



I'm not robot



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and scurry over the floor like spiders to attack the nearest living targets. A giant stirge continues to drain blood until it has dealt 8 points of Constitution damage, then drops its prey to return to its lair to digest its meal. A death wish—perhaps a tear or two? 6 The Haunting of Harrowstone Adventure Background Some small towns grow up around a university, their shops and other offerings catering to a scholastic clientele. Although they are no longer maintained or organized by undead spirits, the ruin becomes a haven for other undead creatures who are drawn to its unholy site like a beacon. (perfect) powerful personalities. Any living creature that begins its turn affected by the swarm's viscous ability takes 1d4 points of acid damage. The use of a scythe for executions was a notorious aspect of Harrowstone, one of the many that contributed to the prison's infamy. Already the home of dozens of notorious criminals, the mid-year prisoner convoy of 4661 ar brought a particularly horrendous batch of criminals all at once. apprentices but remains tight-lipped about her life Ravengro's only religious structure, the temple is also the before she fled her kin—she still worries that she's being town's most elaborate building. Harrowstone's reputation as a haunted building persists, but over the course of a few more generations, this reputation might fade as the truth of the new developments eventually settles in to Ravengro's rumor mill. Cold Spot XP 800 CR 3 hp 13 (see page 66) S16. While they do not normally can laugh at the worst life has to offer, carry weapons, armor, or magic items, the there remains little to fear. Warden's House This small brick manor house is overgrown with thick sheets of gray-green ivy. Just before the final letter appears, the PC should awaken in his bed, as if from a bad dream, yet if he looks back on the wall where the words were appearing, the bloody message remains in full view. Old River is particularly protective of the town's children, following the smaller ones if it spots them running off alone. cascade of rubble pours down—all creatures directly under the door must make a DC 15 Reflex save to avoid taking 1d6 points of damage (a creature on the ladder receives no save to avoid this damage). Shrouded Lady XP 19,200 Fall of the House of Haunts (CR 14) Sometimes an estate is so infested with haunts that the house itself rebels, a final desperate act typically spelling the end for adventurers prying too deeply into the troubled history of the haunted home. These frivolous spirits are fond of not only locking the living out of rooms, but also locking them in, usually with deadly dungeon denizens. Central Dungeon Chamber (CR 4) U1. None of these cells feature windows, and asphyxiation by smoke inhalation eventually killed every one of the prisoners. This slippery secretion has the consistency of jelly, and is easily distinguishable to the trained eye. The trees and wild grasses rustled in the chilly breeze, their roots seeming to draw up the smell of the dead, their haze of motion disguising anything that might lurk amid the graves. Mad Monk 67 Ectoplasmic Miasma (CR 9) Notice Perception DC 15 (to see congealing mist) hp 40; Weakness tricked by hide from undead; Trigger proximity; Reset 1 day Effect Dozens of spectral visages coagulate in a swirling miasma of mangled limbs and twisted, howling faces. CR 12 NE haunt (10-ft.-by-20-ft. The PCs should be nearing 2nd level before they attempt to venture into Harrowstone itself, achieving 3rd level before they delve too far into the dungeons below Harrowstone. If the PCs reach a higher level of trust at a later point and ask again for permission, the church grants it as appropriate. Alendru teaches the outlying homesteads. Father Charlatan XP 1,600 haunt as the Father's ghost standing immediately behind the haunted PC, his hand upon that PC's shoulder). The Gibs) receive scathing rounds of scolding and Lorrimer residence is a modest warnings from the town sheriff. Judging from the rest of this room's decor, this must have once been the prison's infirmary. This event can occur multiple times. At the time of the fire, the only inhabitant of Nevermore was Professor Hean Feramin, the so-called Splatter Man. Award these XP rewards only once—the first time these pieces of information are learned. Gothic horror is the loose literary aesthetic of fear and haunting. In classic literature, characters find themselves tested against supernatural forces that are both dangerous and at times alluring. Carrion Crown explores these themes to the fullest. radius) Caster Level 3rd Notice Perception DC 10 (to notice a sudden temperature drop) hp 13; Trigger proximity; Weakness damaged by fire; Reset 1 hour 66 Haunts Ghastly Whispers (CR 8) Destruction If the spirit intends to help, the gift offered must be turned down by one of good alignment who is truly in need. Agents often travel to remote sites or areas plagued by notorious haunts or undead denizens to perform field research or even to capture unique monsters. A few seconds after a living creature enters this room, the three shattered skulls rattle about, then rise up and reform into three solid skulls as they eventually killed every one of the prisoners. This slippery secretion has the consistency of jelly, and is easily distinguishable to the trained eye. The trees and wild grasses rustled in the chilly breeze, their roots seeming to draw up the smell of the dead, their haze of motion disguising anything that might lurk amid the graves. Mad Monk 67 that a few I have borrowed remain in a trunk in my Ravengro home. When a PC succumbs to this haunt, grimly inform that player that the damage dealt by the attack was enough to kill her, then ask the player to come with you to another room where the rest of the players can't observe you. While invaluable for my work in life, in death, I would prefer not to burden my daughter with the darker side of my profession, or worse still, the danger of possessing these tomes herself. He floated up to the edge of his obliette above, and when Gurtis Vortch came to dump the day's food into the pit, the Lopper was there to ambush him. Nothing of value remains. "Ferendri," a name echoed in the moon, the sounds stretched long in accusation, filling with the loathing of bitter years. Ceiling height averages 8 feet, and there is no natural illumination save in area H20 during the day. Some blame their uneasiness death's guardians to convey loved ones to their on the claustrophobic layout, the moldy proper rewards. "Anyway," Garmand continued, his voice taking on a thoughtful distance, "you're not wrong. The next day, the town's citizens gather and pool an amount of money to gift to the PCs as a reward. Her death and undeath have been hard on her, but while she clings to the assumption that the PCs are the "new guards" sent from the town to replace the cowards who locked her in the workshop, she has a relatively good idea about what's going on in Harrowstone and knows what must be done in order to prevent the release of his haunts. Within minutes Garmand It took nearly an hour to find the resting place of the county's rulers, the Venacadhah mausoleum. When the meeting begins at sunset, the town hall is packed to standing room only, with over 60 villagers inside the building's central meeting room and many more gathered in the hall outside. But while Kinder's heroes always had a pack full of tricks and talismans suited to their noble intentions, my evening's agenda seemed to match what little rattled in my tired satchel: a few coins pinched earlier that day, a few useful splinters of metal, a chipped wharfman's knife, and a battered book—its embossed cover still holding a bit of color upon the words Her Wounds Never Bled and Alison Kindler. The Splatter Man knows that the spirit of Vesorianna Hawkran, once the warden's wife, is the only thing remaining in Harrowstone that prevents the prison's evil spirits from escaping completely, and has thus made the destruction of Vesorianna's ghost his primary goal. —The final sentencing of Vance Saetressle ("The Lopper") in 4661 ar by Jurisdeclaris Xenris the Third. The rope hanging into the pit is only a few feet long, terminating at a frayed end—the remainder of the rope lies at the bottom of the pit, coiled around the mortal remains of the obliette's final prisoner. The adventure in this volume sends the PCs to some of these locations, but should they seek out more, allow them. • Manual of the Order of the Palatine Eye: The rich purple cover contains a brass scarab set with a single eye in its center. Gray Ooze XP 1,200 CR 4 hp 50 (Pathfinder RPG Bestiary 166) U10. Various sewing tools—shears, needles, rolls of thread, boxes of chalk, and other objects lie scattered over the floor, while the arm of what appears to be a skeleton protrudes from a stained heap of fabric to the west. The Piper of Illmarsh (real name unknown; 400 XP): Before he snatched his victims, the Piper taunted his targets with a mournful dirge on his flute. Haunt: Many prisoners had their death sentences set in stone in this room, including most of those who died in the fire below while still waiting for their scheduled execution to take place. Although the burial chamber was open and lofty, the air within was close, with the thick smell of dust and old rot. A DC 12 Perception check reveals scratches along the rubble and stone blocks—testimony to the prisoners' futile attempts to dig out the deadfall from below. The rods scattered around the brazier are these selfsame branding irons. One complication in this confrontation, of course, is the fact that many of the PCs are pallbearers. Yet the power of the churches he blasphemed against was strong, and as a concession toward that power, Father Charlatan was bound in heavy chains decorated with the symbols of the faiths he sinned against. Opening a door requires a DC 13 Strength check made as a standard action, with success causing the old door to fall from its hinges. Reeper's Hold was used to transform into severed heads with the screaming ability. The jagged, soot-caked hole in the floor was once the location of the lift that connected the two floors—the machinery that powered the lift tumbled into the dungeon below during the fire. While the majority of these tomes remain safe under lock and key at the Lepidstadt University, I fear the skulls of several undead guardians here—three flaming skulls lie inert among the rubble near the pit to area U1 until any living creatures approach within 20 feet, at which point the skulls shriek and rise up to attack, fighting to the death. Special Attacks: An ectoplasmic creature retains all of the special attacks of the base creature. During the fight, a PC who makes a DC 15 Perform check notes that the creature's wings and motions seem weirdly choreographed to the music, as if they were moving to the rhythm. Classic Haunts While each of the following haunts presents an encounter with a specific theme, GMs should feel free to customize these manifestations as they please. Headless Horseman XP 9,600 CR 10 CE persistent haunt (10-ft.-by-50-ft. Old friends of Lorrimer, they too have come to pay their respects. "That's far enough. The remaining guards on the ground level fled, only realizing much later to their horror that no one had bothered to release Vesorianna Hawkran from the workshop. Any means of releasing innate magical energy is good enough for the changeling, and many become witches. It gains a slam attack that deals damage based on the ectoplasmic creature's size. As if my urgency might influence fate on whether or not the antique townhouse's resident was at home. Moldy Spellbook: The covers and pages of this thick, leather-bound spellbook have become caked with mold over the years, but some of the contents remain legible. At any one time, the Silk Purse has a few thousand provisions, both herbal and alchemical. Such was a pauper's fate, but one nearly everyone in Ardis expected. Society holds no place for him, but that's fine by the sociopathic fey. As such, I am entrusting my chest of tomes to you, posthumously. This final two-part encounter is easily the most dangerous one the PCs face, not only because both stages are CR 6, but because they happen back to back. As soon as the PC draws the attention of those to the grave, the inscriptions upon a second glance appears to be weathered away, as if the eerie inscriptions were attack anyone who enters the area—if the PCs can defeat these three stirges before they attempt to explore the coils of the western cobblelock itself (area T4), they'll have an easier fight on their hands. 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