

# The Genius Guide to: HORRIFIC HAUNTS



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

**H**aunts, first introduced in the *GameMastery Guide*, are a fascinating option for GMs to keep in their toolboxes. Mechanically they are very similar to traps, but in flavor they are more similar to undead. Haunts allow a GM to add significant spookiness to an area, and give that atmosphere important in-game effects. It's one thing to tell players the walls of an old crypt are bleeding, and quite another when the blood is accompanied by a horrific shriek and you inform the players they each need to make a save against fear. However, like any new rules system, haunts could only receive so much support when first introduced.

*The Genius Guide to Horrific Haunts* is designed to expand the options available to a GM who wishes to employ haunts, offering a bit of advice on the effective use of haunts, provide a few new options that can be applied to any haunt, and give a few new ready-to-go haunts for a GM to add immediately to a campaign.

## USING HAUNTS

While haunts can simply be used as spooky traps or stationary undead, there are a few tricks that can make haunts both more memorable and effective. For experienced GMs many of these ideas may seem obvious, but for gamemasters with little experience with haunts some piece of this advice may help maximize the impact of haunt encounters.

## COMBINE HAUNTS & OTHER THREATS

Just like a tripwire trap is more fun as part of an ambush, haunts can be more interesting when combined with monsters either in the same location, or nearby enough to take advantage of the haunt. Just like mixing traps and creatures, the fact a haunt has its own CR makes it easy to determine the total CR of an encounter that contains both a haunt and one or more monsters. When grouping a haunt with creatures, it's a good idea to look at how they blend both thematically and in terms of game effects. A haunt naturally works well with undead (which may all have a shared origin), and undead have a long list of immunities that can let them totally ignore some haunts to ensure they aren't weakened (rather than aided) by a haunt in their encounter.



However this is far from the only way creatures and haunts can be combined. A monster might well be the cause of the event that caused the haunt, explaining why they share an area. For example: An iron golem is sent to slaughter everyone within a monastery, and while doing so accidentally sets a fire that burns the remains of all its victims. Years later having received no new orders, it still stands in a central courtyard waiting mindlessly for more things to kill. One corner of the courtyard also hosts a conflagration haunt (where the cremated spirits of the monks rise up and deal fire damage to an area), the result of the iron golem's work. Not only is the golem largely immune to the haunt's effect, depending on the timing, it might result in healing for the iron golem. Another possibility is that like a tripwire, creatures may have discovered how a haunt works and decided to use it as a site of ambushes to give themselves an advantage. If a group of brigands are aware that a specific clearing in the Darkwood Forrest has a haunt that *slows* foes, they might well set up a trap where a single bandit attacks a caravan, then flees its guards. The fleeing brigand runs into the clearing and triggers the haunt and its *slow* effect. While the brigand's pursuers deal with being slowed, his allies snipe from the trees around the clearing (outside of the haunt's effect). Finally, a haunt can be combined with a typical trap. The trap may have been the cause of the haunt's existence (someone dying slowly at the bottom of a spiked pit certainly suffers enough to create a haunt), or both haunt and trap may have been intentionally created by a cult or necromancer as defensive measures. The haunt might go off when creatures enter its area and have a movement effect that drives creatures into the trap, or might go off after a trap is triggered to make things even worse for those caught. If a haunt is somehow tied to the creation of a trap, such as a haunt created when the royal architect was tortured to death to ensure he had never revealed the secrets of the king's tomb), the haunt might even activate only if the trap is successfully disarmed.

## FORESHADOW

A haunt can be most effective when PCs already know they are going to encounter *something*, but they aren't sure exactly what. A GM can build tension by having rumors and previous victims give players information that suggests there is something horrific at a haunt's location, but lacking the details to say exactly what.

If a haunt is combined with other monsters, witnesses might suggest the effect of the haunt was the result of the monster. For example, a crypt with a bleeding walls haunt and crypt thing might be described by the survivors of a previous adventuring party as the home of an undead wizard able to *create fear*, spray the walls of its home with the blood of its foes, and teleport enemies into closed tombs. While that's not entirely accurate, it certainly is a reasonable view of how untrained observers might describe the encounter. From that description players could take some precautions (give everyone a crowbar to help escape closed tombs), but the GM is free to tell characters with Knowledge (religion) that they have never heard of such an undead. Only when they encounter the one-two punch of haunt and undead are players likely to be able to determine exactly what they are dealing with, and by then the worry the players felt up until that moment means much of the haunt's work as a source of fear is already done.

## BE SPARING

Haunts have the advantage that they aren't as common in most adventures as monsters of nearly any type, and thus players are never quite as prepared to encounter them. This helps prevent players from building characters specifically designed to deal with haunts (though it helps that there are no bane weapons

against haunts, nor can any class take them as favored enemies), and keeps them from looking for haunts around every corner. The addition of an occasional haunt is likely to catch players off-guard. Adding a haunt to every third encounter will soon take away any of the novelty it once had.

## HAUNT MODIFIERS

Haunts are already fairly flexible encounter types, but their legacy as "undead traps" keeps them pigeonholed into fairly static guidelines. As presented, a haunt occurs in a single location, in a set radius, whenever a living creature comes along and enters the area or touches the haunt. Those strictures all make sense for traps, even magic traps, but are perhaps too rigid for something that is supposed to be the result of terrible trauma or great evil. Additionally, as with anything PCs can encounter, the impact of haunts is lessened over time as players become more and more familiar with their scope and limitations. On the other hand the haunt system makes it easy for a GM to determine what the CR of a given haunt is, to help match characters with appropriate threats. Major changes to how haunts work could boost them to be greater threats than intended if a careful system to balance the changes isn't in place.

Haunt modifiers are designed to allow a GM to customize existing haunts, and create haunts that best suit a specific storyline. Each modifier gives any relevant adjustment it applies to a haunt that has it.

## LOCATION VARIABLES

Normally a haunt is found in a single well-defined area, but it can cover larger areas, move around, or even haunt the area around some smaller object.

**EXPANDED LOCATIONS:** The radius in which an expanded haunt operates is much larger than normal for a haunt of its power. A haunt can cover up to double its normal radius for +1 CR, up to five times its radius for +2 CR, and up to ten times its radius for +3 CR. An expanded haunt is often initially encountered in what seems to be a fairly limited area (a single shack in the Rattown Slums), and only after multiple triggers does its full scope become clear (all of the Rattown Slums district). Less commonly, an expanded haunt may just cover one very large room or area (the whole fighting floor of an arena, or the shores of a lake).

**OBJECT LOCATIONS:** A haunt with an object location follows some item tied to its origin, then haunts whatever location the item is in. This works particularly well for a haunted object likely to move about frequently and go unnoticed aside from the haunt tied to it, such as a small valuable, clothing, or a family keepsake. A haunt with an object location normally isn't triggered when the item itself is touched (as that

makes its nature too obvious), but instead comes to haunt a room or area around the object. If the object is left in the same place for 24 hours or more, that place becomes the focus of the haunt.

Haunts with object locations work particularly well as lead-ins to deeper mysteries. For example, shortly after a wandering circus leaves a small town strange things begin to occur at the homes of many residents. In time it is discovered that many of the prizes won by locals at the circus are made from the finger bones of an elven maiden, who haunts the locations wherein the prizes are kept. This naturally leads to players wondering if the circus knew the items they passed out were haunted, or if they might even be responsible for killing the elven maiden.

A haunted object doesn't radiate a magic aura (unless it is magical separate from its ties to a haunt), though any method that can reliably be used to detect a cursed object should also reveal a haunted one. Spellcraft, Knowledge (local) and Knowledge (religion) are often appropriate skills to notice the haunt tied to an object. In most cases a haunt tied to an object is ended if the object is destroyed.

There is no change to the CR of a haunt tied to an object if the link can be fairly reasonably inferred. A magic item that can be traced to a noteworthy figure who died in a horrific manner and manifests as part of the haunt, a dress that can be seen on the spirits summoned by a haunt, and a mug made from a human skull are all good examples of haunted objects obvious enough not to make a CR adjustment.

A haunt tied to an object with no clear way of identifying its link to the haunt is +1 CR. Examples include a haunted coin (perhaps used to pay for an assassination, and haunted by the innocent man killed as a result), haunted clothes

(taken from a dead man prior to burial, and resold as new), a haunted mug (the apparently-ivory handle carved from the bones of a lover who spurned the mug's creator), or even a haunted magic ring if the ring's powers have no link to the haunt (a +1 *ring of protection* that was created using the notes an apprentice stole after betraying his master to torture and death).

**WANDERING LOCATIONS:** As the name suggests, the location of a wandering haunt moves about. Normally it moves within some larger geographic area, such as an aquatic haunt that moves up and down the length of a river, or a haunt that settled into different trees within a single large forest. Most wandering locations move at set intervals -- from as often as once an hour to as rarely as once a year (with daily and weekly moves most common), as determined by the GM. Less commonly, a wandering haunt may relocate after each trigger, appearing in a specific location only once. Once it has moved (usually either at midnight or at sunup) it acts normally at its new location. A haunt with a wandering location has no modifier to its CR if it moves once a day or less. A haunt that moves more than once a day, and resets more than once per day, is +1 CR.

A haunt with a wandering location is most common when the event that creates the haunt was itself tied to more than one place, or the creatures responsible have a strong link to a broader area. For example if a mason is killed by a jealous competitor, and to hide his body it was ground into the mortar used to build a castle, the resulting haunt might wander to different areas within that castle. Similarly if the lord warden of a queen's forest betrayed his station and assassinated his lady for profit, the resulting haunt may wonder from place to place within that forest.





## TRIGGER VARIABLES

Trigger variables are things that modify when a haunt triggers, often making the haunt seem much more random until the variables are understood. In general a trigger variable is a circumstance required for a haunt to trigger. For example, if a drowned doxie haunt (see below) only triggers on nights of the full moon -- and the haunt is dormant any other time even if living creatures enter its area -- then it has a cyclic trigger variable.

Trigger variables can make it significantly harder for PCs to confirm if a mythic haunt is real, or even to identify they are dealing with a haunt (rather than the work of some invisible, wandering undead, necromancer, or illusionist). Adding a single trigger variable to a haunt can add interest and local color to a specific encounter. Adding more than one often means the haunt becomes so situational players either dismiss it, or become frustrated at how difficult it is to actually confront the haunt. Trigger variables do not increase the CR of a haunt.

**CYCLIC:** The haunt only triggers if living creatures enter its area during specific, recurring events. While nearly any recurring event can be used as a cyclic trigger variable, the most common cyclic trigger variables are listed below.

*Anniversaries:* The haunt only triggers at the anniversary of its creation, or sometimes on the same day of the month or same day of the week as the event that lead to its creation.

*Clock Hour:* The haunt only triggers during a specific time of day (as simple as only at night or only in the hour before dawn, or as specific as only triggers if someone is present at 3:43 pm or during the hour of the evening prayer).

*Holidays:* The haunt only triggers on, or sometimes just before or just after, a holiday important to the creatures that died to create the haunt.

*Seasonal:* The haunt only triggers during one specific season, often one tied thematically to the effect of the haunt.

**RANDOM:** A random trigger variable means there is simply a percent chance the haunt will manifest when a creature is present. This may be as low as 1% (making the haunt an extremely rare, mythic event that even local citizens nay-say) or as high as 50% (simply making the haunt less reliable).

**REACTIVE:** A haunt with a reactive trigger variable only triggers in response to specific stimulus, often tied to the events that lead to the creation of the haunt.

## HP VARIABLES

Some haunts are simply more resistant to channeling damage than others.

**RESISTANT:** A resistant haunt has resistance to channeling damage equal to half its base CR. This increases its final CR by 1.

**TOUGH:** A tough haunt is hard to counter or get rid of. It has double the normal number of hp for a haunt of its base CR, and a +2 bonus to its caster level only for purposes of determining if its effects are dispelled. This increases its final CR by 1.



## NEW HAUNTS

The following new haunts all have effects other than normal spells, and are appropriate for use with the new haunt modifiers presented above. In each case a section on creation notes outlines how to create haunts with similar non-spell effects.

### BRUJA CAULDRON (CR 4)

A bruja cauldron is a haunt tied to an object (see above), generally a large cauldron used by a coven of hags or witches for brewing poisons and evil potions. When a hag in the coven dies he or she is boiled within the cauldron and fed to the other members of the coven. The spirits of the consumed witches remain bound to the cauldron, and can be called upon to grant their power to others.

**XP 1,200**

**CE** persistent haunt (20-ft. radius around the cauldron)

**CASTER LEVEL** 4th

**NOTICE** Knowledge (arcana) or Knowledge (history) to recognize the runes and stains on the cauldron.

**HP** 8; **TRIGGER** touched (reactive, see text); **RESET** 1 hour

**EFFECT:** A bruja cauldron grants a creature that touches it and names one of the hags or witches that have been boiled within it the power to use an evil eye hex (save DC 13) for three rounds. It is most often kept in a coven's most secure meeting place (allowing the hags that own it additional options if attacked), but such a cauldron can also fall into the hands of creatures other than hags and witches, who use its power to bully neighbors into joining a cult.

**DESTRUCTION:** A bruja cauldron is destroyed when it is cleaned with a silver scraper, holy water, and acid.

**CREATION NOTES:** A haunt can be given any class feature a 1<sup>st</sup> level character may have, and either use it to create a direct effect (as normal haunts do with a spell), or grant it to a creature that trigger's the haunt (normally a creature familiar with how the haunt was created). The class feature works at the same character level as the haunt's CR, and if the class feature's effect allows a saving throw to resist or negate it, the save DC is equal to 10 + 75% of the haunt's CR.

In addition to hexes, a haunt could use the 1<sup>st</sup> level power of a domain, bloodline, or arcane school, a mystery available at 1<sup>st</sup> level, or even an antipaladin's smite good.

## DROWNED DOXIE (CR 8)

This haunt most commonly occurs when someone is drowned by a trusted friend or loved one, and their body is weighted down and left in the water. The classic version of this is when a man drowns a low-class lover when she becomes an impediment to an arranged marriage with a wealthy woman of high station. Similar haunts are often created when mothers drown children to hide their existence, innocents are drowned by friends for witnessing some crime, or citizens are drowned by the guards or elders they trusted either for uncovering corruption or as part of a deal to surrender the town to an enemy force.

Normally a Knowledge (local) check will reveal at least a mythical version of the event that created the drowned doxie haunt, though the details required to put this haunt at ease (see Destruction, below) may require the guilty party to be questioned and forced to confess, or the discovery of private diaries where the true nature of events was recorded.

**XP 4,800**

LE persistent haunt (up to 40-ft. radius)

**CASTER LEVEL** 8th

**NOTICE** Knowledge (nature) DC 20 (to see the unnatural flow of water)

**HP** 16; **TRIGGER** cyclic proximity (male only, see text); **RESET** 1 day

**EFFECT:** A drowned doxie haunt normally has a wandering location, showing up in random sections of the body of water in which the original victim was killed. A drowned doxie haunt only triggers during the same phase of the moon when the original victim died, and only triggers if a male humanoid enters its current haunt area.

When triggered, the drowned doxie creates an illusion of an attractive young woman wandering by the edge of the water, who then appears to be attacked by something that tries to drown her (most often seaweed or merfolk). This acts as a major image (save DC 15 if a character interacts with it). If no one interacts with the image, the young woman appears to drown and sink into the inky depth of the water. If anyone comes within 5 feet of the illusion, the haunt illusion grabs that creature and drags it into the water. The haunt makes a CMB check with a +12 bonus to perform a drag maneuver, pulling the creature downward. The victim also gains the grappled condition, and cannot escape without beating the haunt's CMD of 19 (unless the victim can *teleport*, or otherwise move in a way being grappled would not prevent).





The haunt continues as long as it succeeds at its drag maneuver each round. It ends when the first creature it attempts to drag successfully escapes, or drowns. If a drowned doxie haunt manages to drown more than one victim in the same location, there is a 25% chance a second drowned doxie haunt it has spawned.

**DESTRUCTION:** All the pieces of the original victim's weighed-down body must be found and given a proper burial to destroy this haunt, and any haunt it has spawned.

**CREATION NOTES:** The CMB of a haunt with a combat maneuver for an effect is equal to 150% of its final CR. Its CMD is 11 + CMB. Most haunts with combat maneuvers that reposition a victim also get the benefit of having the victim grappled (a haunt that forgoes this would be -1 to its final CR). Combat maneuver haunts could also perform dirty tricks against good-aligned creatures that fight within the haunt's area such as attempting to sunder a victim's weapon, or to steal something of value (in which case the haunt also gets a Stealth check equal to its CMB for the theft to remain unnoticed).



## UNENDING LABORATORY (CR 16)

When an alchemist or spellcaster dedicates a laboratory to creating golems, sometimes shreds of the elemental spirits of animation used to power golems built there infuse the laboratory itself. The tools, forges, and walls themselves take on a life of their own. Long after its master has passed on, the unending laboratory continues to create new golems at the peaks of each season.

**XP 76,800**

CN persistent haunt (one large room up to 80-ft. radius)

**CASTER LEVEL** 16th

**NOTICE** Craft (alchemy) or Knowledge (engineering) DC 30 to recognize the pieces of the laboratory are self-willed and acting on their own, rather than just being set in motion by a now-absent owner.

**HP 32; TRIGGER** cyclic & proximity (see text); **RESET** 1 month

**EFFECT:** Even when not triggered, an unending laboratory produces one random golem every season. These golems are from CR 4 to 16 and (lacking any purpose or commands from their mindless creator) simply wander about attacking everything they encounter (treat them as berserk, as the flesh golem special quality, in every encounter). In 25% of cases, the golems take any prepared materials they find (smelted ore, cut stone, bulk cloth or chain, timber) and carry it back to the laboratory for use in the creation of more golems.

In addition to this, if creatures enter the laboratory and attack it (dealing damage or taking tools and materials) the laboratory's crucibles, burners, forges, raw materials and tables join together to form a massive cannon

golem. Alternatively, when attacked the laboratory can form into two brass golems, three iron golems, four clockwork golems, or six stone golems. The laboratory can react in this way only once a month, and these golems wander away once the threat to the haunt ends.

**DESTRUCTION:** To destroy an unending laboratory, it must be directly attacked and every golem it creates to defend itself destroyed. If a single golem escapes this confrontation, it finds a new location and begins scavenging parts to construct a new unending laboratory, which will be a fully functional haunt within three months.

**CREATION NOTES:** A haunt can be a "monster generator," slowly but continually creating new monsters that then ravage the countryside. While a haunt that created undead could be run with the *create undead* spell, the possibility exists for haunts to turn plants and animals into new fey creatures, warp reality itself to form new aberrations, boil up vermin from a primordial soup, or spontaneously create new outsiders from a holy or unholy relic.

A haunt of this kind can create one creature of up to its CR once per month (though may well do so less often depending on its triggers). However when triggered it also can create two creatures of its CR -2, three creatures equal to its CR -3, four creatures equal to its CR -4, or five creatures equal to its CR -5.

# WE ERR ON THE SIDE OF AWESOME!

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