

TERrors OF OBSIDIAN APOCALYPSE:

HUNTERS



LPJ9375





BELL TOWER

CR 6

A bell-ringer fell down in this tower. Before he died he wished that the fall hadn't happened...

XP 2,400

NE haunt (the inner shaft of the bell tower, 10 ft. wide and 60 ft. high)

Caster Level 6th

Notice Perception DC 0 (to notice the bell starting to ring)

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

Effect When this haunt is triggered, the bell starts to ring as the ghostly body of the bell-ringer falls to the ground. A moment later the same scene goes in reverse, with the body flying upwards together with everything inside the inner shaft of the bell tower. For six rounds the inner shaft of the bell tower is affected by reverse gravity (DC 20 Reflex save to hold onto the ladder).

Destruction The bell must be broken by dropping it from the tower.

CREEPING ECTOPLASM

CR 2

A minor haunt devoid of any shred of individuality or history, manifesting as a shapeless blob of ectoplasm.

XP 600

N haunt (10-ft. radius)

Caster Level 2nd

Notice Perception DC 16 (to smell a sweet scent)

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

Effect When this haunt is triggered, a mass of ectoplasm appears out of nowhere, covering the area with a blanket of luminescent green goo that acts like a *grease* spell (DC 11).

Destruction The area where it manifests must be *consecrated* or *hallowed*, even temporarily.

DEAD TREE

CR 4

The dead tree is a haunted leftover of a garden, an orchard, or a last patch of a forest—a single dead tree standing amid a barren landscape.

XP 1,200

CE haunt (barren land in a 20-ft. radius surrounding a dead tree)

Caster Level 4th

Notice Perception DC 25 (to notice the slow vibrations of the roots)

hp 8; **Trigger** proximity; **Weakness** damaged by fire; **Reset** 1 hour

Effect When this haunt is triggered, a mass of wriggling roots bursts from the ground around it, entangling and sickening creatures as *sickening entanglement* (DC 13).

Destruction The dead tree must be burned down, and the seed of a new tree must be planted in its ashes. The haunt will rise again if the seed fails to grow into a healthy tree.

DOORS TO DAMNATION

CR 9

A soldier guarded this door against overwhelming forces and cursed the invaders with his dying breath when he finally fell.

XP 6,400

LN persistent haunt (a door)

Caster Level 9th

Notice Perception DC 16 (to notice words written in blood appearing on the threshold)

hp 40; **Trigger** proximity (passing through the door); **Reset** 1 day

Effect When this haunt is triggered, place a *major curse* on the first creature passing through the door each round (DC 19), bestowing a -6 penalty to that character's most important ability score (GM's choice).

Destruction Both the doorway and the room it opens into must be collapsed. Razing the whole building to the ground or collapsing the cellars below could work as well.

DEVOURING MISTS

CR 5

A pack of ghouls ambushed and devoured a group of people when they were passing this bridge on a foggy night. Memory of this event still lingers and hungers for flesh of the living.

XP 1,600

CE haunt (a bridge, 20 ft. wide and 40 ft. long, over a stream)

Caster Level 5th

Notice Perception DC 16 (to notice an unnatural mist rising)

hp 10; **Trigger** proximity; **Weakness** tricked by *hide from undead*; **Reset** 1 day

Effect Mist rises from ground, thickening and turning from white to sickly green. Vague, ghoulish shapes form in the mist as it becomes a corrosive, ectoplasmic *acid fog* that consumes flesh.

Destruction The bridge must be collapsed, rebuilt, and then consecrated.

FORBIDDEN LIBRARY

CR 3

Some books are not meant to be read, and some people dedicate their lives to prevent others from reading such forbidden books. Sometimes such dedication extends beyond life.

XP 1,200

LE persistent haunt (a 15-ft. square room filled with books)

Caster Level 3rd

Notice Perception DC 16 (to notice a cloud of dust rising from the books)

hp 13; **Trigger** touch (any book in the library); **Reset** 1 day

Effect Trying to read any book in the forbidden library invokes a spiritual vestige of a wrathful custodian that waves her hand in front of the reader's face, casting *blindness* (DC 13).

Destruction The books must be burned.

HANGMAN'S JIG

CR 5

A desperate prisoner was incompetently hanged in this small cell. An echo of his painful death lingers and haunts anyone visiting the room.

XP 1,600

LE haunt (a 20-ft. prison cell)

Caster Level 5th

Notice Perception DC 16 (to notice a shredded knot of rope dangling from the ceiling)

hp 10; **Trigger** proximity; **Weakness** slow (triggered haunt manifests at initiative count 0); **Reset** 1 hour

Effect The hangman's jig manifests as a spectral noose that unerringly drops from ceiling, entangling the neck of a random living being in the room and then slowly pulling the victim up. The victim feels strangled by the rope, convulsing like a hanging victim. This experience inflicts no actual damage but renders the victim helpless as if the targeted by *hold monster* (DC 17).

Destruction Burning away the remaining shreds of the rope destroys the hangman's jig.

HEART OF EMBERS

CR 6

Cinders of a dead fire elemental slowly smolder until roused into a short burst of mindless rage against living beings.

XP 2,400

NE haunt (30-ft. radius patch of ash and dust with a pile of smoking embers in center)

Caster Level 6th

Notice Perception DC 10 (to notice the fiery glow of embers intensify)

hp 12; **Trigger** proximity; **Weakness** cold; **Reset** 1 minute

Effect When this haunt is triggered, embers flare and an aggressive Large fire elemental forms on the haunt's initiative count the following round. The creature acts as if conjured with *summon monster V*, attacking nearby creatures until it vanishes six rounds later. Unlike a regular fire elemental, the one summoned by the haunt possesses the negative energy affinity universal monster ability.

Destruction The heart of embers must be doused with four vials of holy water. Other methods of extinguishing fire might be successful when augmented with positive energy or a holy blessing.

HUNGRY GRAVE

CR 2

A petty villain was punished by being buried alive in this grave. Now his soul desires to share his misery with others.

XP 600

CE haunt (a lone grave)

Caster Level 2nd

Notice Perception DC 16 (to notice the ground of the grave quaking)

hp 4; **Trigger** proximity; **Weakness** slow (manifests at initiative count 0); **Reset** 1 day

Effect When this haunt is triggered, the surface of the grave starts to tremble and then suddenly collapses into a black funnel leading into a deep grave. Skeletal hands reach and claw at those who fall in. The funnel acts as a *spiked pit* (DC 14), except it deals slashing damage instead of piercing.

Destruction The skeleton of the villain must be excavated, consecrated, and reburied.

LAST DANCE

CR 10

A mad aristocrat was isolated in this lavish chamber. The inhabitant's spirit still haunts the room, yearning to dance, an obsession which was denied to him during his many years of isolation.

XP 9,600

CN haunt (a spacious, richly furnished chamber, 50 feet across)

Caster Level 10th

Notice Perception DC 25 (to notice rhythmic tapping of shoes on the floor)

hp 20; **Trigger** proximity; **Reset** 1 day

Effect When this haunt is triggered, the shadowy apparition of an elegantly clothed dandy jumps out of a corner and pulls the most attractive person present into a short but frantic *irresistible dance* (DC 22).

Destruction Organizing a series of dances in the chamber for multiple days wears the haunt out.

LESSONS OF THE PAST**CR 3**

This was a place of teaching, where a respected sage told didactic stories to children and youngsters.

XP 800

N haunt (area of 15-ft. radius around a bench)

Caster Level 3rd**Notice** Perception DC 20 (to hear children murmuring)**hp** 6; **Trigger** proximity; **Weakness** tricked by *invisibility*;**Reset** 1 hour

Effect When this haunt is triggered, a vague silhouette of an old man in gray robes appears and starts to tell stories, acting as *enthral* (DC 13).

Destruction The teacher's plain iron ring fell into a crack in the floor under the bench. It must be found and removed.

MASTER'S ADMONITION**CR 1**

A cruel and petty teacher of wizardry left a painful imprint on his long-abandoned study, still lashing out against anyone who messes with his things.

XP 400

NE haunt (area of 5-ft. radius around the desk in the study)

Caster Level 1st**Notice** Perception DC 5 (to properly react to barked "don't touch it, fool!" command)**hp** 2; **Trigger** touch (anything on the desk); **Reset** 1 minute

Effect When this haunt is triggered, a barked command of "Don't touch it, fool!" echoes out, followed by a *magic missile* directed against the triggering creature. The order might be spoken in an old and unused language, depending upon the age of the study and the original wizard's provenance.

Destruction The study must be claimed by another arcane spellcaster and rearranged to suit the new master's tastes.

MEMORY OF THE LATE MISTRESS**CR 7**

A woman died, choked to death by her jealous lover on this bed, forever tainting it with ghostly malice toward the living.

XP 3,200

CE haunt (a large bed)

Caster Level 1st**Notice** Perception DC 27 (to hear quiet wheezing and gasping)**hp** 14; **Trigger** touch; **Reset** 1 hour

Effect When this haunt is triggered, invisible ghostly hands choke the first person that touches the bed, acting as *suffocation* (DC 17).

Destruction The love letter from the woman's lover, hidden somewhere in the bed, must be removed and burned.

MIGHT OVER MAGIC**CR 7**

A magician was killed here by brute force, leaving a spiteful vestige driven by hatred of the magic that failed him.

XP 3,200

CN haunt (area of 20-ft. radius around the bloodstain)

Caster Level 7th**Notice** Perception DC 18 (to notice the bloodstain starting to glow)**hp** 14; **Trigger** proximity; **Reset** 1 day

Effect When this haunt is triggered, the vestige creates a version of *greater dispel magic* that affects the area of the haunt.

Destruction If indoors, the floor around the bloodstain must be torn up. If outdoors, a mound must be built over the place. Magic cannot be used to assist with any of this, whether directly or indirectly.

QUARRY OF THE ENDLESS TOIL**CR 10**

This old quarry was a place of misery and death for numerous prisoners and slaves. Even now their spirits are bound to suffer, sharing their weariness with the living who disturb their endless toil.

XP 9,600

NE haunt (an open pit, 30 feet wide and 50 feet long at the top, with 5-foot-high terraces and a few ramps leading upwards)

Caster Level 10th**Notice** Perception DC 24 (to hear quiet ringing of picks on the stone)**hp** 20; **Trigger** proximity (entering the lowest level of the pit);**Reset** 1 hour

Effect When the lowest level of the pit is reached, a *wave of exhaustion* spreads through the quarry.

Destruction The quarry must be covered with a blanket of dirt and sand until no stone is exposed to the air.

SCREAMS OF A FORLORN MOTHER**CR 4**

Screams of a forlorn mother formed because of a woman that died a sudden death while mourning her child.

XP 1,200

CE persistent haunt (20-ft. radius around the place of the mother's death)

Caster Level 4th**Notice** Perception DC 19 (to notice the coalescence of the ghostly image before it starts crying)**hp** 18; **Trigger** proximity; **Reset** 1 day

Effect When this haunt is triggered, an image of ghostly woman grasping a small bundle in her arms appears and starts to cry, targeting a random creature within the haunt's range with an *ear-piercing scream* (save DC 11) each round. This effect won't target children of humanoid races.

Destruction A small child must be brought and presented to the ghostly woman to soothe her pain.

SWORDSMAN BETRAYED**CR 9**

Here a master swordsman fought and won many duels until he was betrayed and stabbed in the back by an ally. A trace of his spirit still lingers here, mistaking anyone entering the courtyard for a challenger.

XP 6,400

LG haunt (a courtyard, 20 feet by 40 feet)

Caster Level 9th**Notice** Perception DC 0 (the spirit of the swordsman appears and yells the challenge)**hp** 18; **Trigger** proximity; **Reset** 1 minute

Effect When this haunt is triggered a ghostly duelist appears and challenges the first armed person to enter the yard before attacking with a luminescent blade that acts as a

mage's sword, with a total attack bonus of +15, for the next nine rounds.

Destruction Surrendering to the swordsman spirit breaks the cycle of duels into which this haunt is locked. However, the surrender must exactly follow the appropriate protocol (Knowledge [nobility] check of DC 15).

TOUCH OF HUNGER

CR 1

The denizens of this dwelling starved to death. Their last thoughts were focused on the door to empty pantry, which to their deluded minds appeared filled with supplies.

XP 400

NE haunt (a door to pantry)

Caster Level 1st

Notice Perception DC 16 (to notice smell of decay)

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

Effect When this haunt is triggered, the pantry fills with illusory food of all kinds only to rot and fill with maggots seconds later. The person that opened the door is struck with *feast of ashes* (DC 13).

Destruction The pantry must be supplied with enough food to last a large family for a week and left there to decay normally.

WARLOCK'S DOOM

CR 8

This haunt is the lingering residue of a powerful magician's final stand—slivers of his spirit and the last spell he ever cast bound together in a volley of destruction unleashed against the world.

XP 4,800

CN persistent haunt (scorched field of 40-ft. radius where the warlock died)

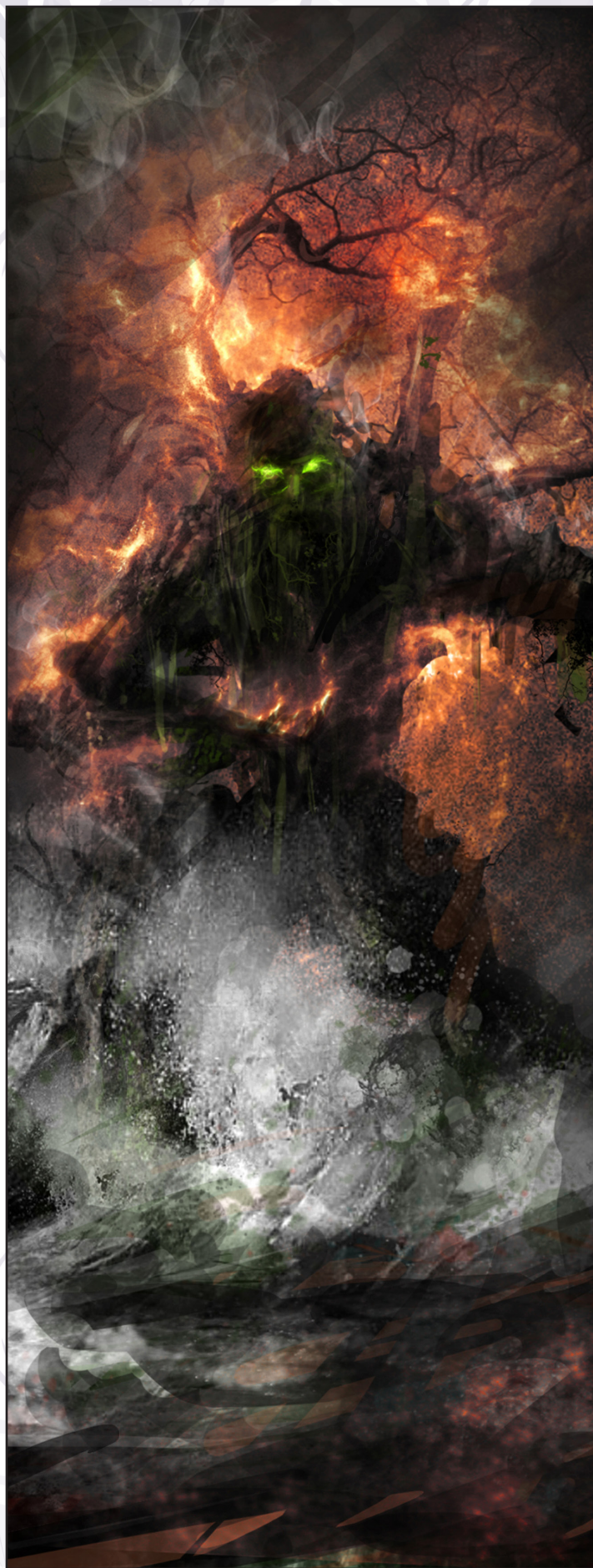
Caster Level 8th

Notice Perception DC 20 (to hear the muttered spell)

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

Effect When this haunt is triggered, a *lightning bolt* (DC 14) is projected from the ether, aimed in a way that affects the greatest number of living victims possible.

Destruction The haunt casts and reabsorbs the same spell again and again. Using a counterspell on *lightning bolt* dissipates its power, rendering the haunt powerless.



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CHARACTER NAME

PLAYER

CLASS & LEVEL

RACE

ALIGNMENT

DEITY

SIZE / TYPE

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN



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ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR				
DEX				
CON				
INT				
WIS				
CHA				

TOTAL DR

HP

WOUNDS / CURRENT HP

NONLETHAL DAMAGE

INITIATIVE

TOTAL

DEX MODIFIER

MISC. MODIFIER

SPEED

BASE SPEED

WITH ARMOR

TEMP MODIFIERS

FLY

MANEUVERABILITY

SWIM

CLIMB

BURROW

SKILLS

SKILL NAMES

TOTAL BONUS

ABILITY MOD.

RANKS

MISC. MOD.

☐ ACROBATICS☐ APPRAISE☐ BLUFF☐ CLIMB☐ CRAFT ()☐ CRAFT ()☐ CRAFT ()☐ DIPLOMACY☐ DISABLE DEVICE*☐ DISGUISE☐ ESCAPE ARTIST☐ FLY☐ HANDLE ANIMAL*☐ HEAL☐ INTIMIDATE☐ KNOWLEDGE (ARCANA)*☐ KNOWLEDGE (DUNGEONEERING)*☐ KNOWLEDGE (ENGINEERING)*☐ KNOWLEDGE (GEOGRAPHY)*☐ KNOWLEDGE (HISTORY)*☐ KNOWLEDGE (LOCAL)*☐ KNOWLEDGE (NATURE)*☐ KNOWLEDGE (NOBILITY)*☐ KNOWLEDGE (PLANES)*☐ KNOWLEDGE (RELIGION)*☐ LINGUISTICS*☐ PERCEPTION☐ PERFORM ()☐ PERFORM ()☐ PROFESSION* ()☐ PROFESSION* ()☐ RIDE☐ SENSE MOTIVE☐ SLEIGHT OF HAND*☐ SPELLCRAFT*☐ STEALTH☐ SURVIVAL☐ SWIM☐ USE MAGIC DEVICE☐ CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIER:

LANGUAGES:

AC		= 10 +		+		+		+		+		+		+		+	
		TOTAL			ARMOR BONUS			SHIELD BONUS			DEX MODIFIER			SIZE MODIFIER			NATURAL ARMOR

TOUCH		FLAT-FOOTED		MODIFIER
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SAVING THROWS	TOTAL	BASE SCORE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	MODIFIERS
FORTITUDE		=		+		+	
REFLEX		=		+		+	
WILL		=		+		+	

BASE ATTACK BONUS		SPELL RESISTANCE	
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CMB		=		+		+		MODIFIER
		TOTAL			BASE ATTACK BONUS			STRENGTH MODIFIER

CMD		=		+		+		+		+ 10
		TOTAL			BASE ATTACK BONUS			STRENGTH MODIFIER		

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES	

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES	

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES	

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES	

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES	

CHARACTER NAME _____

PLAYER _____



CLASS & LEVEL _____

RACE _____

ALIGNMENT _____



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APOCALYPSE

AC ITEMS

BONUS

TYPE

CHECK PENALTY

SPELL FAILURE

WEIGHT

PROPERTIES

TOTAL**GEAR**

ITEM

WT.

FEATS**FEATS****TOTAL WEIGHT**LIGHT
LOAD☐LIFT OVER
HEAD☐MEDIUM
LOAD☐LIFT OFF
GROUND☐HEAVY
LOAD☐PUSH OR
DRAG☐**MONEY**

CP—

SP—

GP—

PP—

EXPERIENCE POINTS**NEXT LEVEL****SPELLS**SPELLS
KNOWNSPELLS
SAVE DC

LEVEL

SPELLS
PER DAYBONUS
SPELLS☐☐

0

☐☐☐☐

1ST

☐☐☐☐

2ND

☐☐☐☐

3RD

☐☐☐☐

4TH

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5TH

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6TH

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7TH

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8TH



☐☐☐☐



9TH

☐☐



CONDITIONAL MODIFIERS


DOMAINS/SPECIALTY SCHOOL0 ☐☐☐☐☐☐☐☐☐☐1ST ☐☐☐☐☐☐☐☐☐☐2ND ☐☐☐☐☐☐☐☐☐☐3RD ☐☐☐☐☐☐☐☐☐☐4TH ☐☐☐☐☐☐☐☐☐☐5TH ☐☐☐☐☐☐☐☐☐☐6TH ☐☐☐☐☐☐☐☐☐☐7TH ☐☐☐☐☐☐☐☐☐☐8TH ☐☐☐☐☐☐☐☐☐☐9TH ☐☐☐☐☐☐☐☐☐☐

NAME		RACE / CLASS		LVL			
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>	Acrobat	<input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>	Bluff	<input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>	Diplom.	<input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>	Intim.	<input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>	Percep.	<input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>	Sense Motive	<input type="checkbox"/>
MELEE	<input type="checkbox"/>	HIT POINTS				Stealth	<input type="checkbox"/>
MELEE	<input type="checkbox"/>						<input type="checkbox"/>
RANGE	<input type="checkbox"/>						<input type="checkbox"/>
RANGE	<input type="checkbox"/>						<input type="checkbox"/>
Languages							
							
Special / Notes							
							

NAME		RACE / CLASS		LVL			
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>	Acrobat	<input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>	Bluff	<input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>	Diplom.	<input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>	Intim.	<input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>	Percep.	<input type="checkbox"/>
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MELEE	<input type="checkbox"/>						<input type="checkbox"/>
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RANGE	<input type="checkbox"/>						<input type="checkbox"/>
Languages							
							
Special / Notes							
							

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NAME		RACE / CLASS		LVL			
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>	Acrobat	<input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>	Bluff	<input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>	Diplom.	<input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>	Intim.	<input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>	Percep.	<input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>	Sense Motive	<input type="checkbox"/>
MELEE	<input type="checkbox"/>	HIT POINTS				Stealth	<input type="checkbox"/>
MELEE	<input type="checkbox"/>						<input type="checkbox"/>
RANGE	<input type="checkbox"/>						<input type="checkbox"/>
RANGE	<input type="checkbox"/>						<input type="checkbox"/>
Languages							
							
Special / Notes							
							

NAME		RACE / CLASS		LVL			
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>	Acrobat	<input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>	Bluff	<input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>	Diplom.	<input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>	Intim.	<input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>	Percep.	<input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>	Sense Motive	<input type="checkbox"/>
MELEE	<input type="checkbox"/>	HIT POINTS				Stealth	<input type="checkbox"/>
MELEE	<input type="checkbox"/>						<input type="checkbox"/>
RANGE	<input type="checkbox"/>						<input type="checkbox"/>
RANGE	<input type="checkbox"/>						<input type="checkbox"/>
Languages							
							
Special / Notes							
