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DUNGEON DRESSING: SARCOPHAGI

A Pathfinder Roleplaying Game GM's RESOURCE supplement by David Posener

Tired of dungeons lacking in verisimilitude? Want to add cool little features of interest to your creations but don't have the time to come up with nonessential details? Want to make your dungeons feel more realistic?

Then Dungeon Dressing is for you! Each instalment in the line focuses on a different common dungeon fixture such as stairs, pillars or pools and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.

This instalment of Dungeon Dressing presents loads of great features to add to the sarcophagi in your dungeon. Designed to be used both during preparation or actual play, *Dungeon Dressing: Sarcophagi* is an invaluable addition to any GM's armoury!



CREDITS

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Thank you for purchasing *Dungeon Dressing: Sarcophagi*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *Dungeon Dressing: Sarcophagi* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

David started gaming with the book *Grey Star the Wizard*, circa 1985, back when we eschewed that dice business and goddamn STABBED out random numbers. The next year, he received the D&D Basic Set red box as a birthday present and has been gaming ever since. His GMing style has been likened to a horrible Frankenstein combination of historical epic, gritty survival horror and *Flight of the Concords*-style song-filled whimsy.

He is yet to live down naming a NPC "The Crimea Reaver."

David adores his long-suffering wife and two sons who, frankly, have no idea what he's talking about most of the time. David is based in Sydney, and his work as a Logistics Consultant, much to his disappointment, contains fewer undead-filled warehouses and demon-possessed forklifts than he was led to believe.

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FOREWORD

Late last year, David was decent enough to design *Dungeon Dressing: Corpses* for me. The supplement has been very well received and so as you can imagine that when I was looking for someone to step up and design *Dungeon Dressing: Sarcophagi* there was only one real choice!

Once again, David has done a cracking job bringing a much-used but often all but ignored dungeon feature to life. Indeed, I suppose you could easily combine the two supplements quite easily as they do complement each other rather well. Sarcophagi often have corpses within them, after all. Some of them won't even animate if you disturb them!

As an aside, my dungeons tend to feature quite a lot of undead – I'm not sure why – and so I'll be definitely be using the information herein to flesh out upcoming crypts and catacombs – selflessly for my players' enjoyment and fun. I owe them that at least.

In fact, if I can hold off for another couple of months, David's next super secret *Dungeon Dressing* instalment will be finished and my players will be "delighted" to experience its contents. That's one of the nice things about Raging Swan's products – I get to commission projects I need for my own campaign; it makes preparation somewhat easier and makes it easier for me to plot and plan. (I also get to tell the wife I'm doing "proper work" while I'm working on my campaign!)

In any event, I hope you find this instalment of *Dungeon Dressing* useful. It would be great to hear how you've used it in your game – drop me a line at creighton@ragingswan.com.

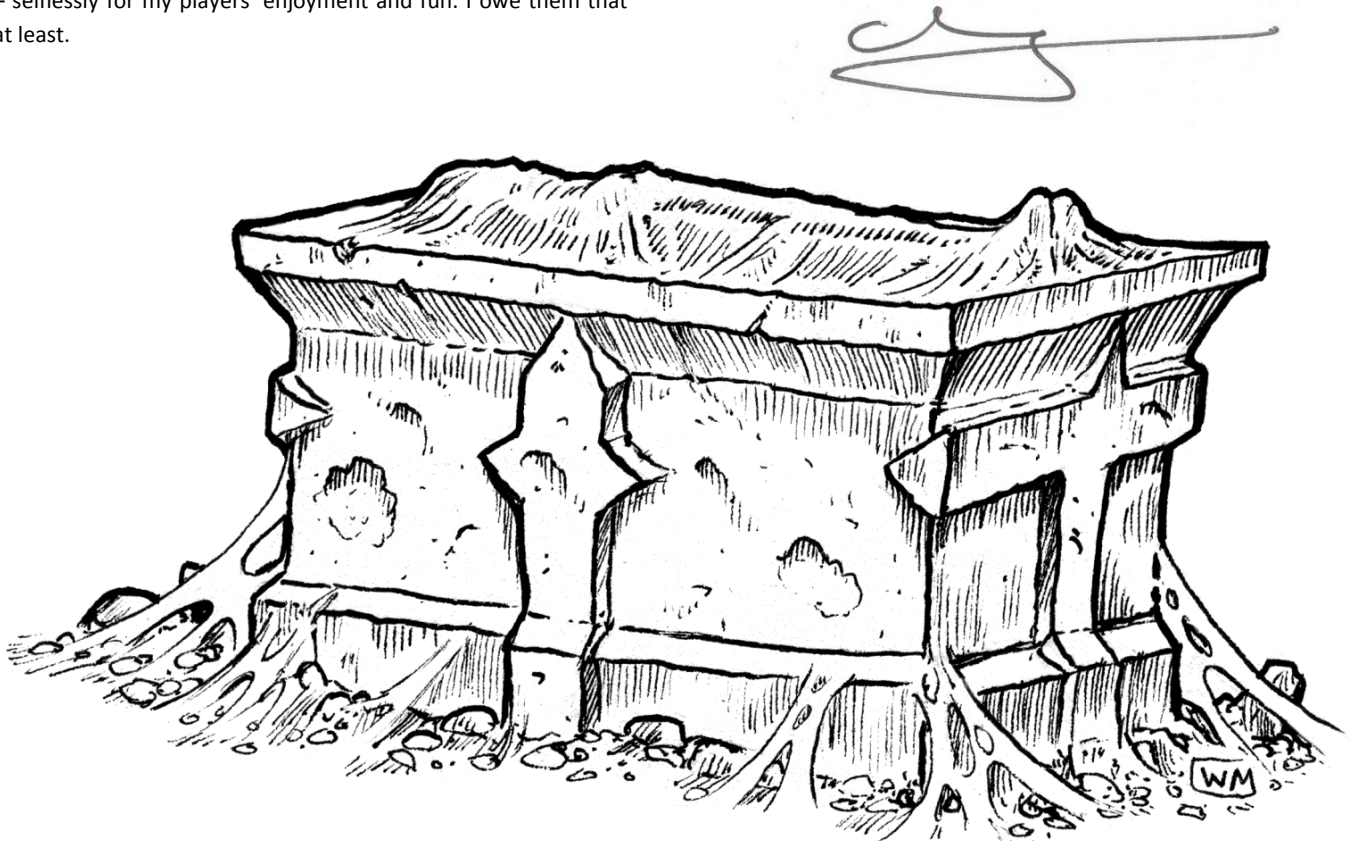


TABLE A: CHARACTERISTICS & APPEARANCE

Sarcophagi are the focal point of tomb complexes, built to contain and preserve the revered dead. Builders, seeking to ensure eternal rest for the mortal remains, typically build sarcophagi from durable materials to enclose the body and isolate it from the elements and carrion feeders.

Wealthy or powerful individuals may have elaborately decorated sarcophagi dripping with gemstones and precious metals. These treasure-filled tombs are certain to be guarded with fiendish traps or deadly guardians to keep out would-be grave robbers.

Due to the robust nature of sarcophagi and the predilection of tomb builders to espouse the virtues and achievements of the dead, they are perfect places for a GM to place hints, clues and other historical snippets that provide insight into the nature of the dungeon or point towards further adventures.

This section presents the basic characteristics of different kinds of sarcophagi; use the information here in conjunction with that in later sections to breathe life into your dungeon's sarcophagi.

TYPES OF SARCOPHAGI

There are many different kinds of burial receptacles which can be encountered in tombs, catacombs or dungeons. The following are the most common:

Sarcophagus: A funerary repository for a corpse, typically constructed or carved from stone and often bearing decorative sculpture and inscriptions. The sarcophagus is usually sealed with a heavy stone lid. A sarcophagus is often displayed as a stand-alone monument, but can also be designed for placement in a crypt. The walls of a stone sarcophagus are typically between 3 inches to 1-foot thick.

Coffin or Casket: A wooden funerary box for a corpse, which may be rectangular (casket), hexagonal (coffin) or octagonal (coffin). The inside of a coffin may be lined. Handles are often affixed to the coffin to assist in carrying the dead to their final place of rest, be that buried underground, in a tomb or cremated. A wooden coffin's walls are typically 3 inches thick.

Cenotaph: A sepulchral monument erected to the dead, whose body is buried elsewhere. A cenotaph can be dedicated to an individual or to a group. The monument can be of any size and shape.

Ossuary: A receptacle for the bones of the dead. Bones from multiple bodies may be stored in an ossuary, which may take the form of a sarcophagus, coffin or merely a burial niche.

Cairn: A pile of stones heaped on top of a corpse. The height of a cairn is typically 3 feet.

TERRAIN EFFECTS

In battle, sarcophagi have the following features:

- **Climbing:** Characters wishing to climb atop a sarcophagus can do so with a DC 5 Climb check. A character can drop down from a sarcophagus without penalty.
- **Jumping:** A character can leap atop a sarcophagus with a DC 12 Acrobatics check.
- **Higher Ground:** Characters on a sarcophagus gain a +1 bonus on melee attacks made against opponents on the ground
- **Cover:** A sarcophagus provides cover (+4 AC, +2 Reflex) from attacks originating across the sarcophagus.

CONSTRUCTION

In dungeons, sarcophagi are most commonly constructed of stone but on occasion, adventurers may discover sarcophagi of other mundane or magical materials. The statistics below represent sarcophagi, cenotaphs and coffins.

MATERIAL	TYPICAL THICKNESS	HARDNESS	HIT POINTS	BREAK / OPEN DC
Bone	3 in.	3	25	20
Glass*	3 in.	2	25	20
Iron	3 in.	10	90	30
Stone (hewn)	6 in.	8	90	30
Stone (masonry)	6 in.	8	90	30
Stone (decorative)**	1 ft.	4	30	20
Wood	3 in.	5	30	15

*magically treated or obsidian

**including soft stones such as alabaster, chalk, clay and plaster

CAIRNS

Opening a cairn merely requires characters to remove the stones. In 1 minute, using only her hands, a character can clear rocks equal to five times her heavy load limit. The amount of rocks that covered a typical corpse weighs 1/2 ton (1,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear the rocks twice as quickly as by hand.

RANDOM ENCOUNTERS

Due to the isolated nature of tombs and sarcophagi, random encounters with creatures are extremely uncommon, but the instances of encountering traps and haunts are increased. If you roll a random encounter during the exploration of a tomb, replace the rolled monster with a trap or haunt.

RANDOM CHARACTERISTICS

Use this table to generate interesting characteristics for your sarcophagi. Some features listed below may be inappropriate based on your dungeon's configuration – ignore or modify such entries as appropriate.

D%	
01-02	The sarcophagus is aligned directly in a cardinal direction.
03-04	The sarcophagus is aligned towards a significant site such as a religious site, secret city or unimaginable treasure.
05-06	The corpse inside is buried face-down.
07-08	The sarcophagus stands on end.
09-10	A secret door is linked to the sarcophagus' friezes and can be discovered with a DC 20 Perception check.
11-12	The sarcophagus is sealed with a <i>stone shape</i> spell.
13-14	The sarcophagus radiates a <i>sanctuary</i> spell (DC 11 Will resists).
15-16	The room holding the sarcophagus is <i>hallowed</i>
17-18	The room holding the sarcophagus is <i>unhallowed</i>
19-20	The sarcophagus appears to be occupied by an unadorned skeleton. A DC 25 Perception check reveals a false bottom which leads to the real burial place of the tomb's owner.
21-22	The inside of the lid is marred by scratches made by the interred individual's fingernails.
23-24	The sarcophagus is raised on a 20-foot high plinth.
25-26	A likeness of the buried creature is carved on the sarcophagus' lid.
27-28	The sarcophagus is plated in precious metals worth 500 gp. It takes 1 hour to scrape it all off.
29-30	The sarcophagus is covered with gemstones worth 2,000 gp. It takes 1 hour to remove them.
31-32	A statue of a horse and rider stand atop the sarcophagus.
33-34	The Aklo carvings on the sarcophagus list a series of trite, hackneyed riddles.
35-36	Carvings on the sarcophagus depict bloody battles between elves and goblins. The goblins are winning.
37-38	The sarcophagus is jammed unceremoniously at an angle into a burial niche.
39-40	Several gutted candles have dribbled over the lid.
41-42	The lid is ajar and the sarcophagus is empty.
43-44	Coloured mosaics on the floor create concentric circles around the sarcophagus.
45-46	The sarcophagus is bound with iron bands. The lid has cracked in places. The DC to open the sarcophagus is increased by 5.
47-48	The sarcophagus is constructed of opaque <i>walls of force</i> .
49-50	The sarcophagus is covered with carvings of coiled snakes.
51-52	The false lid on this sarcophagus can be discovered with a DC 30 Perception check. It reveals a 10-foot x 10-foot extradimensional space containing the corpse's treasure.
53-54	The runes on this sarcophagus are read aloud by a <i>magic mouth</i> when a living creature approaches within 60 feet.
55-56	The runes on this sarcophagus, detailing the dead creature's exploits, are read telepathically to living creatures within 60 feet.
57-58	The interred creature's pristine weapons and armour are laid atop the sarcophagus.
59-60	The sarcophagus is covered with a red silk cloth worth 50 gp.
61-62	The casket levitates 30 feet above the floor.
63-64	The sarcophagus is empty – the detailed statue of the corpse on the lid is the actual cadaver courtesy of a <i>flesh to stone</i> spell (CL 11).
65-66	Drops of fresh blood lead to the coffin.
67-68	A 5-foot wide moat of holy water surrounds the sarcophagus. The holy water reverts to normal water if removed from the moat.
69-70	The coffin is encased in a thick layer of webs.
71-72	A well-worn pair of soft leather boots sits neatly next to the sarcophagus.
73-74	A dead tomb robber sits at the base of the casket.
75-76	Holy symbols of a hundred current and forgotten gods cover every surface of the sarcophagus.
77-78	The sarcophagus is surrounded by 12 gold-framed mirrors, each facing inwards.
79-80	An honour guard of inanimate statues flank the approach to the coffin.
81-82	The sound of footsteps, created by <i>ghost sound</i> (Will DC 11 reveals), walk continuously around the room.
83-84	The sarcophagus is decorated with carvings of angels, archons, azata, daemons, demons or devils as appropriate.
85-86	Jars containing the interred individual's internal organs line a nearby shelf.
87-88	The statues decorating the sarcophagus are animated by crude clockwork every hour.
89-90	The sarcophagus is filled with brackish water.
91-92	The sarcophagus is lined with a layer of grave dust.
93-94	The coffin is filled with the toys and clothing of a child.
95-96	The sarcophagus appears as an everburning funeral pyre lit with a <i>continual flame</i> .
97-98	The casket is in the shape of a sailing ship.
99-100	The coffin is illuminated with <i>dancing lights</i> .

TABLE B: DRESSING & FEATURES

Use this table to generate interesting features for your sarcophagi. Some features listed below may be inappropriate based on your dungeon's setup – ignore or modify such entries as appropriate.

D%	
01-02	The sarcophagus is a Large animated object with the grab and stone abilities, which attempts to eat anyone opening the lid.
03-04	1d3 lillend azatas have been summoned here as perpetual mourners over the coffin. The lillends play funerary dirges and weep continuously. Treat this effect as <i>summon monster VII</i> (CL 13).
05-06	This line of lidless stone coffins appears to contain perfectly preserved cadavers. These creatures are, in fact, preserved survivors of an ancient civilisation saved by a <i>temporal status</i> spell (CL 20).
07-08	As 05-06 above, but degenerate moorlock descendants of the ancient civilisation have worked out the command word to unlock the <i>temporal status</i> effect, and have been using the ancients as convenient, fresh snacks.
09-10	This sarcophagus is the phylactery of a newly risen-lich. It radiates a strong necromantic (DC 21 Knowledge [arcana] reveals) and evil aura if subjected to <i>detect magic</i> or <i>detect evil</i> .
11-12	As 09-10 above, except the phylactery does not belong to the resident lich, but has been stolen from a rival and used as a diversion in the creature's lair.
13-14	This cairn is constructed from a nest of swords, spears and other weapons. Creatures clearing the cairn must make a DC 15 Reflex save each round or suffer 1d8 points of damage from the blades.
15-16	This diamond-encrusted sarcophagus casts <i>true resurrection</i> on the body within when a certain prophesy is completed. The sarcophagus radiates strong conjuration magic (DC 24 Knowledge [arcana] reveals). This effect works once before the sarcophagus' magic is consumed. The diamonds crumble to dust if removed from the sarcophagus.
17-18	This onyx-encrusted sarcophagus casts <i>create greater undead</i> on the body within to create a devourer when a certain prophesy is completed. This effect works once before the sarcophagus' magic is consumed. The onyx crumbles to dust if removed from the sarcophagus.
19-20	This sarcophagus is submerged 30 feet beneath a pool of surging water. A DC 25 Swim check allows a creature to swim in the pool. The water pressure adds 5 to the DC to open the sarcophagus' lid.
21-22	The cairn stones of this grave are a score of Small earth elementals. The elementals attack any creatures which disturb the cairn, but otherwise remain inert. A DC 15 Knowledge (planes) check identifies the stones as earth elementals while they slumber.
23-24	This sarcophagus is a living, awakened tree, whose roots weave around the body. The tree, a naturally surly creature, can grow a single nut each year that can be placed in a creature's mouth as a full round action to gain the effect of a <i>breath of life</i> spell (CL 9).
25-26	This sarcophagus is nestled in the bare, skeletal rib-cage of a truly enormous creature such as a dragon or purple worm.
27-28	This coffin rests nestled in the palms of a giant statue. It is 8 ft. off the ground, but the statue can be scaled with a DC 10 Climb check.
29-30	A cascade of holy water that recycles itself through a clever network of pipes continuously bathes this sarcophagus. The holy water reverts to normal water if moved more than 60 feet from the sarcophagus.
31-32	Opening this sarcophagus reveals a narrow spiral staircase of bones which lead to the next dungeon level.
33-34	On top of this sarcophagus is the dead creature's animated, still-screaming head, which was severed from the body by the previous group of tomb robbers.
35-36	This half-completed sarcophagus is surrounded by fourteen skeletons, presumably of the workers constructing the tomb.
37-38	Any creature with 15 or less hit dice placed in this gem-encrusted sarcophagus is subjected to a <i>trap the soul</i> effect (CL 15). The gems embedded in the sarcophagus are worth 15,000 gp, and can be recovered with 2 hours work and a DC 20 Disable Device or Profession (jeweller) check to avoid damaging the stones. Damaged stones are worth one-tenth the value.
39-40	Any corpse or grave goods entombed in this darkwood casket, sized for a gnome, are concealed with an <i>invisibility</i> spell (CL 9).
41-42	This sarcophagus is sized for a Small creature, and is covered with crown and sceptre motifs
43-44	This sarcophagus is sized for a Large creature, and is covered with a layer of iridescent rime.
45-46	This tetrahedral casket is manufactured at odd angles, with no two sides parallel or perpendicular to one another.
47-48	This vast, tall sarcophagus is crafted with twelve hexagonal compartments aligned vertically, reminiscent of a honeycomb. Each compartment holds a standing cadaver in full battle regalia.

49-50	This sarcophagus resembles a pulsing muscular organ. The casket is covered with a layer of viscous, acidic slime which deals 1d4 acid damage per round to any exposed flesh. The sarcophagus can be cut open by dealing 60 points of damage with a slashing weapon. Damage to the sarcophagus causes acid to spurt over creatures within 10 feet, inflicting 2d4 acid damage. The sarcophagus heals at the rate of 1 hit point per round.	69-70	This sarcophagus is a burial niche carved into the floor and covered with a sheet of magically hardened glass.
51-52	This alien-looking sarcophagus is surrounded by a ring of six perfectly-preserved humanoid corpses. The corpses each have a fist-sized hole in the back of their heads and their cranial cavities are empty. Inside the sarcophagus are the remains of an intellect devourer. The humanoids corpses were its favourite host bodies in life.	71-72	This cenotaph glorifies a bloody battle between an army of hobgoblin samurai and a gigantic rampaging linnorm. Three hobgoblin heroes are mortally wounding the great beast.
53-54	Six <i>telekinetic spheres</i> , each filled with the remains of a single family, float serenely about this chamber, illuminated with <i>continual flame</i> spells.	73-74	Some huge creature has torn apart his stone sarcophagus, leaving its remains strewn around the chamber. There is no sign of the body or grave goods.
55-56	One at a time, the nails holding this makeshift coffin start working their way loose while the PCs watch. Once free, they fall to the floor with an audible “plink.”	75-76	This ossuary, hiding a 30 foot x 30 foot extradimensional space, contains over four thousand complete human skeletons. Each of the individuals was killed by an identical bludgeoning wound to the skull.
57-58	This vile cenotaph is forged from the imprisoned wailing souls of those vanquished by the creature glorified by the monument. The souls can be freed by destroying the monument, or with a targeted <i>dispel magic</i> spell to defeat a 17th-level caster.	77-78	A verdant layer of grass and flowers grows over this casket, magically germinating, growing, blossoming and dying in 3-minute cycles. Each cycle displays a different species of flower.
59-60	This sarcophagus is constructed of a cubic mesh of spider webs. The webs have no hardness, 40 hit points and burn away in 1 minute if exposed to fire. A fire incinerates the cadaver and any grave goods held within.	79-80	The perfectly preserved corpse in this sarcophagus is actually a duplicate body ready for activation by a <i>clone</i> spell. A character can determine the use of the body with a DC 23 Spellcraft check.
61-62	A pair of identical tombs lies here. Both of the tombs are trapped. A third, <i>invisible</i> tomb stands in a forgotten corner of the chamber, holding the buried creature’s remains.	81-82	Any creature who touches this tomb takes on the appearance of the person who is interred within for 10 minutes. This effect functions as <i>disguise self</i> and provides a +10 bonus to Disguise checks.
63-64	This sarcophagus is covered with elaborate gears and wheels. The lid can be opened with a DC 20 Disable Device check.	83-84	This simple pine coffin contains a 1-foot deep layer of soil, and is owned by a vampire.
65-66	This knight’s corpse is buried within the exposed ribcage of a dead red dragon. Both the knight and the dragon are preserved with a permanent <i>gentle repose</i> , and the wounds on both appear fresh; the pool of dragon blood in which the knight’s body bathes is not yet coagulated.	85-86	Thirty empty, recently completed coffins line the walls. A sheaf of paper sitting on top of one of the coffins contains a detailed delivery manifest.
67-68	This goblin cairn is built from dog and horse bones. The body – a giant goblin – entombed inside has several bites taken from it with goblin teeth.	87-88	This marble sarcophagus is shot with red veins. If the marble is damaged, the stone bleeds blood.
		89-90	A single 1-inch high jade statuette of a jaguar sits atop this otherwise plain stone coffer.
		91-92	This corpse is entirely encased in a rough lump of amber.
		93-94	This tomb is filled with shiny blue gewgaws and baubles, and may belong to a tengu.
		95-96	This seven-foot high sarcophagus is filled with thirty standing warriors, each preserved under a thick layer of wax.
		97-98	Opening the lid to this sarcophagus reveals a yawning, cold starlit infinity dropping away forever. The sarcophagus acts as a <i>gate</i> to an distant, empty void between the stars .
		99-100	This casket is filled with ninety-four severed humanoid feet, each apparently from the same creature’s left leg.

TABLE C: TRAPS & TRICKS

LITANY OF FOOLS

The walls of the passageway which lead to this tomb are inscribed with lists of names and dates in many different scripts. Above the graven names, great celestial runes flare to life, spelling out “A Litany of Fools.” The list is of the dozens of tomb robbers slain by the trapped sarcophagus ahead, a fair warning to leave the dead alone. As the PCs travel down the corridor, a faint scratching sound can be heard with a DC 15 Perception check. The sound comes from the rock being engraved with the PCs’ names in their native language.

LITANY OF FOOLS CR 10 (XP 9,600)

A simple rectangular sarcophagus sits on a raised plinth in this small chamber. Statues of angels ring the room, some raising their eyes to the heavens, the others watching the room with hard-eyed stares.

Perception DC 28; **Type** Magic

Disarm DC 28 Disable Device (2d4 rounds); activates on DC 23 or less

Trigger Touch; **Reset** Automatic (1 minute)

Effect Anything which touches the sarcophagus causes a 10 ft. x 10 ft. x 10 ft. cube of stonework to fall from the ceiling directly over the sarcophagus (multiple creatures, all in a 10 ft. x 10 ft. area; 12d6 damage; DC 25 Reflex halves).

Effect Touching the sarcophagus causes the body and the grave goods to be *teleported* to a raised niche adjacent to the starting point of the falling block.

Effect One minute after the stone block falls, it is transformed by a *fabricate* effect (CL 11) into a replica of the now-shattered sarcophagus.

Effect One minute after the stone block falls, the void in the ceiling is filled with a replacement stone block created by a *major creation* (CL 11) effect.

Effect One minute after the stone block falls, the body and the grave goods are *teleported* back inside the newly created sarcophagus.

TEARS OF THE DEAD

This sarcophagus sits atop a 200-foot high rectangular marble column. A spiralling stairway rings the column, winding around six times before it reaches the summit. The top of the column is magically supported by a permanent *levitate* spell, and the false column is filled with pressurised water, which pushes intruders off the stairway to plummet to their deaths.

TEARS OF THE DEAD CR 9 (XP 6,400)

A golden casket lies atop this shimmering tower of white marble. Stairs of matching stonework wind around the column, gradually rising to the summit.

Perception DC 25; **Type** Mechanical

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less

Trigger Location (footplate 160 feet up the tower); **Reset** Automatic (10 minutes)

Effect Triggering the footplate causes the false walls of the column to whirl downwards, releasing a flood of pressurised water hidden inside. The water pushes creatures off the 5-foot wide stairway (multiple creatures, all standing on the stairway; bull rush CMB +16; 16d6 falling damage). The walls rise again after 1 minute, but it takes 10 minutes for lethal water pressure to build up again within the column.

Variation (CR 10) The water is boiling hot and inflicts 2d6 fire damage (DC 18 Reflex halves) to creatures on the stairway.

Variation (CR 11) Replace the water with incandescent magma which inflicts 10d6 fire damage (DC 22 Reflex halves) to creatures on the stairway.

THE SLEEP OF THE DEAD

This sarcophagus places a dread curse on any looters who disturbs the dead’s rest. The curse manifests by temporarily killing the tomb robber while he sleeps.

SLEEP OF THE DEAD CR 10 (XP 9,600)

This ancient sarcophagus is constructed of black granite. The casket is decorated with elaborate spirals and sinuous curves.

Perception DC 34; **Type** Magic

Disarm DC 34 Disable Device (2d4 rounds); activates on DC 29 or less

Trigger Touch; **Reset** Automatic (1 round)

Effect Creatures opening the sarcophagus are cursed with Dead Sleep (curse; DC 23 Will; 1/day; effect 1 Con; 2 consecutive saves).

Dead Sleep Creatures afflicted with Dead Sleep temporarily die when they fall asleep. To all appearances the creature is dead, and does not breathe, have a heartbeat or any other bodily functions while sleeping. Unless precautions are taken, carrion insects may swarm the character and attempt to lay eggs in its necrotic flesh.

A cursed creature does not recover hit points or ability damage from natural rest and can never be awakened (automatically fails Perception checks while asleep) even if subjected to damage. A creature can only benefit from healing spells if they would also affect a corpse, such as *breath of life* or *resurrection*.

The creature still requires rest to function, and becomes exhausted if no sleep is taken within a 24 hour period. At the end of eight hours, the creature awakens alive again.

GLISTENING QUARTZ (CR 3)

This sarcophagus is actually a petrified gelatinous cube, which had swallowed the occupant alive. The stone of the gelatinous cube’s petrified body retains its paralysis ability (DC 20 Fortitude resists; paralysed 3d6 rounds).

TABLE D: HAUNTS

THE SPIRIT OF YOUTH

CR 1 (XP 400)

Six small sarcophagi rest in this room, each covered with mournful dwarven runes.

NG haunt (20 ft. by 20 ft. tomb)

Caster Level 1st

Notice DC 15 Perception (to hear children's laughter)

hp 2; Trigger Proximity; **Reset** 1 day

Effect When this haunt is triggered, the creature closest to the sarcophagi sees six stout dwarflings scurry between his legs, giggling uncontrollably. The last one in the line bumps softly against his leg before landing softly on her rear end, pigtailed flying. She grins, showing her missing front teeth, and continues on after the others. The phantasm of dwarflings fades from view, but the smile on the target's face remains for some time. The creature is targeted with a *calm emotions* spell (DC 13 Will resists). If the target makes this saving throw, he receives a +4 morale bonus against fear effects for 24 hours.

Destruction A well-constructed toy must be placed on each of the children's sarcophagi.

A LIFE OF LOVE

CR 3 (XP 400)

Two sarcophagi of matching design, featuring male and female statues, lie together here.

LG haunt (20 ft. by 20 ft. tomb)

Caster Level 3rd

Notice DC 15 Perception (to hear the voice of romantic interest to the character)

hp 6; Trigger Proximity; **Reset** 1 day

Effect When this haunt is triggered, the creature closest to the sarcophagi sees the room fill with portraits, flowers and other keepsakes of love. The portraits blur into images of the target and one creature of romantic interest to the target. Dozens of memories, filled with kindness and love, race through the target's mind, remnants of all of the good times shared.

As the memories build momentum, they become increasingly infused with a sense of contentment and joy, and the target becomes increasingly aware that these are memories that never were. Memories that that would have been, built together over the glorious years as husband and wife.

The last memory is of the target sitting at her love's deathbed, placing a last kiss on his wrinkled brow as he passes.

The target feels weakened, as if the age from the last vision had caught up with her. Unless the target make a DC 16 Will saving throw, this inflicts 2 Strength, Dexterity and Constitution damage. A creature who makes this saving throw gains a +1 bonus to Intelligence, Wisdom and Charisma for 24 hours.

Destruction Two creatures in a romantic relationship must kiss at the site.

REFLECTED HORROR

CR 9 (XP 6,400)

This silvered sarcophagus reflects light around the room, casting strange shadows across every surface.

CE haunt (20 ft. by 20 ft. tomb); persistent

Caster Level 10th

Notice DC 28 Perception (to notice the menacing look of the character's reflection)

hp 45 Trigger Proximity; **Reset** 1 hour

Weakness Sonic damage

Effect When this haunt is triggered, the creature closest to the sarcophagus sees a corrupted vision of himself in the silvery reflection. In a split-second, the character's consciousness is transferred to the mirror, looking out at his body, now controlled by a malevolent version of himself. Treat the character as if affected by a *helm of alignment change*. A DC 17 Will saving throw avoids this effect.

Destruction The body of a creature with the natural ability to change shape (such as a doppelganger) must be placed within the sarcophagus.

DARK REJUVENATION

CR 19 (XP 204,800)

This thick granite sarcophagus is bound with adamantine chains set with byzantine locks. A suit of dreadful spined armour sits astride the tomb, bound tightly by the chains.

CE haunt (20 ft. by 20 ft. tomb); persistent

Caster Level 19th

Notice DC 34 Perception (to notice the feel of chains sliding over flesh)

hp 85 Trigger Touch (donning the armour); **Reset** 1 hour

Effect The armour is potent, being the death-raiment of a slaughtered demi-god, and is +4 moderate fortification adamantine full-plate armour. When this haunt is triggered, the creature wearing the armour hears whispers. Read:

You feel a rumbling, twisting agony inside you. It burns like the dark fires of the Hells. The armour begins laughing hysterically, in the voice of some long-dead being. Your eyes are filled with a brilliant green haze as you feel a dead presence attempting to burst from you and claw itself back to life.

The target is immediately targeted by *finger of death* (DC 23 Fortitude, CL 19). If the target survives this attack, it is subject to a heightened *trap the soul* (DC 22 Will, CL 19) effect. The keening of the demi-god's spirit acts as *wail of the banshee* (DC 23 Fortitude, CL 19th) against all creatures within 30 feet.

The armour is cursed to bond inexorably with the wearer's bones. Any attempt to remove the armour results in the wearer's death (DC 24 Fortitude resists), and the armour remaining attached). The caster level to remove the curse is 19. The armour does not allow the wearer to sleep, causing fatigue after 24 hours and exhaustion after 48 hours. *Restoration* delays this effect by 24 hours.

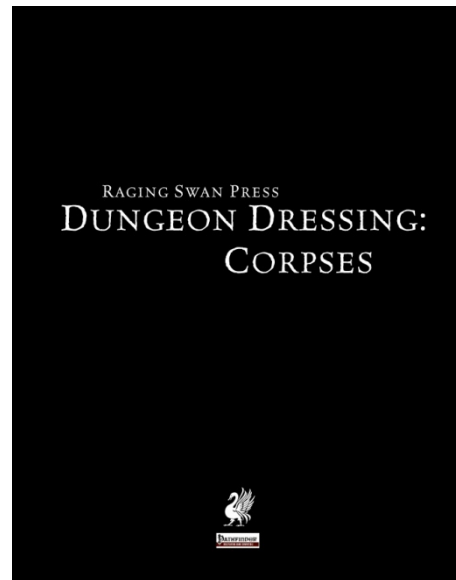
Destruction The demi-god's sire, the deity of suffering, must be forever and inexorably slain on his home plane.

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