

TWO DOZEN DANGERS HAUNTS



When a soul fouled by anger and fear leaves its broken corpse, if it is strong enough, that soul may return as a ghost, a wraith or some worse form of undead. If it is strong enough.....

Souls lacking the metaphysical vigor to retain their own identity after death may also return... as something else, something lesser, a ghostly presence that blurs the line between a magical trap and a true undead. This short supplement details 24 new haunts, building on the new type of hazard introduced in the Pathfinder Game Mastery Guide.

ARCANE RIFT (CR 8)

An arcane rift is not a true Haunt, in that no death caused its existence. Rather, an arcane rift is a flaw in the underlying structure of the universe, a place where the laws of magic and causality twist and

die. Arcane rifts occur in places where great battles occurred, where dozens of warrior-mages unleashed their spells, where artifacts were forged, and where gods incarnated.

Places near an arcane rift are marked by odd visual distortions. The spectrum of light in this area seems shifted towards the red end of the spectrum for several meters around the actual site of the rift. Plants grow larger and more fruitful here, but their taste and smell are cloying and foul. Animals shun arcane rifts, and humanoids walking through one notice the hairs on the back of their arms rising and crackling with static electricity.

XP 4,800 xp

Alignment and Area neutral (a spherical area 30 ft in diameter)

HAUNT	Page	HAUNT	Page
Arcane Rift (CR 8)	1	Grigori Chair (CR 6)	6
Baron Culver's Balcony (CR 2)	2	Guts' Revenge (CR 1)	7
Bigot's Spire (CR 10)	2	Judge Wargrave's Bench (CR 3)	7
Black Taskmaster (CR 2)	3	Laughter Freezes (CR 5)	7
Boartooth's Righteous Rampage (CR 8)	3	Mugglesant's Endless Anger (CR 8)	8
Butcher's Hill (CR 5)	3	Old Jonas' Critique (CR 2)	9
Camel's Graveyard (CR 8)	4	Purple Pig Tavern (CR 8)	9
Cast Upon the Rocks (CR 13)	4	Rapist's Mile (CR 5)	9
Devil's Anvil (CR 7)	4	Scribe Du Rayneil's Odd Bequest (CR 4)	10
Donovan's Kiln (CR 6)	5	Stores of Goodwatch Keep (CR 3)	10
Fatfinger's Last Dance (CR 4)	6	Surbicah the Apostate's Stone Pyre (CR 6)	10
Gremlin's Hovel (CR 4)	6	Thirsting Gorge (CR 7)	11



LPJ9547

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.



Caster Level

Notice Perception DC 5 to notice the strange aura, reddish tint in the air and other anomalies within 30 ft of the arcane rift.

HP 16

Weaknesses This haunt does not recognize nor affect any form of divine magic item.

Trigger Anytime any form of arcane magical item, including single use items, is brought within 40 ft of the rift.

Reset 1 week

Effect When the rift opens, crimson tint in the air becomes even darker and more obvious, and a modified *Mage's Disjunction* effect occurs, permanently destroying all arcane magic items within a 40 ft of the arcane rift unless the affected items make a successful DC 23 WILL Save.

The Arcane Rift only has an 8% chance of successfully affecting an arcane artifact. If any arcane artifact is brought within range, the Arcane Rift will attempt a targeted disjoining, which imposes a -6 penalty on the arcane artifact's WILL Save, rather than targeting lesser items.

The arcane rift, unlike a true *Mage's Disjunction* spell does not affect divinely created magic items, nor do they trigger the spell.

Destruction If the Arcane Rift successfully disjoins any arcane magical artifact, it overloads and is destroyed.

BARON CULVER'S BALCONY (CR 2)

Baron Archimedes Culver was a pathetic and lonely man towards the end of his long life. His vast fortune long since squandered, his political capital equally reduced, Baron Culver found himself banished from the royal court and the intrigue he so loved. The old Baron died, halfway senile, in a tattered silk bathrobe after falling from the balcony of his equally ragged country home.

Today, Baron Culver's lands lie mostly fallow, as the solicitors struggle to untangle the old man's will. The home he died in was emptied by his heirs and shuttered, but occasionally a burglar makes the mistake of slipping inside. Weakwilled tomb-raiders find themselves singing the praises of the small mansion's last master before leaping from the same balcony where he died.

XP 600 xp

Alignment and Area lawful neutral (5 ft x 10 ft balcony)

Caster Level 2nd

Notice Perception DC 16 to hear the faint echoes of an old human man ranting about being forgotten and left in poverty.

HP 4

Weaknesses None

Trigger Anyone entering the former Barron's bedchamber

or its cursed balcony.

Reset 1 day

Effect Anyone who triggers the Haunt must succeed at a DC 11 WILL Save or be subject to *charm person*. Initially, the effects of the *charm person* spell seem harmless: for 6d6 minutes, the victim wanders around the small mansion, doing nothing but shouting Baron Culver's praises at the top of his lungs. Then the victim is compelled to climb up to the Baron's balcony and if they fail at a second DC 11 WILL Save, they are compelled to leap to the cobblestones 30 ft below (likely suffering 3d6 points of damage).

Destruction The old man's spirit is fairly easy to appease. To permanently end the haunt, all that's necessary is that someone visit the nearby tomb, staying for at least an hour, and leaving behind some token sacrifice worth at least 50 GP.

BIGOTS SPIRE (CR 10)

In life, the half-elven wizard Comas Delesas was defined by his bigotry. The arrogant mage despised regular humanity as barely civilized idiots, and openly called for the extinction of what he called the underfolk: Dwarves, Gnomes, Goblins and Kobolds among many other burrowing species. His adventuring days long past, and his fortune assured, Comas eventually murdered those who helped him gain his wealth and retired to a library-tower he built for himself on the edge of a major human freehold. The local folk saw his servants occasionally, when they went into town for provisions, but Comas himself refused to associate with the common herd.

When a blast of lightning as brilliant as the sun struck the tower one rainy night, most of the townsfolk said good riddance. The matter would of rested there, if not for the fact something of Comas Delesas' hatred remains, and occasionally, the broken tower belches lethal black smoke. Depending on the wind, this lethal mist might roll down the blasted hillside and into the city Comas shunned, or it may drift into the now shockingly depopulated and quiet forest.

XP 9,600 xp

Alignment and Area lawful evil (the 60 ft x 60 ft top floor of a ruined 3 story tower)

Caster Level 10th

Notice Perception DC 32 to notice a faint scent like burning ink and almonds.

HP 20

Weaknesses None

Trigger Any time a dwarf, gnome, kobold, goblin or other subterranean humanoid comes within 100 ft of the collapsed tower.

Reset 1 day

Effect Anytime the Haunt's ire is raised, it generates a smoky black *cloudkill* spell which drifts out of the tower's ruined alchemist's laboratory in the direction of the prevailing wind. The dread cloud may be resisted with a DC 17 Fortitude Save.

Destruction Comas Delesas' burnt and twisted body still lies where it fell in the laboratory where he died. The magical accident that killed him as prevented his carcass from rotting, and it remains as it was on the night he died. The Haunt's power can only be broken if a member of a race that Comas despised urinates on the charred corpse!

BLACK TASKMASTER (CR 2)

The Black Taskmaster is an old ironshod whip taken from an infamous slaver and displayed in the library of the Sandoval College of Necromancy. Senior students and prefects alike know to avoid the display case bearing the bloody old weapon, though a common hazing ritual forces underclassmen to endure the frightful spirits surrounding the whip.

XP 600 xp

Alignment and Area lawful evil (a 5 ft radius around the display case housing the whip)

Caster Level 2nd

Notice Perception DC 14 to notice droplets of fresh blood at the ends of the stored whip.

HP 4 hp

Weaknesses Characters may attempt a Stealth check, opposed by the Haunt's caster level check to sneak by unmolested.

Trigger Anyone approaching within 5 ft of the display case housing the Black Taskmaster.

Reset 1 day

Effect Anyone walking within the Haunt's sphere of influence is affected with a *ray of exhaustion*. Characters who fail a DC 14 Fortitude Save become *exhausted* for 2 minutes. Those who successfully save become *fatigued* instead; already *fatigued* creatures become *exhausted* instead. Unlike normal *fatigue* or *exhaustion*, these effects vanish after two minutes.

Destruction A freed or escaped slave must remove the Black Taskmaster from its case and cut it to pieces with a knife also owned by a former slave.

BOARTOOTH'S RIGHTEOUS RAMPAGE (CR 8)

When Brom Boartooth's sons died of a disease that 10 gp worth of medicine would of cured, he finally became the monster that his fully human neighbors feared all his life. Previously a simple rancher, the half-orc found depths of hatred and violence in himself he never knew existed. He slaughtered his home town's hedge wizard and the alche-

mist who refused to treat his sons, the town's sheriff and three of the settlement's wealthiest merchants before an angry mob finally ended his rampage.

That was a year and a day ago. Now, the townsfolk of Boartooth's small farming community are plagued with hideous visions. Before the horrified eyes of their friends and family, the afflicted become the species they once shunned. Half Orcs that were once humans hide within their homes, wrapped in shawls and blankets to cover their shame, and Boartooth's community has become, literally, a ghost town....

XP 4,800 xp

Alignment and Area chaotic neutral (a 40 ft x 10 ft alley behind the town's general store)

Caster Level 8th

Notice Perception DC 16 to notice a faint sound like children coughing.

HP 16

Weaknesses This slow Haunt acts on initiative count 0.

Trigger Any humanoid walks over the alleyway behind the town's general store where Brom Boartooth made his final stand.

Reset 1 hour

Effect Any humanoid entering the alley is afflicted by a *Polymorph Any Object* spell which transforms the creature into an average Half Orc of the same gender. Unwilling creatures may resist the transformation with a DC 22 Fortitude Save.

Destruction Brom's mutilated body must be dug out of the midden pit it was thrown into after his rampage and buried with his children at his homestead.

BUTCHER'S HILL (CR 5)

The Butcher's Hill had another name before the war between two neighboring fiefdoms ended there. By the time the day long battle was over, more than 3,000 men and women lie dead atop the hill, and the ground was literally stained red with their blood. Even though priests from a dozen temples sanctified the ground, that much anger and pain never truly goes away.

Butcher's Hill has become a memorial, but no one visits. The stories of the horrible, often fatal injuries inflicted upon the unwary by the Hill's angry ghosts are well known. Veterans of the last war, unable to cope with their trauma often return to Butcher's Hill to commit suicide, letting the angry spirits of their former comrades in arms tear them apart.

XP 1,600 xp

Alignment and Area chaotic evil (the 25 ft summit of Butcher's Hill)

Caster Level 5th

Notice Perception DC 10 to notice the ghostly sounds of fighting surrounding the Hill, or to notice phantom blood stains appearing on the clothing and weapons of visitors.

HP 10 hp

Weaknesses None

Trigger Anyone carrying any sort of weapon, even a dagger or carpenter's hammer, setting foot on the hillside.

Reset 1 hour

Effect Anyone standing anywhere on the hill top when the Haunt is angered suffers 2d8 + points of damage (WILL DC 19 half). The Butcher's Hill can simultaneously wound up to five creatures, if there are more targets than it can afflict, it will first attempt to slaughter those characters with the highest Base Attack Bonus before ending the lives of noncombatants.

Destruction A blood member of the ruling family of either of the two nations involved in the war must be murdered atop the hill top to appease the spirits of those who fought and died there.

CAMEL'S GRAVEYARD (CR 8)

There is a point of no return in the Gronnel Desert, a place almost exactly between two oasis cities, where supplies are far more than half exhausted, and the only way to survive is to press forward. Over the years, hundreds of caravans have ended some where near this mythical point of no return, and the bleached and sandblasted bones of hundreds of camels are half buried by the dunes. Animals fear and hate this place, and often turn on their masters, leading to their death and the deaths of the men who depended on them for survival.

XP 4,800 xp

Alignment and Area chaotic evil (an unremarkable 30 ft x 10 ft patch of desert)

Caster Level 8th

Notice Perception DC 32 to notice camel bones and saddle tack half buried beneath the shifting sands.

HP 16 hp

Weaknesses None.

Trigger Any animal walking within 30 ft of the region.

Reset 1 hour

Effect Any ordinary animal passing within 30 ft of the Camel's Graveyard become panicked. They will turn on handlers and riders, bucking off riders, snapping reigns and throwing off cargo bundles if possible. The maddened animals will attempt to kill or knock out their masters before running off into the desert to die. Animals afflicted remain maddened for 8 rounds, and may resist the effect with a DC 14 WILL Save.

Destruction At least 20 gallons of water must be poured over the skulls of one of the long dead camels to appease its panicked spirit.

CAST UPON THE ROCKS (CR 13)

The merchant galleon *Escarda Din* went down in a sudden squall and its sunken frame now rests on an undersea plateau. So clear is the water that the wreck can almost be seen through three hundred feet of warm water. Though the *Escarda Din* went down in a common shipping lane, no brave soul has attempted to salvage the wreck, and common sailors avoid its last known position. The ocean near the wreck site has 'gone bad' and regularly kills sailors with impossible weather.

XP 25,600 xp

Alignment and Area chaotic evil (a 65 ft square of ocean above the sunken ship)

Caster Level 13th

Notice Knowledge (nature) DC 28 to notice the signs of a sudden storm (odd colored skies, a strange smell in the air, increased static electricity) that are present only on this patch of ocean.

HP 26 hp

Weaknesses None

Trigger Any vessel passing over the sunken wreckage of the ship.

Reset 1 hour

Effect Any vessel unfortunate enough to be passing over the is hammered viciously by a *storm of vengeance*. The concentration check to cast a spell within the storm of vengeance is DC 25 + the spell's level.

Destruction A humanoid sailor must be bound, strangled and his corpse must be tossed overboard to rest within the wreck of the *Escarda Din*.

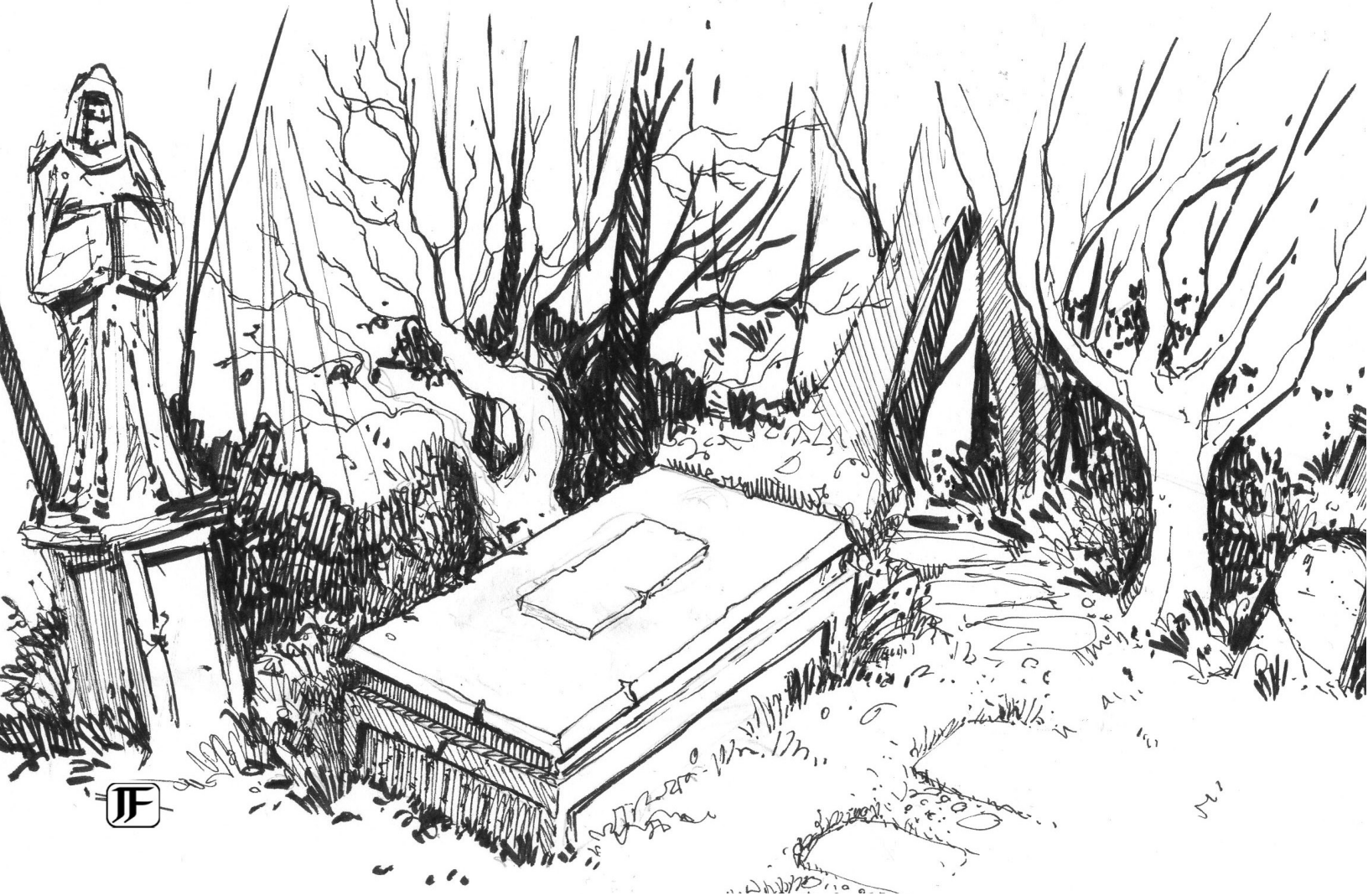
DEVIL'S ANVIL (CR 7)

This black iron anvil sits in a back corner of the ruined remnants of a smithy, half buried in rubble. According to local legend, the blacksmith, a fat and ignorant man named Hodge hammered swords for pit-fiends on his anvil. Eventually, doing hell's work caught up with him, and Hodge and his three idiot sons died in an unexplainable blaze. Whatever the truth of Hodge's life, in death his small shop has been uniformly shunned. People vanish there, and screams have been heard at night from somewhere within the ruins.

XP 3,200 xp

Alignment and Area lawful evil (5 ft square anvil in an abandoned smithy)

Caster Level 7th



Notice Perception DC 24 to notice Infernal runes inscribed on the Anvil.

HP 14

Weaknesses None

Trigger Any living creature touching the Anvil.

Reset 1 day

Effect Anyone stupid enough to touch the Devil's Anvil is subject to a *Destruction* spell. The victim is slain and rendered down into ash unless he or she makes a DC 20 Fortitude Save. Even those making their save suffer 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell is to use *true resurrection*, a carefully worded *wish* spell followed by *resurrection* or *miracle*.

Destruction Either the heart, liver or the sexual organs of any Devil must be burnt on the Anvil and the ashes must be splashed with a vial of holy water.

DONOVAN'S KILN (CR 6)

Ten years ago, this ruin was a busy potter's shop. In better days, Bria Donovan was a fat and cheerful woman who, with her two nephews, ran a profitable business out of a small, neat cottage at the edge of town. The center of Bria's business was the enormous wood burning kiln that took up most of the cottage, and which she kept stoked day

and night. She died along with her youngest nephew Micah when the kiln exploded.

Bria's surviving nephew rushed to help, but was badly scarred by the blaze. Not wanting anything to do with his ruined inheritance, Andrew Donovan let the ground lie fallow. Over time his aunt's pottery shop fell into memory and then into local legend, while Andrew grew into the town's premier drunkard. The matter would of rested there, if not for the fact that on days when the temperature rises, during the worst part of summer, the kiln burns again with ghostly white fires.

XP 2,400 xp

Alignment and Area chaotic neutral (20 ft x 20 ft workshop behind a ruined home)

Caster Level 6th

Notice Perception DC 28 to notice the faint rise in temperature and the sounds of popping and cracking clay.

HP 12

Weaknesses None

Trigger Anytime the temperature inside the ruined workshop rises above 90 degrees F.

Reset 1 day

Effect The spirit of Donovan's Kiln has no interest in killing, just relishes flame. Anytime the temperature inside the kiln rises past 90 F, the workshop explodes into a *fireball* which inflicts 6d6 points of fire damage (Reflex DC 14 half).

Destruction The misfortune of the kiln can only be ended if Andrew takes ownership of the ruin and begins to restore it. His own scars must first be healed with *restoration* or greater magic.

FATFINGER'S LAST DANCE (CR 4)

Terkin Fatfinger, brigand, rapist, counterfitter and cattle rustler, was the last thief to hang justly on the old oak gallows outside Fort Nails. When asked for last words, the bastard laid down curses so vile, so profane and so tarrying the garrison's master at arms didn't wait for him to finish, just kicked the stool out from under him. Three days later the master-at-arms was dead of a broken neck after falling from his horse. Three days after that, his grieving wife slipped in the privy and cracked her skull open. A few weeks later, the judge who sentenced Fatfinger jerked his hand while shaving and sliced open his jugular.

After that, the law of Fort Nails gave up on hanging folks, and sends their criminals to their graves with a heavy battle axe and a block of wood. The disused gallows still stands, mostly because nobody is brave enough to break it down or burn it, but the locals shun it.

XP 1,200 xp

Alignment and Area chaotic evil (10 ft x 10 ft raised gallows platform)

Caster Level 4th

Notice Perception DC 18 notice that the shadow of a noosed and kicking man is cast from the empty gibbet.

HP 8 hp

Weaknesses The Haunt does not activate when any chaotic character steps onto the platform, though it will still afflict them if they remain on the platform when the Haunt awakens.

Trigger When any character mounts the 13 steps and stands atop the gallows platform.

Reset 1 minute

Effect Anyone standing atop the gallows platform may be *cursed* by the haunt. Those *cursed* by the Haunt become dangerously clumsy, assuring their deaths would be comical to Fatfinger's angry ghost. Anytime a character cursed by the gallows either fails a skill check by 10 or more points, or rolls a natural 1 on any skill check, somehow that character manages to bungle so badly he suffers 2d6 points of damage. A DC 14 WILL Save negates this *curse*.

Destruction Fatfinger's dying boast that he was the worst criminal the world's ever seen must be disproved and law must be restored to Fort Nails before the Haunt will disappear. At least seven Rogues of 5th or higher level must be executed on the gallows by hanging within a one year span to exorcise the haunt.

GREMLIN'S HOVEL (CR 4)

The dilapidated little house lies at the end of the stinking tannery district, and has stood uninhibited for as long as anyone can remember. Even the city's homeless and goblin population shuns the ruined two room home, and even the city's wild dogs and birds stay clear. The wrecked and mold-covered home is falling apart, and no one is sure how it still remains standing. Those brave souls who ventured inside tell bar-tales about little bolts of color, like phantom wasps, that ripped through the crumbling plaster and mosaics to sting them.

XP 1,200 xp

Alignment and Area chaotic neutral (a 10 ft x 10 ft room in a ruined house)

Caster Level 4th

Notice Perception DC 18 to notice a faint humming in the walls, like a wasp or bee hive.

HP 8 hp

Weaknesses None

Trigger Anyone stepping into the rear room of the house.

Reset 1 minute

Effect The first person stepping into the rear room of the hovel is struck with two magic missiles which inflict 1d4+1 points of force damage. If multiple targets are still in the room when the Haunt resets, it spreads damage evenly among them.

Destruction The structure must be completely burnt to the ground, and a vial of holy water sprinkled over the foundation stones.

GRIGORI CHAIR (CR 6)

The Grigori Chair is a massive oak throne once used by the nation's royalty. The entirety of the chair was originally carved with scenes from a great battle- heroic knights battling back barbaric foreign armies. When the last rightful scion of the bloodline was murdered- on the chair itself- the crimson oak cracked and blackened. The heroic carvings became something horrible. The chair was locked away in a forgotten storeroom, and even after the dynasty was restored, the original throne was forgotten and left to darkness.

XP 2,400 xp

Alignment and Area neutral evil (the 30 ft chamber holding the Chair and assorted other junk)

Caster Level 6th

Notice Perception DC 24 to notice the carvings on the Chair are alive and slowly change.

HP 12 hp

Weaknesses None.

Trigger Anyone entering the storage room containing the Grigori Chair.

Reset 1 day

Effect Anyone entering the storage chamber containing the Grigori Chair and assorted other forgotten treasures is afflicted by the *enervation* spell and suffers 1d4 temporary negative levels, which it regains 6 hours later, assuming it survives.

Destruction The Grigori Chair can only be permanently destroyed by burning, but only if a descendant of the rightful royal family wields the torch. Otherwise, the chair reforms in a day.

GUTS' REVENGE (CR 1)

When the ancient slime the tavern-folk called simply “Guts” was finally ended a fragment of the ooze’s simple hunger-based consciousness survived extermination. Guts’ ghostly presence still lingers along the treacherous and rocky shoreline where its vast amoeboid bulk eventually washed up. The presence of this strange and pungent haunt has made these rocks an attractive hunting spot for more sure-footed predators. They come to feed on the fishermen and rookie adventurers drawn to the haunted shore.

Gut’s Revenge is a blackened stretch of beach where waves crash endlessly against a rocky shore. The air is constantly foul, like a whale beached nearby but somehow worse. Birds and crabs avoid the haunt, but more dangerous predators occasionally stumble into the haunt.

XP 400 xp

Alignment and Area neutral (10 ft stretch of rocky coastline)

Caster Level 1st

Notice Perception DC 10 to notice the fishy stench

HP 2 HP

Weaknesses Fire inflicts full damage upon the haunt.

Trigger Any living creature comes within 25 ft of the haunt.

Reset 1 hour

Effect With a sickening ‘squish’ and an even more nauseating ‘splort’ sound, the rocky ground is covered in a thick layer of *grease*, identical to the spell as cast by a 1st level wizard. All non magical weapons and held items are coated with a similar layer of *grease*, making them virtually impossible to hold onto for long. Characters moving through the grease must attempt a DC 10 Acrobatics check to move at greater than half speed. Characters who fail this

check cannot move and must succeed at a DC 11 Reflex Save to remain upright. The save to hold onto a *greased* object is identical.

Destruction The haunt must be sterilized with at least 8 vials of acid or alchemist’s fire poured over the area in order to finally lay the dimwitted ghost of Guts to rest.

JUDGE WARGRAVE’S BENCH (CR 3)

Judge Agar Wargrave was a peevish old man, but had an uncanny knack for ferreting out the truth about defendants brought before him. He died of a stroke before passing sentence in the case of a man who murdered his family, and by virtue of a legal oversight the murderer went free. Now, the old judge haunts the courtroom he once ruled, a shadowy figure in robes and wig, and forces all who see the haunt to speak nothing but the truth.

XP 800 xp

Alignment and Area lawful good (the three squares immediately before the judge’s bench)

Caster Level 3rd

Notice Perception DC 12 to catch a glimpse of the shadowy ghost of Judge Wargrave out of the corner of your eye.

HP 6 hp

Weaknesses None

Trigger Any sentient creature standing before the judge’s bench.

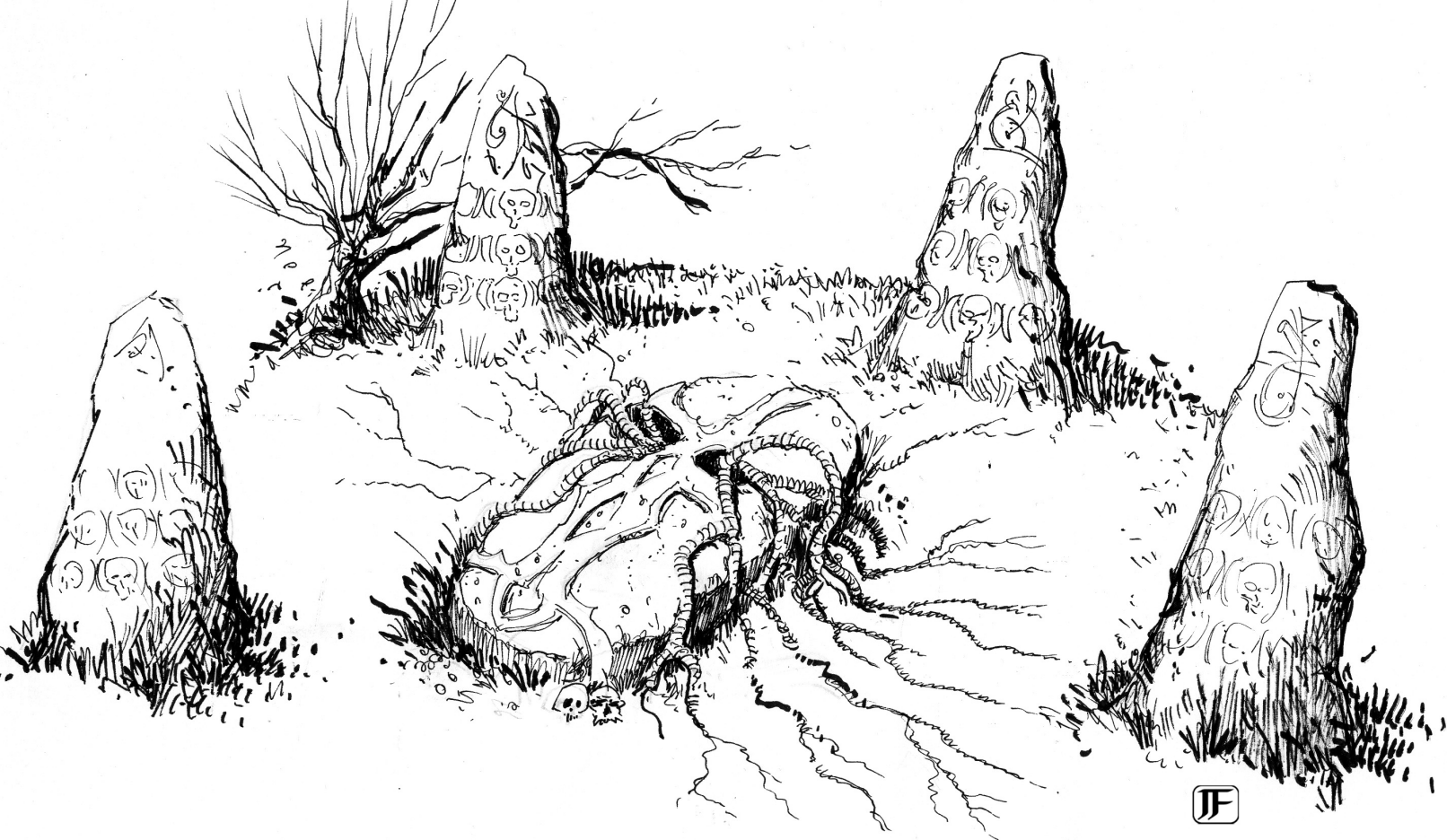
Reset 1 minute

Effect Anyone standing before Judge Wargrave’s old bench is affected as if by the *zone of truth* spell. It requires a DC 14 WILL Save to resist the effect.

Destruction The murderer that Wargrave never had to sentence must be brought before the bench and garroted to death to appease Wargrave’s spirit. The townsfolk know this, and the task is well within their capabilities, but refuse to. Having a haunted judge’s bench that compels the accused to speak the truth is considered more beneficial to the town than bringing one idiot murderer to justice.

LAUGHTER FREEZES (CR 5)

Nestled against the side of a forested mountain, the noble estate “Laughter and Gold” has been a hunting lodge of excellent reputation for generations. Owned by one of the kingdom’s most prominent families, the 23 room mansion is best known for its massive grand ball room, where the trophies of a hundred hunts or more are proudly displayed. The heads of great beasts, taxidermies recreation of impossible monsters and the captured arms of noble-born humanoid foes line the walls, and are lit by a chandelier made from the bones of a juvenile green dragon.



The newest trophy to be displayed though, is one the owners of the house wish would simply go away. On an expedition to the far north, one of the lodges' greatest hunters brought back the dorsal ganglia of a polar worm. Since the dramatic trophy was hung on one wall, the temperature within Laughter and Gold has dropped by a few degrees each night. Already bitterly cold, occasionally the ballroom is sheathed in a carapace of killing ice, and the roaring of the great northern worms can be heard.

XP 1,600 xp

Alignment and Area chaotic evil (the central section of the mansion's grand ballroom)

Caster Level 6th

Notice DC 10 to notice the bitter chill and ghostly roars.

HP 12

Weaknesses A character protected by *Resist Energy (Cold)* is invisible to the Haunt, as if *Hide from Undead* had been cast on the character.

Trigger Anyone entering the grand ball room

Reset 1 day

Effect Anytime any living creature enters the grand ballroom and stands beneath the ganglia of the polar worm, which has been spread out across one wall like a neurological tapestry, the Haunt generates a Freezing Sphere in the exact center of the room. This sphere fills a 50 ft radius burst, inflicting 6d6 points of cold damage (Reflex DC 19 half).

Destruction The neural ganglia must be destroyed completely by burning. The ganglia has 10 HP and hardness 2, and suffers double damage from fire. If the ganglia is destroyed by other means, it reforms in a single day.

MUGGLESANT'S ENDLESS ANGER (CR 8)

The goblin Mugglesant was a good thief but eventually her luck caught up with her. While burgling a mansion in the city of Ulstar, a spiderbite ended the tiny thief's life. She choked to death in the space between the house's walls, and all the inhabitants knew was that some vermin died in the walls. They hired a local hedge wizard to purify the air with a few cantrips, and forgot about the whole matter. That indignity, more than her accidental death enraged Mugglesant's spirit. Now, the house is plagued with gigantic spiders that seemingly come from out of nowhere.

XP 4,800 xp

Alignment and Area lawful evil (a 10 ft x 50 ft long hallway on the second floor)

Caster Level 8th

Notice Perception DC 30 to notice a faint odor of rot.

HP 36 hp

Weaknesses Characters may attempt a Stealth check, opposed by the Haunt's caster level check to sneak by unmolested.

Trigger Anyone walking down the hallway concealing Mugglesant's corpse.

Reset 1 day

Effect This Haunt produces a pair of giant spiders when anyone walks down the cursed hallway. These spiders attack any humanoids in the home, than any animals or smaller creatures, and eventually begin gnawing at the furniture if there are no living things left to kill.

This *persistent* Haunt continues to direct the spiders to attack any humanoids within the house until its minute duration expires.

Destruction Mugglesant's mission must be completed; the rich trove of jewels (worth more than 1,000 gp) kept in a safe in the master bedroom must be plundered. The spirit of the dead thief vanishes with a high pitched laugh.

OLD JONAS' CRITIQUE (CR 2)

Old Jonas the woodcarver had a reputation as one of the finest craftsmen in his small village. He made tools, toys for the settlement's wealthiest children, shelves, fence posts and a dozen other useful things and earned a tidy living. After his death, Jonas' nephew took over the business, but his lack of skill angered the ghostly carpenter. Now, the haunt of Old Jonas has its fun by twisting his successor's work into uselessness and playing other ghostly pranks.

XP 600 xp

Alignment and Area chaotic neutral (a 20 ft square workroom)

Caster Level 2nd

Notice Perception DC 15 to notice that small wooden objects, such as wood shavings, arrows, and the like seem to move of their own accord near the Haunt.

HP 4 hp

Weaknesses Any character with at least 5 ranks in Profession (carpenter or woodworker) will not be affected by the Haunt, nor will any objects he or she carries.

Trigger Anyone opening the door to the workshop.

Reset 1 hour

Effect Anyone entering the workshop through the (stuck) wooden door triggers the Haunt, causing a *Warp Wood* effect with a 20 ft radius centered on the nearby worktable to erupt. The table, ordinary tools and structural features of the workroom are now cataclysmically warped. Wooden objects carried by the character may negate the effect with a DC 12 WILL Save. Magical wood is not affected.

Destruction Jonas nephew must create a masterwork quality wooden item in the cursed workshop, though he may have the help of others to do so. If he creates this masterwork item, the ghostly pranks stops, as Jonas is assured of his successor's competence.

PURPLE PIG TAVERN (CR 8)

The Purple Pig used to be a decent tavern, until a payment dispute between the barkeep and a wandering gnome trou-

badour ended in the little minstrel's murder. The barkeep stuffed the gnome and his rat of a familiar feet first into a keg of rot gut and rolled it down into the cellar. The barkeep thought that solved the problem, but in the last few weeks, horrors have killed three of his patrons, and driven most of the other drunks off.

XP 4,800 xp

Alignment and Area chaotic neutral (a 40 ft x 10 ft wine cellar and basement beneath the bar)

Caster Level 8th

Notice Perception DC 16 to notice an old gnomish drinkin' song coming from within one of the beer kegs in the cellar
HP 36 hp

Weaknesses A character with the *bardic music* ability can attempt a Perform check to exorcise the Haunt as a full round action. For every point the bard's Perform check result exceeds 25, he inflicts 1 point of damage upon the Haunt.

Trigger Anyone in the cellar or the tavern above speaking in Gnomish or singing any Gnomish song.

Reset 1 hour

Effect When the haunt triggers, all creatures within the area turn on their allies rather than the real threats. Each creature who fails his or her DC 17 WILL Save has a 50% chance to attack the nearest target each round. A creature that does not attack the nearest neighbor is free to act normally for the round. Creatures forced by a *song of discord* to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

This haunt is persistent, and continues to plague the living until all targets are unconscious, have fled the area or until 8 rounds elapse.

Destruction To permanently exorcise this Haunt, the tavern's owner must be brought to justice and the body of the murdered gnome musician and his familiar must be buried or cremated respectfully.

RAPISTS MILE (CR 5)

This stretch of forest marks the place where a gang of brigands brought down a peasant girl, violated and eventually killed her. The girl's bones still lie half buried under the leaf mould beneath one of the towering pine. Her angry spirit, coupled with the psychic echoes of her murderers' lust have cursed this place: those venturing through this stretch of forest become as slow and exhausted as she was when the thugs finally ran her to ground.

XP 1,600 xp

Alignment and Area chaotic evil (a 25 ft patch of woods)

Caster Level 5th

Notice Perception DC 28 to notice the sounds of a struggle and a female voice pleading and sobbing.

HP 10 hp

Weaknesses Characters may attempt a Stealth check, opposed by the Haunt's caster level check to sneak by unmolested.

Trigger Any female humanoid comes within 25 ft of the haunt.

Reset 1 hour

Effect Any creature caught within 25 ft of the Haunt when it triggers its curse is *slowed* for rounds (WILL DC 14 negates). All female characters suffer a -2 penalty on their WILL Save to resist the *slow* effect.

Destruction The girl's body must be found and returned to her family in a nearby village for proper burial.

SCRIBE DU RAYNEIL'S ODD BEQUEST (CR 4)

The scribe Claudette Du Rayneil died in the library she had tended her entire adult life. Her death wasn't murder or tragedy; she was simply found one early morning fallen amid the stacks, her 90 year old heart having finally given out. She was buried with minor honors, her private collection of more than 30 texts donated to the library she so loved and life went on. And a few months after her death, strange things began happening in the library. Quiet little curses that smelled like old dust would freeze patrons as they browsed and scribes as they worked.

XP 1,200 xp

Alignment and Area lawful neutral (any where within a large library)

Caster Level 4th

Notice Perception DC 32 to notice a sound like a snake sliding over old papers.

HP 8 hp

Weaknesses This slow Haunt acts on initiative count 0.

Trigger The Haunt preys on the learned, and triggers anytime anyone with an INT score of 13+ enters the library and browses any book.

Reset 1 day

Effect Anytime the haunt is triggered, a *sepia snake sigil* instantly and almost silently inscribes itself in whatever book the character who triggered the Haunt is currently holding or reading. If the book is merely unopened, the *snake sigil* appears 2d6 pages into the text, and if the patron is currently reading a book, the *snake sigil* appears 1d6 pages after the current page. Once the *snake sigil* is inscribed, it remains in place for a day, or until anyone, not just the triggering character, reads the trapped passage. Those who fail a DC 14 Reflex Save against the *sepia snake sigil* are held in a kind of suspended animation for 1d4+1 days, as per the spell.

Destruction The library's odd curse can only be lifted permanently by a single character or group donating at least 500 gp worth of texts to the library.

STORES OF GOODWATCH KEEP (CR 3)

Three summers ago, earthquake transformed a limestone quarry into tomb for a dozen human and Dwarven miners. Since then the mine has been reopened, the dead recovered and buried, and life in the mining town nearby slowly and painfully returned to normal. Limestone harvested from the quarry has been shipped across the realms to make mortar, but structures built mortar from the Winter Fall Mine have been plagued by bad luck. The mine's current generation of workers hear the tales from travelers, and among themselves, whisper that the unquiet ghosts of their former colleagues are having their revenge.

No structure built by from the cursed mortar has suffered worse luck than the remote Goodwatch Keep. The small fortress has an ill air, and twice now, servants have disappeared, only to be found suffocated or starved behind walls that should not of been there. The folk of the Keep never go anywhere alone any more, and most flee if their duties will allow it. And the provisions store beneath the keep is shunned by all....

XP 800 xp

Alignment and Area chaotic evil (a 15 ft x 5 ft stretch of basement within Goodwatch Keep)

Caster Level 3rd

Notice Perception DC 22 to notice the echoes of old Dwarven work songs and striking hammers, followed by the creak of overstressed stone.

HP 6 hp

Weaknesses This slow Haunt acts on initiative count 0.

Trigger Any living thing enters a specific hallway in the keep's basement.

Reset 1 day

Effect The Haunt uses a *wall of stone* spell capable of creating up three 5 ft square walls, or up to six 10 ft square walls of half thickness. The Haunt will begin forming the walls around the greatest concentration of living beings, attempting to trap as many as possible against an existing wall. The Haunts intent is to trap its prey and watch it die slowly of thirst or starvation. Characters in danger of being trapped by a forming wall may attempt a DC 14 Reflex Save to avoid becoming trapped.

Destruction A blood relative of one of the slain miners must journey to Goodwatch Keep and willingly slice their hand or arm, suffering 1 HP worth of damage, and smearing their blood on the provision stores' walls.

SURBICAH THE APOSTATE'S STONE PYRE (CR 6)

Long ago, the druidess Surbica'h renowned her faith and accepted the teachings of a passing cleric, even allowing some of her circle's most sacred mysteries to be transcribed into the common tongue. The druid grove she betrayed took its vengeance on Surbica'h, lashing her between the stones of their great stone *menwhir*, where she was cruelly tortured for a day and a night before a bolt of lightning ended her misery.

The haunt centers on the long disused ceremonial circle of an extinct druidic order. Massive stones three times the size of a tall man loom over a bare patch of blackened earth. Some of the stones lean drunkenly against one another, and a few other stones have been cracked in half like broken teeth. All of the stones, whether cracked or whole are etched with spirals and triangles, and these holy sigils are painted in faded blood. The blackened remains of sturdy hemp ropes dangle from a pair of stones near the northern heel stone.

XP 2,400 xp

Alignment and Area neutral evil (circle of stones 30 ft in diameter)

Caster Level 6th

Notice Perception DC 22 to notice the sound of whipping, a female voice sobbing and fierce arguments in the secret Druid language.

HP 27

Weaknesses Any *wildshaped* character may damage the haunt's stones with melee attacks made with a natural weapon. The damaged stones reform when the haunt resets.

Trigger When any humanoid or monstrous humanoid comes within 100 ft of the stone circle.

Reset 1 day

Effect When the haunt becomes active, the crackling and nearly abstract image of a bound woman writhes between the two northern stone pillars. A second later, lighting erupts from the sky, lancing through the screaming apparition and blasting a 5 ft x 30 ft line of lightning at up to 3 characters within range. The lightning bolts inflict 3d6 points of electrical damage (Reflex DC 14 for half damage).

The air stinks of burnt human flesh, singed hair and ozone for several hours after the haunt is triggered. This haunt is *persistent* and continues to trigger until all targets are dead, flee the area, or until six minutes elapse.

Destruction This haunt can only be permanently destroyed if Surbica'h's charred skeleton is dug from beneath the center of the stone circle and hammered to powder by a Druid then reinterred in the heart of a sacred forest.

THIRSTING GORGE (CR 7)

Years and years ago, a prospector and his mule fell into a desert gorge. Miles from any assistance, they died alone and unremembered from thirst and starvation. Those familiar with the desert avoid a certain out-of-the-way gorge, claiming that it is haunted. Nomads and prospectors tell dark stories of unprepared travelers possessed by the thirsty spirit of the wasteland, who abandon their supplies and die themselves.

XP 3,200 xp

Alignment and Area chaotic evil (a 5 ft x 35 ft deep desert gorge)

Caster Level 7th

Notice Perception DC 16 to hear the sounds of a male voice weakly calling for water coming from the gorge.

HP 14

Weaknesses None

Trigger Any humanoid creature peering into the haunted gorge.

Reset 1 day

Effect Anyone peering into the mouth of the deep gorge catches sight of the desiccated and broken body of the prospector and his mule far below. Those seeing the Haunt are compelled by a *geas* to toss all water supplies and rations into the gorge, including magical food and drink like potions. They are then compelled to wander the desert attacking others, to steal their supplies and return them to the Haunt. The neighboring towns do their best to capture, kill, or break the curse of any travelers so afflicted, but the desert takes many of the cursed before they reach civilization again.

Written by Chris A. Field

Artwork by Forge Studios

All content is copyright 2010 Louis Porter Jr. Design Inc. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. This book is compatible with 3rd Edition and Revised 3rd Edition rules. This edition of adventure planner is produced under version 1.0a and/or draft versions of the Open Game License and the System Reference Document by permission of Wizards of the Coast. Subsequent versions of this product will incorporate later versions of the license and document.

Designation of Open Game Content: All Text

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Two Dozen Dangers: Haunts, Copyright 2010, Louis Porter Jr. Design, Inc.