



Presents:

#30 Haunts for Battlefields

Dr. Venkman (Author): T. H. Gulliver

Dr. Spengler (Editor): Steven D. Russell

Dr. Stantz (Cover Artists): Marek Rakuč

Mediums (Interior Artists): Henry Toogood,
Marek Rakuč, Fadly Romdhani, Tadas Sidlauskas

Slimer (Layout & Publisher): Steven D. Russell

*“Fear not the dead. Would you quail before some addled crone,
or palsied infant? These are victims, not victors.”*

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

#30 Haunts for Battlefields, Copyright © 2016 Steven D. Russell, Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Inc, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license. Some illustrations are licensed under a Creative Commons Attribution-No Derivative Works 3.0 License <http://creativecommons.org/licenses/by-nd/3.0/>

Qwilion of Questhaven,

Should you go through with your plans to further explore the South, please look for any rare volumes of lore from the region. I know very little of it.

The route you proposed to travel, however, is not unknown to me. You will pass through one of the most haunted swaths of land in Questhaven, the site of an ancient battle and years of marauding.

I have compiled, from different sources, stories of manifestations from the region. I pray that knowledge of these 30 Haunts from the Battlefield enriches your travels and, should evil be in your path, keeps you safe.

*Regards,
Pers Veilborn, Librarian*

Understanding Haunts

Rules for haunts can be found in the Pathfinder® Roleplaying Game: Game Mastery Guide™ and are not repeated in full here.

Area: This is the maximum area that is held by the haunt. Haunts that are triggered by proximity are triggered when this area is entered. The area of a haunt may be smaller when the room or object haunted is smaller. Some haunts take up a smaller yet deeper area, such as a well. The primary effects of a haunt take place in this area but the secondary effects may move out of the area. For example, a minor haunt that throws books from a bookshelf would only be able to manifest in the area although the book can be flung out of the area.

Cycle of a Haunt

An individual haunt has a fairly structured existence.



Trigger: The haunt is triggered often by proximity – when a living creature enters the haunt’s area – or by touch.

Noticing: As the haunt begins to manifest, those in the area inhabited by it have a chance to notice the haunt in the surprise round. What they will notice – a chill in the air, a sibilant whisper, or an object beginning to slide across a table – varies from haunt to haunt.

Initiative: Characters who notice the haunt can make an initiative roll to beat it in the initiative order. Most haunts act on 10 but slow haunts act on 0.

Neutralizing the Haunt: If a PC notices a haunt, and beats it in the initiative order, they have a chance to neutralize the haunt before it fully manifests. Neutralizing the haunt usually involves channelling enough positive energy to reduce it to 0 hit points. A haunt can only be harmed during its manifestation. Most haunts manifest during the surprise round, ceasing activity before entering the normal initiative order. Persistent haunts continue to manifest for a duration that is included in the description of their effects. These haunts can be neutralized with positive energy after the surprise round.

Having an Effect: The effects of haunts begin during the surprise round, when their turn in the initiative order occurs. Some effects may carry over to subsequent rounds (listed in effects).

After the Surprise Round: Most haunts vanish at the end of the surprise round. These effects, however, can continue after the surprise round. A character subjected to a haunt duplicating the effect of a *cause fear* spell is *frightened* for 1d4 rounds or *shaken* for 1 round, as per the spell. If the haunt is persistent, it either continues to trigger its effect after the surprise round or maintains an effect. A persistent haunt vanishes after its duration expires.

Reset: The cycle can only begin again after its reset period expires.

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.

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 houses, taverns, and inns not because they manifest more frequently in these places but because, when they do manifest, they are tolerated as annoyances. Homeowners may live with a minor haunt rather than relocate or pay for the services of specialists 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 PCs survive a *feeding frenzy* haunt after being lured into the water by a *common cry haunt* and a *common drowned man*, they would receive XP for all three haunts. If the *common cry haunt* is used 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.



Haunt Descriptions

Battle Weary CR 5

XP 1600

LE minor haunt (15 ft. by 10 ft. barracks)

Caster Level 5

Notice Perception DC 17 (to see the room grow greyer)

hp 10; Weakness Slow; Trigger proximity; Reset 8 minutes

Effect The sound of a man sobbing fills the ruined fortress then fades. A sense of anguish overcomes anyone in the burnt out barracks as the spell *crushing despair* (Will save DC 16). The overwhelming feeling of hopelessness causes those who fail their saves to take a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls. Although the effect continues for 8 minutes, the haunt itself is not persistent and cannot be neutralized after the surprise round.

Destruction A DC 20 Perception check while searching the ruined fortress uncovers a rusted dagger. Removing the dagger from the area destroys the haunt.

Burning Barracks Haunt CR 4

XP 1200

LE Persistent haunt (10 ft. by 10 ft. area)

Caster Level 4

Notice Perception DC 13 (the smell of oil)

hp 18; Weaknesses Tricked by undead;

Trigger proximity; Reset 1 minute

Effect This haunt manifests in a pile of rubble that was once barracks. When it manifests, all creatures in the area smell burning oil and feel their faces licked by a burst of flame. One creature in the area feels and sees flames upon its clothes and begins to take 1 point of fire damage per round as the spell *boiling blood* (DC 13 Fortitude save negates). The haunt continues until it is neutralized or the target creature makes a successful save. The target is allowed a new save every minute. If the target dies, another creature immediately begins to experience the effects of the haunt.

The haunt does not affect undead creatures and is tricked by undead.

Destruction Pouring sand on the area neutralizes the haunt.

(See the *Pathfinder® Roleplaying Game: Ultimate Magic™*)