

PLAYED GIANT

HAZARD 12


COMPLEX

HAUNT

Stealth +22 (expert)

Description See Haunt description

Disable DC 37 Religion or Occultism (master) to prevent the giant from leaving the painting, DC 38 Diplomacy or Deception (master, three times) to promise the giant vengeance.

Gruesome sight  **Trigger** Any creature not peacefully accompanied by Conna the Wise enters the room; **Effect** After 1d4 rounds, the paintings on the wall animate, showing a gruesome sight. The targets have to make a DC34 Will save, after which the Flayed Giant rolls initiative.

Critical Success The target is unaffected.

Success The target is paralyzed for 1 round.

Failure The target is paralyzed for 2 rounds.

Critical Failure The target is paralyzed for 4 rounds and enfeebled 1 for 8 hours.

Routine (1 action) A flayed Stone Giant crushes all creatures (except Conna) within 20 feet of the altar, dealing 3d10+14 bludgeoning damage (DC 32 basic Fortitude save).

Reset 1 day while Mokmurian lives

Restless This haunt can not be permanently deactivated until Mokmurian is slain, at which points it is immediately deactivated.