like a river).**MISTY RIVER****CR 2****XP 600**

CE persistent haunt (5 ft. by 10 ft. river between old pilings)

**Caster Level** 2nd**Notice** Perception DC 20 (to hear wood breaking)**hp** 9; **Trigger** touch; **Reset** 1 day**Effect** Long ago, a wooden bridge that crossed this 10 ft. wide river broke and fell away drowning a family. A path still leads to both sides of the river. When a creature touches the water just beyond the path where the bridge once crossed, a mist forms over the water (20 ft. radius, centered on where the creature touched the water) as per the spell *obscuring mist*. The mist lasts for 2 minutes.**Destruction** A new bridge must be built crossing the river.**FLOODING FALLS****CR 3****XP 800**

LE persistent haunt (5 ft. by 15 ft. river adjacent to a waterfall)

**Caster Level** 3rd**Notice** Perception DC 15 (to hear the rumbling of flood waters coming over the falls)**hp** 13; **Weakness** slow; **Trigger** proximity; **Reset** 1 day**Effect** A creature that passes within 15 ft. of the waterfall unleashes a wave of water over the waterfall, bull rushing any creatures in its 60-foot path. The flooding falls have a CMB of +4 and acts as a *hydraulic torrent* spell (see Section 5 of the Advanced Player's Guide). The flooding water washes downstream, and it continues to flood until the haunt is neutralized.**Destruction** The drowned hobgoblin at the bottom of the falls must be recovered and a drop of elven blood must be placed on the body.**FLAME SHADOWS****CR 4****XP 1,200**

CE haunt (10 ft. by 10 ft. burned out ground with ring of stones in its center)

**Caster Level** 4th**Notice** Perception DC 25 (to hear the sound of wood burning)**hp** 8; **Trigger** proximity **Reset** 1 day**Effect** Shadows stir in the center of a vacant campfire circle. All creatures within a 15 ft. radius of the circle are affected by a *scare* spell (save DC 13).**Destruction** A fire must be started within the circle of stones, burn for at least one hour, and then be put out safely.**PAIN AND HATE****CR 4****XP 1,200**

NE persistent haunt (10 ft. by 10 ft. torture chamber)

**Caster Level** 4th**Notice** Perception DC 15 (to hear a male dwarf moaning in agony and see chains rattling)**hp** 18; **Weakness** tricked by *hide from undead*; **Trigger** proximity; **Reset** 1 hour**Effect** The moans of agony turn to screams. One creature at random within the area takes 4d8+4 points of negative energy damage, as per the *inflict critical wounds* spell (DC 16).**Destruction** An additional 18 points of positive energy damage must be delivered the haunt within 2 rounds of the haunt being neutralized to permanently destroy it.**BLIND MAN'S ALLEY****CR 5****XP 1,600**

NE haunt (two connecting 5 ft. by 15 ft. alleys)

**Caster Level** 5th**Notice** Perception DC 25 (to notice the walking rags have no body underneath them)**hp** 10; **Trigger** proximity; **Reset** 1 hour**Effect** In a bad section of the neighborhood, there is an area where even the homeless do not travel - an alley intersection behind an old abandoned building. There an old collection of rags once worn by blind leper marks the place of his murder. While his body has long turned to dust, the rags are known to shamle about animated by unseen powers. Whenever creatures enter the intersection, the rags come around the corner and "look" upon the first to enter. That creature must succeed a DC 13 Fortitude save or be permanently blinded.**Destruction** While the sun is half below the horizon, a creature that has never been able to see must stand in the haunt and be the subject of a *remove blindness* spell.**RIISING COFFINS****CR 5****XP 1,600**

CE haunt (10 ft. by 10 ft. field)

**Caster Level** 5th**Notice** Perception DC 20 (to feel the ground trembling)**hp** 10; **Trigger** proximity; **Reset** 1 day**Effect** Even though the cemetery that is deep beneath the earth is not remembered by any living creatures, the dead have not forgotten nor are they tolerant of anyone

disturbing their slumber. Once this haunt is activated, several coffins rise up out of the ground. Their doors swing open or fall off, revealing a corpse inside. All those within the haunt are targeted by a *fear* spell (Will save DC 16).

**Destruction** The house built here must be destroyed and the corpses must be given a proper burial on consecrated ground.

#### BREATHLESS GASPS

CR 6

##### XP 2,400

NE haunt (10 ft. by 15 ft. pool of water)

**Caster Level** 6th

**Notice** Perception DC 25 (the sound of water splashing and someone gasping for air)

**hp** 14; **Weakness** susceptible to water; **Trigger** touch; **Reset** 1 minute

**Effect** Deep in a cave long ago, an elf and drow war came down to last pair of warriors. They struggled until the elf was tripped and landed in a small pool of water. Filled with rage, the drow strangled the elf face down in the water. Whenever a creature touches that same pool, the water rushes into creature's lungs as if affected by a *suffocation* spell (see Section 5 of the Advanced Player's Guide). Any spell with the water descriptor (other than *control water*) damages the haunt equal to twice the spell level. *Control water* neutralizes this haunt.

**Destruction** During a full moon, the water must be completely drained and replaced with holy water. During the following new moon, a bottle of air must be shattered below the surface of the holy water pool.

#### SILENT PIG PEN

CR 6

##### XP 2,400

CE haunt (10 ft. by 15 ft. rotted pig pen)

**Caster Level** 6th

**Notice** Perception DC 20 (to hear the faint squeals of pigs being slaughtered)

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

**Effect** While farms are typically thought of as teaming with life, many of the animals raised there are slaughtered as food for the table or for sale. Many times, this end is neither gentle nor peaceful. The decaying smokehouse nearby saw many pigs die by the dull blade of the anger-twisted farm hand. The animal's spirits are in agony to this day. Nothing grows in the patch of land where the pig pen once stood. The decayed fence posts are covered in mushrooms, the barest of indicators to its outline. A creature that steps inside the pen is turned into a pig (use the Bestiary dog stats or the pig from Ultimate Magic, Chapter 2) as per the *baneful polymorph* spell (save DC 17).

**Destruction** A small child must hold her ears, scream and run from the area. Then a large fire must be built here encompassing the smokehouse and pen and must burn continuously for a full week. Afterwards, the ground must be consecrated by a cleric with the animal domain.

#### CURSING SKULLS

CR 7

##### XP 3,200

CE persistent haunt (5 ft. by 35 ft. wall composed entirely of skulls)

**Caster Level** 7th

**Notice** Perception DC 15 (to hear the clatter of teeth)

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

**Effect** The wall of this ancient temple to Orcus is composed entirely from humanoid skulls of the unfaithful and those that wronged the church. When this haunt is activated, the skulls begin pronouncing curses and taunts like "Traitor," "You will join us soon," and "May your bones decay" in every language. All those within the haunt's area are subject to a *fear* spell (save DC 16).

**Destruction** Twelve humanoids must recount a wrong they have done to a vampire within the confines of the haunt. The vampire must then drain two hit point's worth of blood from each confessor. The vampire must spit some of the blood it drank (1 hp worth) from each confessor onto the wall itself. When the twelfth hit point is spat upon the wall, the haunt is permanently destroyed.

#### DEATH CHILLS

CR 7

##### XP 3,200

NE haunt (5 ft. by 35 ft. ruins of a dungeon hallway)

**Caster Level** 7th

**Notice** Perception DC 25 (to hear the bone-chilling laughter)

**hp** 14; **Weakness** vulnerable to fire; **Trigger** proximity; **Reset** 1 hour

**Effect** The hallway becomes frigidly cold as the laughter grows louder. All those within the haunt take 7d6 points of cold damage as if targeted by a *cone of cold* spell (save DC 17).

**Destruction** Two torches must be lit while the haunt is active and they must stay alight and held by a single creature for 4 hours. The creature holding the torches cannot laugh nor smile.

#### CRIES OF DESPAIR

CR 8

##### XP 4,800

NE haunt (10 ft. by 40 ft. basement of a ruined home)

**Caster Level** 8th

**Notice** Perception DC 29 (to hear soft cries from a dozen different voices)

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

**Effect** The remains of the home cries out in the despair for those horribly murdered here by a merciless unknown killer. All those experiencing the manifestation are targeted by a *crushing despair* spell (DC 16) that lasts for 8 minutes.

**Destruction** The skull of an unrepentant murderer must be crushed within the haunt.

#### RUST DUST

CR 8

##### XP 4,800

NE persistent haunt (10 ft. by 20 ft. pile of rusted metal)

**Caster Level** 8th

**Notice** Perception DC 25 (to see tiny pieces of rust moving within the pile)

**hp** 36; **Weakness** vulnerable to acid; **Trigger** proximity;

**Reset** 1 hour  
**Effect** A ghostly body of rust rises from the pile of discarded metal. It flies perfectly with a speed of 60 ft. If the rust form touches a metal object (+8 touch attack), the object rusts as per the spell *rusting grasp*.  
**Destruction** All of the rust must be gathered together into a wooden box held together without metal and buried in a graveyard. The metal must be smelted into a useful set of tools or non-martial implements.

#### ETERNAL HENGE CR 9

**XP 6,400**  
LE haunt (15 ft. by 15 ft. circle of 8 henge stones)  
**Caster Level** 9th  
**Notice** Perception DC 29 (to notice all statuary seems to be touching the henge stones)  
**hp** 18; **Trigger** touch; **Reset** 1 minute  
**Effect** Deep in the woods, a druid was murdered in his stone summoning circle for a small collection of gems. These gems were considered valuable to the city dwellers that ended the druid's life. But the druid simply liked rocks. His sorrow and loss are still felt by the massive stones that make up his henge to this day. Whenever one of the stones is touched, the creature must succeed a DC 19 Fortitude save or be permanently turned to stone.  
**Destruction** Eight small gems must be placed in the middle of the circle and a *stone to flesh* spell must be cast on each of the 8 henge stones without moving them.

#### WORDS OF ASMODEUS CR 9

**XP 6,400**  
LE persistent haunt (15 ft. by 15 ft. altar dedicated to Asmodeus)  
**Caster Level** 9th  
**Notice** Perception DC 35 (to hear the sound of chanting in Infernal)  
**hp** 40; **Weakness** vulnerable to sonic; **Trigger** proximity; **Reset** 1 hour  
**Effect** It is said that the spirit of Asmodeus's priest protects the altar against thieves even though no one worships there any longer. Those that have encountered one of these haunted altars tell of the powerful chants. Any creature that approaches sees the haunt manifest as a spectral cleric. Its chanting words cut deep causing creatures within 20 ft. of the spectral cleric to take 4d8 points of damage and are staggered for 1 round. Worshipers of Asmodeus sustain 9d6 points of damage and are stunned for 1d4 rounds. Half of the damage is sonic; the other half is negative energy damage. A successful DC 16 Fortitude save halves the damage and negates the staggering/stunning effect. This is similar to a *rebuke* spell (see Section 5 of the Advanced Player's Guide). The spectral cleric can move up to 60 ft. away from the altar.  
**Destruction** When the moon turns as red as blood, a cleric of any god other than Asmodeus must cast *consecrate* or *desecrate* on the altar. Within one day, the altar must be pulverized into tiny rocks and powder. Praises to any deity other than Asmodeus need to be sung or chanted during both phases of this destruction.

#### CORROSIVE FOG CR 10

**XP 9,600**  
CE persistent haunt (10 ft. by 25 ft. acid-burned tunnel of stone)  
**Caster Level** 10th  
**Notice** Perception DC 29 (to see the rocks slowly dissolve)  
**hp** 45; **Weakness** tricked by *invisibility*; **Trigger** touch; **Reset** 1 minute  
**Effect** This underground tunnel ends in a locked, simple wooden door (see Chapter 13 Environments of the Pathfinder Core Rulebook, DC 30 Disable Device check to pick the lock). Touching the door (such as attempting to unlock it) triggers the haunt. The tunnel fills with *acid fog*. The fog itself does not touch the door (so the door shows no sign of weakness); it stops short by a few inches. Creatures and objects within the fog take 2d6 points of acid damage each round. The fog persists until the haunt is neutralized/destroyed. Once the door has been opened and reclosed, it automatically relocks itself.  
**Destruction** The door must be destroyed by the corrosive fog. Damage to the door cannot come from any other source.

#### DEADLY KNOWLEDGE CR 11

**XP 12,800**  
LE haunt (15 ft. x 15 ft. area, a single book on a podium surrounded by constantly lit torches)  
**Caster Level** 11th  
**Notice** Perception DC 30 (to hear voices in your mind describe secrets of deadly knowledge)  
**hp** 22; **Weakness** tricked by *hide from undead*; **Trigger** touch; **Reset** 1 minute  
**Effect** Unlike most haunts that are inadvertantly formed by ghosts losing their sense of self, this haunt was created by lich Skexis. He created a secret archive long ago, in case something happened to his tower and main library his most precious knowledge would not be lost. At the center of this secret store lies a single tome on a podium surrounded by ever burning torches. Beyond the special defenses for the archive, Skexis trapped several powerful shadows within the tome as its prime guardians. Whoever should touch the tome becomes the target of a *power word kill* spell.  
**Destruction** Exposing the tome to direct sunlight from a source as bright the Material plane's sun at noon for 10 minutes will free the 4 advanced greater shadows. The advanced greater shadows are compelled to attack those that free them.

#### CLIFFS OF INSANITY CR 12

**XP 19,200**  
CE haunt (15 ft. wide by 20 ft. high cliff face)  
**Caster Level** 12th  
**Notice** Perception DC 29 (to hear a gibbering voice)  
**hp** 24; **Trigger** proximity; **Reset** 1 minute  
**Effect** A sealed cave within the cliff holds the body of a fallen paladin who took refuge there after breaking his oath. Far too ashamed to atone for his failing, he was driven mad by his own guilt before succumbing to starvation. Those climbing the cliff face begin to hear whispers of sanity

shattering secrets woven with the creature's own past guilts. Climbers must succeed a DC 20 Will save or are affected by an *insanity* spell.

**Destruction** Locating the cave, bringing the remains down from the cliff, into sunlight and casting an Atonement spell permanently destroys this haunt.

#### DEATH'S FLOWERS

CR 12

##### XP 19,200

CE persistent haunt (15 ft. by 20 ft. garden of well tended flowers)

**Caster Level** 12th

**Notice** Perception DC 29 (to see a flower wither and die)

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

**Effect** An image of a grim reaper holding a scythe appears in the center of the garden floating over the flowers. On its turn, the reaper flings its scythe at a creature within 60 ft. If the scythe touches a creature (+12 ranged touch attack), the creature takes damage as per a *disintegrate* spell (save DC 19). This attack persists until the haunt is neutralized/destroyed or no one is within 60 ft. The grim reaper must be the target of the positive energy attack to neutralize the manifestation.

**Destruction** All the flowers must be dug up and replanted on holy ground and the former garden plot must be blessed with a *hallow* spell.

#### ICE QUEEN'S GAZE

CR 13

##### XP 25,600

CE persistent haunt (15 ft. by 20 ft. iron throne room covered in ice)

**Caster Level** 13th

**Notice** Perception DC 29 (to hear the sound of ice breaking)

**hp** 58; **Trigger** touch; **Reset** 1 minute

**Effect** When a creature touches the ornately decorated, iron throne (weighing 200 lbs) covered in ice, the ice breaks and reforms into the shape of the last queen to rule from that seat. On her initiative, her gaze emits a *polar ray* spell (+13 ranged touch attack) at the closest creature within the room. The spell deals 13d6 cold damage plus 1d4 points of Dexterity damage. This attack persists until the haunt is neutralized/destroyed or all creatures in the room are dead.

**Destruction** The throne must be moved to the elemental plane of fire and melted while the haunt is still active.

#### HOME FIRES BURNING

CR 14

##### XP 38,400

CE persistent haunt (15 ft. by 25 ft. main room in a ruined home, excluding the 5 ft. by 5 ft. fireplace)

**Caster Level** 14th

**Notice** Perception DC 34 (to see a faint red spark in the fireplace)

**hp** 63; **Weakness** vulnerable to cold; **Trigger** proximity; **Reset** 1 minute

**Effect** The wretched hovel on the edge of the woods shows signs that it was set ablaze. When the main room is entered, a young goblin's shriek of joy rings out and the fireplace belches out flames. The walls, furniture and

everyone inside ignite. Every round, the flames deal fire damage to all creatures as a *fire storm* spell (save DC 20). Neither the house nor any objects inside take damage or are destroyed by the fire. The flames persist until the haunt is neutralized/destroyed or no living creature remains in the house.

**Destruction** A goblin (or a creature magically altered to look like a goblin) must put out all the flames produced by the haunt with water or spells with either the cold or water descriptors.

#### VENGEFUL CLOUDS

CR 14

##### XP 38,400

CE persistent haunt (10 ft. by 35 ft. of open field)

**Caster Level** 14th

**Notice** Perception DC 20 (to see angry clouds gathering)

**hp** 63; **Trigger** proximity; **Reset** 1 minute

**Effect** The field was once the center of a great battle between men and orcs. Thousands of people died there. Now that rage and thirst for death manifests itself as deafening thunder, acidic rain, powerful bolts of lightning, hail and rain as a *storm of vengeance* spell. However, the rain and wind persists after the 10th round and until the manifestation has been neutralized or the haunt is destroyed.

**Destruction** An orc shaman and a human priest must cast *storm of vengeance* at the same time, to counterspell the effect. The two former warring sides working together to put an end to this haunt is the important component to its destruction.

#### BONE GARDEN

CR 15

##### XP 51,200

NE persistent haunt (15 ft. by 25 ft. garden of dead flowers, bones, and crumbling brick)

**Caster Level** 15th

**Notice** Perception DC 29 (to see a small vortex in the center of a dead flower)

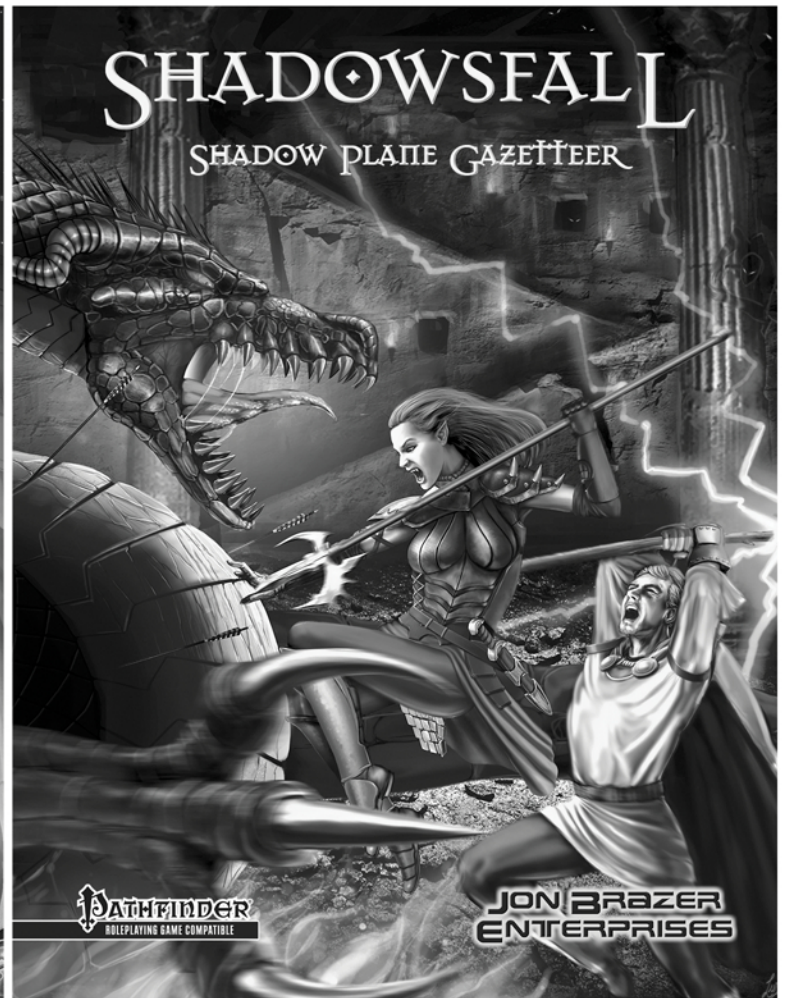
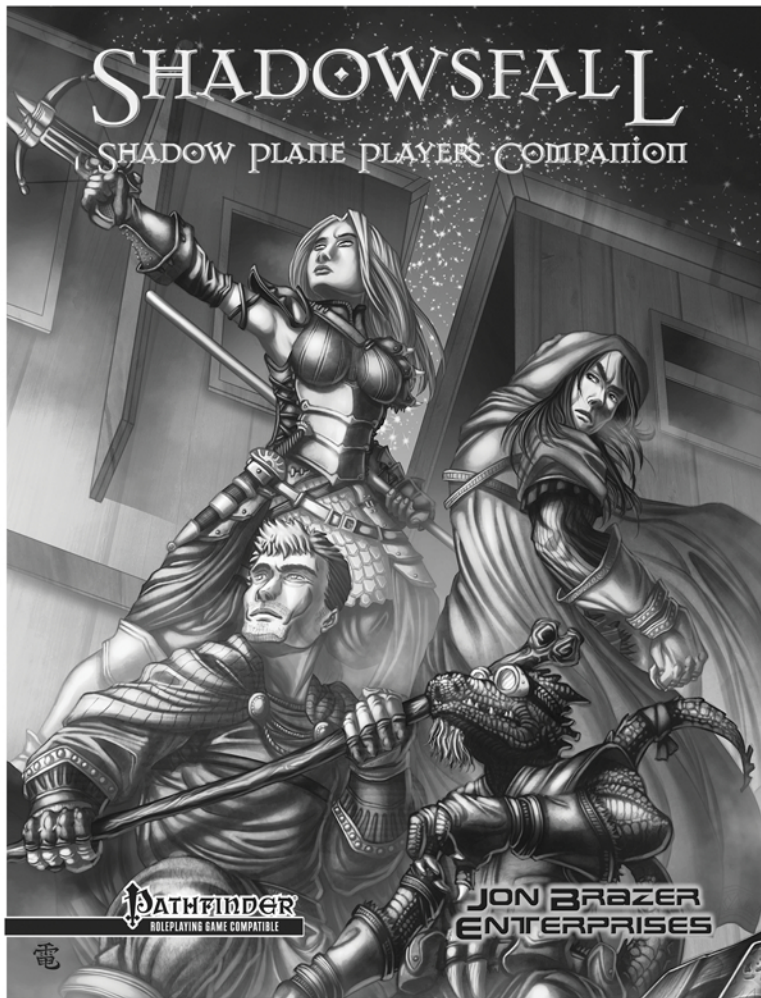
**hp** 67; **Trigger** proximity; **Reset** 1 minute

**Effect** All the creatures in the garden are immediately banished to an extradimensional labyrinth, as if affected by a *maze* spell. Inside the maze, the walls are composed of bones from all races and creature types, decomposing plant creatures and building rubble. The haunt is neutralized when the maze's hp is reduced to 0 or all creatures within the haunt succeeding their DC 20 Intelligence check. If the garden's hp is reduced to 0, all creatures inside the maze are immediately ejected. Positive energy used by creatures caught inside the maze do not affect the garden and vice versa. Creatures that use any spells, class abilities or other resources while inside the maze find them returned upon exiting.

**Destruction** The flower with the vortex inside it must be found, dug up and replanted in a garden of living flowers while at least one creature is inside the maze casting a *greater restoration* spell (without the material component) on a section of the walls.



# FIGHT THE DARK SIDE ON THE SHADOW PLANE



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