Rite Publishing Presents

#30 Haunts for Objects







By J.H. Gulliver



Rite Publishing Presents:

#30 Haunts for Objects

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Dedication: To Mr. Greenway

and all teachers who keep their standards high.

"Lady in Elevator: Look George. Some child left their doll on the elevator. George: Leave it alone. Let whoever is looking for it find it, and it will be there." -Child's Play

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My Dear Owain Northway,

I am sending you the only details on the 'The Worm God's Treasure' to be found in our library. The 'god' described is not a truly divine being, but one of the many instances of powerful ghosts being mistaken for a lesser deity. These are not as unusual as you might expect, particularly in smaller hamlets without the resources to attract or support a priest.

Below is the text:

"Convincing them to show me the entrance to the old temple was easy. With the first drink, I asked about the last harvest. With the second drink, I asked about the health of the townsfolk. With the third, I asked about the bandits. The old man bought me a fourth drink after I asked him if the town had seen better days. He told me of the better days—the days before the priests of the true gods came, the days when the people remembered The Worm God. Within an hour, we were in the field, the five of us, preparing to open the sealed temple and renew the worship of The Worm God below."

"By agreement, the old man descended first. The Worm God would recognize him, he believed, from when The Worm God cured his fever. The tavern keeper, being the closest thing the town had to a mayor, descended second. I went third for no better reason than that the other two were too drunk, too scared, and too hefty for the descent."

"They tied the rope around my ankles as this was the way it was always done. I checked the rope myself, and found I had been wise not to trust them. I retied the knots and slipped over the lip of the stone well, fell ten feet quickly, and smashed against the stone wall of the well when they remembered their duty and pulled hard on the rope. I was halfway down before the screaming started below. The drunken sots continued to lower me into the Worm God's Temple. Perhaps they did not hear."

This enticing quotation survives only because a wise woman copied it into an academic treatise warning against the renewed interest on the part of younger clergy in the abandoned and forbidden 'rural gods.' Further details were considered unnecessary to the purpose of the treatise but I have found other accounts and reports from the same village.

From what I have been able to piece together, the sly bard who persuaded the villagers to renew their acquaintance with the ghost called 'The Worm God' escaped the temple with a bag of gold and silver coins, bought a horse, and left the village behind before anyone had the courage to ask what became of the tavern keeper and the old man. In the month that followed, a plague killed a third of the villagers. The plague spread soon to the nearest city, killing even more people before gradually disappearing.



Attributing this to the opening of the old temple, the villagers resealed and buried it.

I have another theory. I believe that the recovered coins, having long resided in a place of death, disease, and despair manifested a haunt that caused the villagers to die. Although we hear more often of haunted houses and hallways, it is not unusual for a chair, a sword, or a child's toy to be haunted.

For your interest, I enclose a volume I have compiled of thirty haunted objects.

Blessings on your adventures,

Pers Veilborn

Persistent Haunts

Deciding whether, or not, a haunt should be considered persistent is not always simple. Haunts duplicate spell effects. When the spell effects are instantaneous, a haunt would only be persistent if it continued to trigger the same spell effect after the surprise round. When haunts duplicate spell effects with other durations, deciding whether they should be persistent requires more care. In this document, haunts are only persistent if the spell effect continues to trigger each round, if the spell effect continues beyond the duration normally allowed by the spell effect, or if the spell effect normally requires concentration. This ensures greater consistency in the challenge ratings of haunts.

Gaze-Triggered Haunts

Haunts, as described in the Pathfinder Roleplaying Game: GameMastery Guide (OGL), have two types of triggers: proximity and touch, allowing for effects similar to those from horror films and literature. Proximity-triggered haunts manifest when a creature enters a certain haunted area. Touch-triggered haunts manifest when a creature comes in contact with something.

Most of the haunts in 30 Haunted Objects are touch triggered. Several, however, are triggered when a creature gazes upon the haunted object. Gaze-triggered manifest when a creature within 30-ft. of the object looks at it. As with gaze attacks, the target of the haunt can avoid triggering the haunt by wearing a blindfold. Targets who notice the haunt and win initiative can avert their eyes to avoid triggering the haunt.

Common Haunts

One of the haunts in this collection and several haunts in 30 Haunts for Houses and 30 Haunts for Ships and Shores have 'common' in their name. 'Common' haunts are not mechanically different from other haunts but players could encounter them more frequently.

Minor Haunts

Minor haunts may annoy, or surprise PCs, but they do not usually cause any direct damage. They are useful in setting flavor and can act as a drain on PCs' resources if PCs channel positive energy at them before realizing that they are relatively harmless. They can also be combined effectively with other dangers.

Weaker, minor haunts are often found within inhabited spaces not because they manifest more frequently than other haunts but because, when they do manifest, they are tolerated as mere nuisances. Homeowners may live with a minor haunt rather than seek out a priest to eliminate them.

PCs do not receive experience points for merely surviving a minor haunt. They only receive experience points for destroying a minor haunt or for surviving a minor haunt when it strategically is combined with another danger. For example, if the PCs survive an attack from a choker while some are affected by *The Decadents' Dance* haunt they would receive XP for the haunt as well as the choker. If the GM uses *The Decadents' Dance* to create flavor but not connected to a danger, no XP should be given unless the players take the time to figure out the means of destroying it and succeed at doing so.

When an undead creature resides in an area with minor haunts, the undead can choose when the haunts trigger, delaying their trigger until a moment it chooses. An undead creature can control a number of minor haunts equal to its charisma score. The haunt still has the same duration and amount of time to wait before resetting.

Associated Haunts

Several of the haunts in this collection can be effectively combined or work as individual haunts. Associated haunts often act as triggers for each other with one beginning as another ends. For example, *The Murderer's Mannequin* (CR 3) could target a creature with its hideous laugh, animate as the haunt *The Malicious Marionette* (CR 5), and, while fleeing to a safe hiding place from which to create more mischief, the doll could allow its shadow to be seen manifesting as *The Shaitan's Shadow* (CR 7).

Common Shiny Haunt CR 2

XP 600 CE minor haunt (any object, 5 ft. radius), persistent **Caster Level** 2



The Bloody Bed

Notice Perception DC 18 (to notice a musty smell, rusty sound, or slippery feeling that does not match the object's appearance).

hp 9; **Weaknesses** tricked by *hide from undead*; **Trigger** proximity; **Reset** 1 day

Effect This is a common haunt in any location where intelligent undead reside, particularly ghosts. Until the object is taken out of the area commonly inhabited by the undead creature, it appears much as it did at when the creature was alive as the spell *silent image* (Will save DC 11 disbelief if interacted with).

Destruction The haunt is destroyed when the items are given to a rightful heir.

The Bloody Bed CR1

XP 400

LE haunt (one bed)

Caster Level 1

Notice Perception DC 23 (to notice a smell of blood around the bed).

hp 2; **Weaknesses** triggered by touch; **Trigger** touch; **Reset** 1 hour

Effect The bloodstains on the mattress bear witness to the torture and eventual death of the former occupant. A



Destruction The haunt is destroyed when the bolts that once held manacles are removed from the bedposts.

The Charred Chair CR 2

XP 600

LN minor haunt (one large wooden chair, 5 ft. radius), persistent

Caster Level 2

Notice Perception DC 13 (to hear the low groaning coming from the corpse).

hp 9; **Weaknesses** slow; **Trigger** proximity; **Reset** 1 week

Effect A burnt corpse sits manacled to a charred wooden chair. When anyone approaches the chair, a groan escapes through the corpse's unmoving mouth. "Stop," it begs. "Just tell me what you want to know!" It will answer one question as the spell *speak with dead* (DC 14 Will negates). It repeats that answer in a voice that pleads, shouts, and insists that it does not know anything else.

Destruction Sewing the lips shut on the corpse destroys the haunt.

The Cruel Crop CR 2

XP 600

CE minor haunt (one whip or riding crop), persistent **Caster Level** 2

Notice Perception DC 13 (to notice being overcome by a feeling of hostility towards animals).

hp 9; **Weaknesses** triggered by touch; **Trigger** touch; **Reset** 1 hour

Effect This whip was used by a particularly cruel animal trainer and absorbed the hostility of its wielder and the fear of the creatures he struck with it. The crop, when carried close to an animal with 5 HD or less, causes it to become frightened as the spell *cause fear* (DC 11 Will partial, see spell text).

Destruction Casting *calm animals* on the crop destroys the haunt.

The Decadents' Dance CR8

XP 4800

NE minor haunt (one sculpture, 15 ft. radius), persistent **Caster Level** 8

Notice Perception DC 23 (to smell flowers and blood).

hp 36; **Weaknesses** slow; **Trigger** proximity; **Reset** 1 week

Effect A 3 ft. tall sculpture depicts seven naked dancers circling a stone table surrounded with flowering vines. Those looking at the sculpture notice the figures begin to dance but find themselves unable to move as the spell *mass hold person* (DC 20 Will negates). The haunt is persistent and continues until a successful Will save is made. Targets of the haunt are allowed a new Will save every 8 rounds. Those who make a successful save cannot be affected by the haunt again.

Destruction The stone table depicted in the sculpture still stands in a grove behind the house. A DC 15 Knowledge (nature) check identifies the possible



The Determined Device

location of the grove through recognition of the flowers around the base of the sculpture. Examining the original stone table in the grove and recognizing its sacrificial purpose destroys the haunt.

The Determined Device CR1

XP 400

CE minor haunt (one trap, 5 ft. radius) Caster Level 1

Notice Perception DC 23 (to notice the sound of the trap repairing itself).

hp 2; Trigger proximity; Reset 1 week

Effect The haunt repairs and resets a disarmed trap as the spell *mend* (DC 10 Will negates; harmless, object). The haunt does not trigger the trap, but it will now be triggered as if it had not been disarmed.

Destruction The tools used to disarm the trap must be blessed.

The Doomed Diary

CR2

XP 600 LE minor haunt (one diary) Caster Level 2



Notice Perception DC 18 (to notice a feeling of light-headedness when reading the diary).

hp 4; Weaknesses triggered by touch; Trigger touch; Reset 1 week

Effect A red leather-bound diary tells the story of a brilliant young artist whose work became increasingly morbid as a fascination with death overtook him. The diary describes his involvement with a cult dedicated to sacrifices to the old fertility god. People reading the diary recall some of the events as if they witnessed them themselv*es as the haunt implants memories as the spell *modify memory* (DC 16 Will negates).

Destruction The haunt is destroyed when the diary is copied into another book.

The Fascinating Flute CR5

XP 1600

CE minor haunt (one object), persistent **Caster Level** 5

Notice Perception DC 17 (to notice wisps of smoke coming off the flute).

hp 22; **Weaknesses** triggered by touch; **Trigger** touch; **Reset** 1 week

Effect When someone touches the flute, smoke rises from the holes and a catchy tune fills the room. The music gradually becomes faster and faster regardless of whether the musician continues playing. The music compels the person who played the flute to dance about as the spell *irresistible dance*. This effect is persistent and continues until the flute is taken or released from the subject's hands. After four rounds, the subject is allowed a DC 19 Will save to resist the effect and let go of the flute.

Destruction The haunt is destroyed when the instrument is immersed in expensive wine for ten years. During that period, the haunt cannot manifest unless the flute is withdrawn from the wine.

The Ghostly Guardians CR7

XP 3200

LE minor haunt (a crown, 15 ft. radius), persistent **Caster Level** 7

Notice Perception DC 15 (to notice muted voices pledging loyalty beyond death).

hp 31; **Weaknesses** hide from undead; **Trigger** proximity; **Reset** 1 hour

Effect A withered corpse clad in dusty but untarnished armor sits on an old bare stone throne, a crown gleaming upon its head. If any living creature approaches the throne dozens of phantom warriors rise from the earthen floor and stand between the king and those who would approach. Their translucent spears and shields form a protective barrier as the spell *repulsion* (DC 19 Will negates).

Destruction When a direct descendent of the king claims the crown, the haunt is destroyed.

The Greedy Garden CR1

XP 400

NE haunt (5 ft. by 5 ft. patch of earth centered on one silver piece)

The Greedy Garden
Caster Level 1
Notice Perception DC 17 (to notice the vines beginning
to rustle and writhe before the strike).
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hp 2; **Weaknesses** slow; **Trigger** proximity; **Reset** 1 day

Effect A young man with bad luck at cards robbed seventeen silver pieces from his brother-in-law. The fight that ensued ended with the young man dead on the floor with his teeth broken and a silver coin stuffed into his throat. The master of the estate buried his sister's husband in the garden. The silver piece is infused with the wrath and violence of that last struggle. When anyone walks over the patch of garden where the brother-in-law is buried, spiked vines snake out and trapping one creature as the spell *snare*. The spikes do 1d3-1 point of damage.

Destruction Salting the earth destroys the haunt.

The Hellishly Hot Handle CR1

XP 400

NE minor haunt (one door knob), persistent **Caster Level** 1

Notice Perception DC 17 (to smell smoke from the other side of the door).

hp 4; **Weaknesses** triggered by touch, tricked by *hide from undead*; **Trigger** touch; **Reset** 1 day

Effect Recovered from the wreckage of a torched house, this doorknob retains the panic and fear of those once

trapped inside. Once per day, a person touching the doorknob receives a flash of fear for people trapped inside and a sense of desperation. The knob quickly grows hot as the spell *heat metal*. This haunt is persistent and continues for seven rounds or for as long as anyone is holding the doorknob, whichever is longer.

Destruction The haunt is destroyed if the doorknob is installed on the door of a church or temple dedicated to a good aligned deity.

The Jonely Jocket CR 6

XP 2400

LN minor haunt (one locket), persistent

Caster Level 6

Notice Perception DC 20 (to notice the smell of rotting flesh).

hp 27; Weaknesses triggered by touch; Trigger touch; Reset 1 week

Effect This shiny silver locket has obvious value. Inside the locket is a picture of a beautiful young woman who once gave the locket to a lover, only to have it returned. She wore it for the rest of her life and concentrated all of her sadness and resentment on it. Any person who wears the locket takes on the appearance, voice, and even smell of the young woman as the spell veil (DC 10 Will negates). Anyone interacting with the person wearing the locket can make a DC 19 Will save to disbelieve. The effect lasts for six hours or until the locket is removed.

Destruction The haunt is destroyed if the locket is worn by a man at his wedding or given by one woman to a man who loves her passionately.

The Malicious Marionette

XP 1600

CE haunt (one marionette, 10 ft. radius), persistent Caster Level 5

Notice Perception DC 13 (to notice the eyes of the marionette tracking the movement of the PCs).

hp 22; Weaknesses tricked by stealth; Trigger proximity; Reset 1 day

Effect This crudely crafted wooden marionette, while not alive, is animated by traces of the consciousness of its former owner, a vicious kidnapper who used his performances to gain access to his victims. When approached, the marionette animates as the spell animate objects. This haunt is persistent and the marionette remains animated for 20 rounds, during which time it usually attempts to run off and hide with something of value to the PCs.

Destruction The haunt is destroyed when the marionette is burnt. While it burns, it babbles and laughs wickedly.

The Mortician's Mirror CR 5

XP 1600 LE haunt (one mirror) **Caster Level** 5 Notice Perception DC 21 (to notice your reflection in the mirror seems hollow and your eyes vacant).

hp 10; Weaknesses tricked by invisibility; Trigger gaze; Reset 1 day

Effect This large ornate mirror hung for years on the wall of a mortuary. Reflections of living creatures in this mirror appear hollow with bloodless skin and vacant eyes. One reflected creature's eyes widen suddenly as it gasps for breath. Unable to get its breath it coughs a thick line of ashen smoke at its counterpart in the world outside the mirror. If the reflection succeeds on a +5ranged touch attack, the line of negative energy suppresses the life force of the creature it strikes causing the creature to gain 1d4 temporary negative levels as the spell enervation. If a ghost or similar incorporeal undead creature is in contact with the mirror when it successfully strikes a target, the undead gains 1d4x5 hit points for 1 hour.

Destruction Hanging the mirror in a flowering garden for one week destroys the haunt.

The Mortician's Mirror II CR 9

XP 6400

LE minor haunt (one mirror)

Caster Level 9

Notice Perception DC 28 (to notice the locket growing icy cold).

hp 18; Weaknesses triggered by touch; Trigger touch; Reset 1 day

Effect The mirror is even more dangerous when touched. The soul of any creature that touches the mirror is forced into the mirror as the spell trap the soul. While within the mirror, the trapped creature hears the whispers of dozens of souls previously trapped that are now little more than grey shadows.

Destruction Hanging the mirror in a flowering garden for one week destroys the haunt.

The Murderer's Mannequin CR 3

XP 800

CR 5

CE minor haunt (one mannequin), persistent Caster Level 3

Notice Perception DC 17 (to notice the soft sound of laughter coming from the dummy).

hp 13; Weaknesses tricked by stealth; Trigger proximity; Reset 1 hour

Effect The wooden mannequin begins to laugh, its wooden jaw flapping up and down. The infectious cackle causes another creature to fall prone while laughing uncontrollably as the spell hideous laughter (DC 13 Will negates; non-humanoids get +4 on their saving throws). This haunt manifests when someone attempts to stealthily pass it and fails or when a creature engages in combat against the ghost of its former murdering master, targeting the first creature to attack its master and miss.

Destruction The haunt is only destroyed if the puppet is disembowelled, hung from a tree, drowned, buried, dug up, disembowelled, and then beheaded.

The Necromantic Necklace

CR 3 XP 800

LE haunt (one necklace) Caster Level 3

Notice Perception DC 25 (to notice the necklace pull slightly towards the corpse before it animates).

hp 6; **Weaknesses** triggered by touch; **Trigger** touch; **Reset** 1 day

Effect A grave robber stole this red gem on a gold chain from one of the tombs he plundered and gave it as a gift to his wife. The wife, knowing of her husband's late night expeditions, often stroked it to reassure herself when she grew frightened. Her greatest fear—that the vengeful undead would rise up against her beloved became concentrated in the gem and now manifests as a haunt. Once per day the necklace reanimates a corpse as the spell *animate dead*. The creature must have been killed within the last twenty-four hours and be within 30-ft. of the wearer of the necklace. The zombie attacks the wearer of the necklace exclusively.

Destruction To destroy this haunt, the gem must be ground into powder and then drunk with strong wine.

The Paranoid's Portrait CR5

XP 1600

NE minor haunt (one portrait), persistent **Caster Level** 5

Notice Perception DC 17 (to notice a shadowy figure behind the subject of the portrait moving slowly).

hp 22; Trigger gaze; Reset 1 day

Effect In this portrait, a gaunt figure with a haunted look and full beard stands holding what appears to be a staff or spear. A shadowy figure that may be a man stands behind the chair. The man in the portrait looks back at those viewing him, focussing his fear-filled eyes on one creature with less than 6 HD. This creature becomes frightened as the spell *scare* (DC 13 Will partial, see spell text). This haunt is persistent and the targeted creature remains frightened until making a successful save. A new save is allowed every 5 rounds. The haunt persists even when the painting is no longer visible to the targeted creature.

Destruction The subject of this portrait insisted that the artist remove certain details. These can be found by comparing the portrait to the artist's sketch or through DC 25 Appraise check, both of which reveal that certain details were painted over at a later date. Painting stag horns on the male figure in the shadows destroys the haunt, as does painting hemlock leaves on the table holding the wine.

The Phantasmal Feast CR3

XP 800

NE minor haunt (one table), persistent

Caster Level 3

Notice Perception DC 20 (to notice a sickeningly sweet smell that quickly fades).

hp 13; **Weaknesses** tricked by *hide from undead*; **Trigger** gaze; **Reset** 1 week



The Paranoid's Portrait

Effect Three rival lords sat at this table flanked by their best soldiers, ordered by their King to settle their differences while sharing mutton and ale. The poison took effect quickly. The crafty king walked away from the table to seize lands, fortresses, wives, and merchant ships as his own. The table remembers the betrayal of that night. Old and rotten food left sitting on the table looks and smells appetizing as the spell *major image* (DC 14 Will disbelief). This haunt persists for 3 rounds after someone tastes or touches the food or sits at the table. The haunt is a minor haunt unless combined with the real threat of disease or poison.

Destruction The haunt is destroyed when the table is targeted with a *purify food and drink* spell.

The Philanderer's Flask CR1 XP 400

LE haunt (one flask)

Caster Level 1

Notice Perception DC 20 (to notice the cap of the flask is somewhat loose).

hp 2; **Weaknesses** triggered by touch; **Trigger** touch; **Reset** 1 week

Effect The flask was once a favored possession of a licentious lord, a gift from his increasingly jealous wife. Any liquid placed in the flask smells and tastes like bourbon but does not have any of the effects of alcohol. It loses that smell and taste when it is poured into any other container. When the bearer of the flask drinks from it while in the company of a woman—or, if the bearer of the flask is a woman—the contents become poisonous as the spell *poison* (DC 14 Fortitude negates). **Destruction** The haunt is destroyed when the flask is shared by a newly married couple on their wedding day.

The Possessive Pane CR6

XP 2400

NE minor haunt (one pane of glass), persistent **Caster Level** 6

Notice Perception DC 14 (to notice frost creeping up the glass).

hp 27; Weaknesses ; Trigger gaze; Reset 1 week

Effect A mourning father waited at this window, watching for his sons to return from a war he was too infirm to fight in. As the nights grew long and cold, he slowly diminished until he was quite like a shell of his former self. Once per week, the haunt attempts to force the soul of a creature gazing through the window out of its body and into the glass of the window as the spell magic jar (DC 17 Will negates). The window carries only a dim trace of the pain and anguish of the father and not an intact soul so, unlike the spell magic jar, no soul enters the body to replace the soul forced out. The targeted creature continues to stare blankly through the window, its eyes empty and, literally, soulless. This haunt is persistent and lasts six hours. Breaking the window does not end the haunt, but causes the target to collapse into a coma until the duration ends.

Destruction Casting *protection from evil* before breaking the window destroys the haunt and returns any victim's soul to its own body.

The Shaitan's Shadow CR7

XP 3200

LE haunt (one puppet)

Caster Level 7

Notice Perception DC 22 (to notice the shadow of the puppet does not quite match).

hp 14; Trigger gaze; Reset 1 hour

Effect Hailing from the Many-Storied Empire, this shadow puppet resembles a tall noble creature wielding a pair of scimitars. Those familiar with the shadow dramas of the empire would instantly recognize this character as The Shaitan, an impatient granter of wishes who appears in many tales.

A sea captain brought the puppet from the Empire to Questhaven as a gift for his talented but sensitive son. The sickly and imaginative son saw in the mysterious being's shadow a frightening hunter of souls. His fear of it grew more intense over time. Once per hour, a creature that sees the puppet's shadow perceives the shadow beginning to move, flying from shadowy corner to shadowy corner and becoming more and more fearsome as it does. The shadow attacks as the spell *phantasmal killer* (DC 16 Will disbelief, then Fortitude partial; see spell description).

Destruction The haunt is destroyed when the puppet is targeted by a *daylight* spell.

CR 2

The Sightless Skul l

XP 600 NE haunt (one skull) Caster Level 2 Notice Perception DC 17 (to taste dirt immediately upon touching the skull).

hp 4; **Weaknesses** triggered by touch; **Trigger** touch; **Reset** 1 hour

Effect This skull is all that remains of the loyal servant of a slain chief who was buried alive by his chief's murderers. A creature touching the skull relives the last moments of the servant's life. The creature sees blue sky above as if lying on the ground and watches helplessly as dark earth is thrown onto the target's face. The target becomes blind as the spell *blindness* (DC 13 Fortitude negates).

Destruction Reburying the skull destroys the haunt.

The Tenacious Trap

XP 800

LE minor haunt (any trap)

Caster Level 3

Notice Perception DC 30 (to notice a slight click as the trap is reset).

hp 6; Trigger timed; Reset 1 week

Effect This haunt is a wilful malevolence that centers on any kind of touch activated trap. When the trap is bypassed, the haunt puts pressure on the trigger to release it nonetheless as the spell *mage hand*.

Destruction Disassembling the trap and washing its parts in holy water destroys the haunt.

The Tarot's Terror

CR 5

CR 3

XP 1600

CE haunt (one deck of cards)

Caster Level 5

Notice Perception DC 24 (to notice the cards are heavier than they should be and difficult to shuffle).

hp 10; **Weaknesses** triggered by touch; **Trigger** touch; **Reset** 1 hour

Effect This deck of tarot cards belonged to a deceitful fortune-teller who followed her readings of doom and despair with promises to prepare spiritual protections for a small fee. Fed by the fears of hundreds of the fortune-teller's patrons, the cards have absorbed many of the frightful meanings the scheming soothsayer gave to them. Turning over 'The Fool' causes all creatures in the room to become confused as the spell confusion (DC 16 Will negates). Turning over 'Judgement' causes the subject of the reading to be targeted with the spell contagion (DC 16 Fortitude negates). Turning over 'Death' causes all creatures in the room to be overcome by a sense of hopelessness as the spell *crushing despair* (DC 16 Will negates) for 5 minutes. Turning over 'The Devil' causes those at the table to distrust each other strongly and perhaps react violently as the spell song of discord (DC 16 Will negates) for 5 rounds. A DC 15 Knowledge (arcana) check reveals that these meanings and evil effects are misreadings of the cards.

Destruction Wrapping the cards in purple silk destroys the haunt.

The Tyrant's Toy Puzzle Palace CR 11

XP 12800 LE haunt (one small puzzle box), persistent

Caster Level 11

Notice Perception DC 17 (to notice the sound of wind from within the box).

hp 49; Weaknesses triggered by touch; Trigger touch; Reset 1 hour

Effect A sultan in the Reclaimed Lands of the Many-Fabled Empire demanded that a toymaker make a gift for the thirteenth birthday of his oldest son. The toymaker, working tirelessly, produced a puzzle box that with a push or prod releases cabinets that resemble wings of the sultan's palace. Pulling out drawers reveals balconies, patios, foyers, and allows turrets to pop up, until the box resembles a tiny version of the palace in incredible detail. When the son grew bored of the toy a day later, the sultan had the toymaker beheaded.

The toymaker's wrath manifests as a powerful haunt. When opened, the puzzle box imprisons the creature touching it inside the palace as the spell *imprisonment* (DC 23 Will negates, see spell description). Unlike the spell *imprisonment*, however, the creature targeted is not placed in a state of suspended animation. The creature imprisoned in the palace can wander through its empty halls and lonely gardens until freed. This haunt is persistent and can trap a creature forever.

Destruction Entering the puzzle palace and hanging a holy symbol to a lawful good deity in the main room frees the captive and destroys the haunt.

The Wilful Wife's Wardrobe CR^2

XP 600

NE (5 ft. by 3 ft. wardrobe); persistent **Caster Level** 2

Notice Perception DC 18 (to notice the sound of skittering from within the wardrobe).

hp 9; **Weaknesses** triggered by touch; **Trigger** touch; Reset 1 week

Effect The wife of a vermin-blooded conjurer hid her lover in this wardrobe when her husband returned from an interplanar journey sooner than expected. The suspicious spellcaster cast silence, hold portal, and summon swarm on the wardrobe discreetly and then bedded his faithless wife while her lover fell victim to a thousand crawling creatures.

When the cuckolded conjurer's closet is opened, it reveals a multitude of cobwebs, tattered dresses, and a desiccated corpse clinging to a pair of trousers and a dagger. A swarm of spiders surges out of the corpse's mouth and immediately attacks. This haunt is persistent. The swarm disappears after 5 rounds, but the corpses and cobwebs are real and remain.

Destruction The pocket of the trousers holds a pair of gold earrings the swindling sweetheart stole from the wilful wife. Finding them destroys the haunt.

Temple of the Worm God

The farming community of Fallow worshipped the 'Worm God' for hundreds of years. The elders of Fallow claim that it was the Worm God that taught their hunter ancestors to till and fertilize the soil.



The Wilful Wife's Wardrobe

In fact, the Worm God is not a deity but the powerful ghost of a blight druid who dwelt in this territory before the land was first cleared for farming. The druid demanded that the settlers of of the region allow him to cull their sickly and weak as nature demanded. When he grew old and too weak to resist, the farmers bound the druid in a cavern beneath the earth, but kept him alive for another decade as they still feared and needed his druidic magic.

Since his death hundreds of years ago, the vengeful spirit has continued to demand that the settlers surrender their sick and old to him for judgement. Nothing grows over the cavern and the field it sits in was allowed to lie fallow ever since, giving the nearby town its name. Over time, the people of Fallow forgot their complicity in the origins of the ghost and made a ritual of the sacrifices, building a religion to explain their devotion.

When the priests of the greater deities reached Fallow, they proclaimed the Worm God a deceiver and banned his worship. A DC 20 Knowledge (religion) check reveals that the clergy of most organized religions (quite correctly) believed the Worm God to be a ghost around which a minor religion arouse. The entrance to the shaft is now sealed and neglected.

The Temple of the Worm God is a deep natural shaft that descends 30 ft. into the earth where it opens up into

a large natural chamber with an earthen floor. A rotting 'throne' crudely made from thick oak beams sits in the middle of the earthen floor. The skeleton of an early supplicant sits on the throne. On a raised ledge at the back of the cavern is a small altar.

Those seeking healing from the Worm God would leave their sacrifices—stripped carcasses, plant matter, and, later, silver or gold—beneath or behind the altar. The sick of the community descended the shaft into the chamber where they could be healed or taken by the Worm God at his discretion. The sickliest were lowered down by their heals and were usually consumed by the hungry deity.

The ghost known as the Worm God remains in this temple but, long neglected, is slow to manifest. The presence of the ancient undead and the painful deaths suffered by those sickly few taken by the Worm God encouraged the formation of haunts in this temple.

The Worm God's Priest CR 10

XP 9600

LE haunt (15 ft. by 15 ft. section of the earthen floor around the throne), persistent $% \left({{{\rm{T}}_{\rm{T}}}} \right)$

Caster Level 10

Notice Perception DC 12 (to notice the earthen floor beginning to swell beneath the throne).

hp 45; **Weaknesses** tricked by *hide from undead*; **Trigger** proximity; **Reset** 1 minute

Effect The skeleton on the rotting oak throne is that of a devotee of the Worm God who descended and was consumed by one of the Worm God's leech swarms. The violent manner of his death shaped this haunt. When any living creature approaches the throne, the earth begins to swell and churn. A swarm of bloodsucking worms bursts from the floor surging over the skeleton giving it shape and fleshy form. The swarm then surges out attacking anyone in the chamber as the spell *swarm skin* from the Advanced Player's Guide (use leech swarm). This spell is persistent and the swarm remains in the chamber until destroyed.

Destruction The haunt survives and manifests each minute even if the wooden throne and skeleton are destroyed. Destroying the altar destroys the haunt.

The Worm God's Altar CR 11

XP 12800

LE haunt (15 ft. radius area around the altar), persistent **Caster Level** 11

Notice Perception DC 22 (to notice the earth swelling and shifting around the altar).

hp 49; **Weaknesses** tricked by *hide from undead*; **Trigger** proximity; **Reset** 1 hour

Effect The altar of the Worm God—a large stone bowl in which worshippers placed their organic sacrifices sits in a niche at the back of the temple. When approached, living creatures see worms consuming their own flesh and that of their allies and, then, disappearing beneath the surface of the flesh. These disturbing flashes continue until the creatures leave the area around the altar or the haunt is destroyed. An *unholy aura* manifests centered on the altar protects the Worm God



Worm God's Altar

for 11 rounds (DC 22 Fortitude negates strength damage, see spell text).

Destruction The haunt continues to manifest even if the Worm God is destroyed. Destroying the sacrificial altar ends the effect.

The Worm God's Gold CR 10

XP 9600

LE haunt (one hundred gold pieces)

Caster Level 12

Notice Perception DC 28 (to notice the coins are slippery to touch).

hp 20; Weaknesses triggered by touch; **Trigger** touch; **Reset** 1 hour

Effect Gold and silver pieces litter the bone-riddled earth beneath the altar. Gold taken from the temple manifests the diseases affecting those who came to the Worm God for healing. The coins infect those who touch them with the disease *slimy doom* as the spell *contagion* (DC 22 Fortitude negates). Unlike the spell, however, the onset period does apply, masking the cause of the disease.

Destruction The haunt continues to manifest even if the Worm God is destroyed. Destroying the sacrificial altar ends the effect.

The Worm God CR 10

XP 6400 Human ghost blight druid 9 NE Medium undead (augmented humanoid, incorporeal)

Init +6; Senses darkvision 60 ft., Perception +20

Defense

AC 17, touch 16, flat-footed 14 (+2 Dex, +1 dodge, +4 deflection)

hp 76 (9d8+36)

Fort +6, Ref +6, Will +10; +4 vs. fey and plant-targeted effects

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

Offense

Speed fly 35 ft. (perfect)

Melee corrupting touch +8 (9d6, Fort. DC 18 half)

Special Attacks miasma (DC 18)

Spell-Like Abilities (CL 9th):

3/day—control undead, entangle, fog cloud, soften earth and stone, summon swarm

Druid Spells Prepared (CL 9th; concentration +13)

5th—commune with nature

4th–giant vermin, flame strike (DC 18)

- 3rd–contagion (DC 17), dominate animal (DC 17), poison (DC 17)
- 2nd—chill metal (DC 16), delay poison, summon swarm (x2), warp wood (DC 16)
- 1st-cure light wounds (x2), endure elements, entangle (DC 15), summon nature's ally
- o (at will)—— detect poison, purify food and drink, stabilize, resistance

Statistics

Str –, Dex 15, Con –, Int 12, Wis 18, Cha 18 Base Atk +6; CMB +6; CMD 24

Feats Dodge, Fleet, Improved Initiative, Persuasive, Self-Sufficient, Vermin Heart

Skills Diplomacy +6, Fly +18, Heal +13, Intimidate +14, Knowledge (geography) +9, Knowledge (nature) +9, Perception +20, Profession (gardener) +12, Survival +14, Stealth +13

Languages Common, Terran

SQ frightener, nature bond (house centipede familiar), nature sense, swarm form, vermin empathy +12

Special Abilities

Corrupting Gaze (Su): The Worm God's vermin-riddled face is so frightening that those who gaze upon it perceive their own faces as riddled with worms, gnawing them from the inside. Most attempt to tear these vermin from their face with their own fingers. This gaze attack has a range of 30 feet and causes 2d10 damage and 1d4 Charisma damage (DC 18 Fortitude save negates Charisma damage but not physical damage).



Corrupting Touch (Su): When the Worm God does damage with its incorporeal touch attack, the target sees its flesh squirm and putrefy as dozen of maggots burst from beneath the surface.

Miasma (Ex): If the Worm God is adjacent to a creature at the beginning of its turn, the creature must succeed at a DC 18 Fortitude save or become sickened for 1 round. A creature of the animal, fey, or plant type that fails its save is nauseated for 1 round and sickened for 1 minute thereafter. If the creature makes its save, it is immune to this effect for 24 hours, as are creatures immune to disease.

Swarm Form (Su): The Worm God can command any swarm it controls to surge together taking a vaguely humanoid to act temporarily as its corporeal body. The swarm body can stand, sit, and move at a speed of 5 ft. When the Worm God speaks, the swarm form moves as if speaking. If attacked, it is unable to maintain the human shape and becomes a swarm. The swarm body is not convincingly humanoid enough to pass as human unless cloaked or viewed from a great distance.

Vermin Empathy (Su): The Worm God can improve the attitude of vermin as a druid can with animals. Vermin have a starting attitude of unfriendly. The Worm can also improve the attitude of animals and mindless undead creatures that were formerly animals, but it takes a -4 penalty on the check unless the animal or undead has a disease special attack.

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The Demolished Ones

He awoke on a cold floor, the taste of cotton in the back of his mouth. His tongue felt heavy, thick; his arms refused to push him up. He floundered for a few minutes there, trying to get his bearings, trying to gain stability, control. He took a breath and was hit with something metallic mixed with the scent of sweat and fear. He opened his eyes, cautiously, and pushed himself up.

The room was small, bare concrete walls and hard stone floor. That was the first thing he saw; the second was the body. It lay in the center of the room, face-down, sprawled, a crimson pool congealed around it. The man was dressed in formal attire, though the clothes were shabby and worn. His hair was dark, mussed, matted with blood.

He pushed himself back, away from the corpse, and looked around the room wildly, alert for danger. That was when he saw the others. Four of them, two men and two women, all around the room. Three were unconscious, prone, as he had been, unceremoniously left on the floor to wake. The Fourth, one of the women, was huddled in the corner, her eyes shut tight, rocking gently and muttering to herself.

Who were these people? Was one of them the killer? Were they all potential victims? What was this place, and why was he here?

He searched his memory for the answers, but found nothing. *Nothing at all.* That struck him as slightly odd at first, but the more he searched the more terrified he became. He did not even know his name. The more he searched, though, the more he became aware that nothing was there. He could remember nothing of his life, nothing of the events that had led him here.



Something was very wrong.

The Demolished Ones Kickstarter project by Brian Engard (Bulldogs!)



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