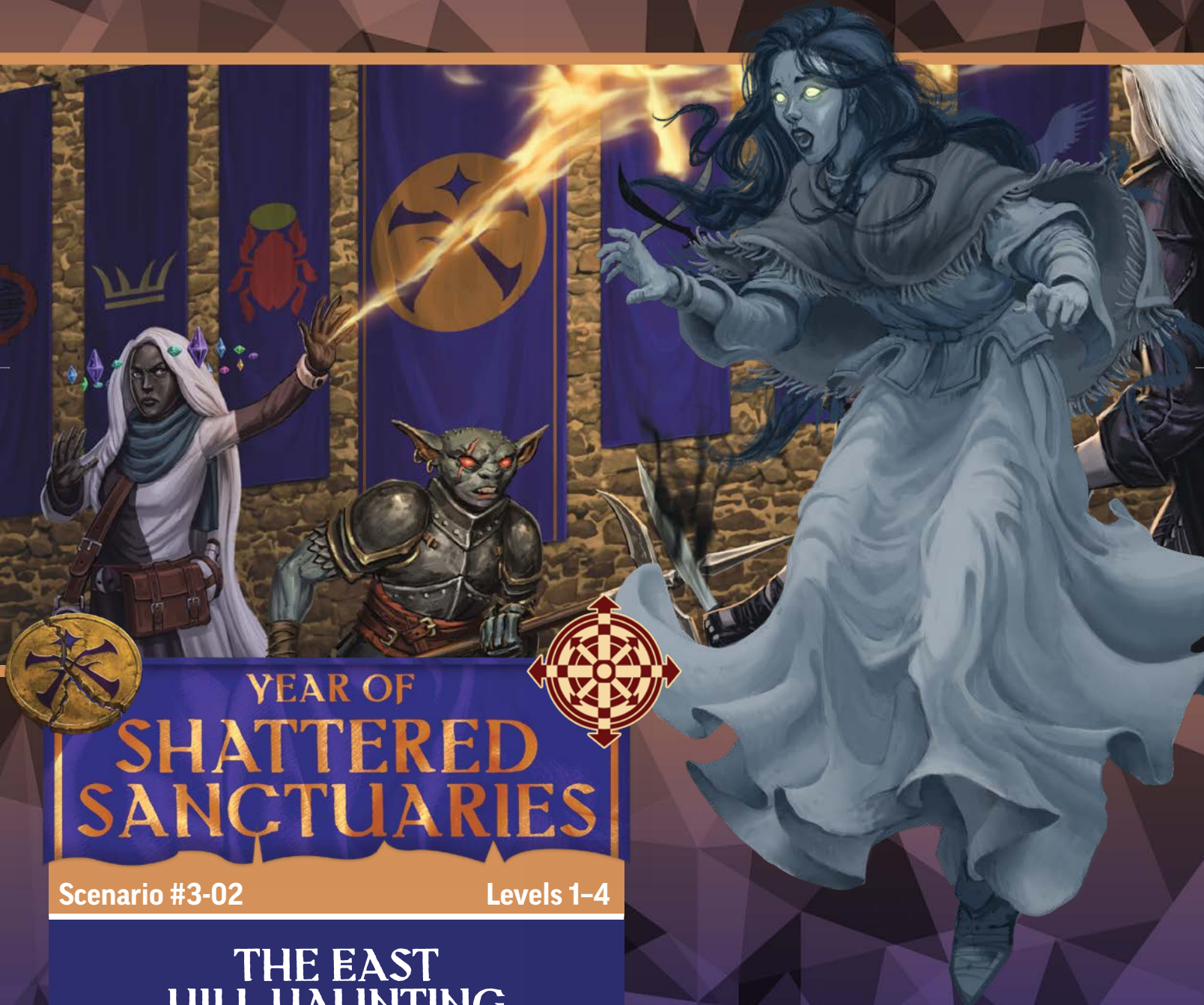


# PATHFINDER SOCIETY



## YEAR OF SHATTERED SANCTUARIES

Scenario #3-02

Levels 1-4

### THE EAST HILL HAUNTING

By Nicole Heits



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## HOW TO PLAY



**PLAY TIME: 4-5 HOURS**



**LEVELS: 1-4**



**PLAYERS: 3-6**



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# THE EAST HILL HAUNTING

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## GM RESOURCES

**Campaign Home Page:** [pathfindersociety.club](http://pathfindersociety.club)

**Books:** *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, and *Pathfinder Lost Omens World Guide*

**Maps:** *Pathfinder Flip-Mat: Ambush Sites Multi-Pack* and *Pathfinder Flip-Mat: Haunted House*

**Online Resource:** Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd)

## SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <http://www.organizedplayfoundation.org/paizo/guides/>.



**METAPLOT (SHATTERED SANCTUARIES)**

## SUMMARY

Venture-Captain Brackett calls for Pathfinders to help with day-to-day business at his lodge in Almas while he deals with ongoing legal issues. In the middle of the night, the PCs wake to the sound of a crowd and learn about the strange occurrences that started a few weeks ago. Suddenly, the ghost of a woman appears, reaching toward the lodge and utters a single word, "Pathfinders."

Following the ghost's appearance, Venture-Captain Brackett tasks the PCs with getting to the bottom of the haunting. While canvassing the district, the Pathfinders learn about the ghost's gruesome fate and eventually find enough clues to point them to a mysterious manor home. After facing hazards and hired muscle and confronting the contact, the heroes uncover the ghost's resting place and have the chance to put the spirit to rest and end the East Hill hauntings.



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## ADVENTURE BACKGROUND

Pathfinder lodges fulfill numerous roles, though they're most notable for being launching points for the Pathfinder Society's many missions across the Inner Sea region and beyond. Communication chains between these lodges allow the Society to operate and extend its influence outward from its central hub in Absalom. Hidden forces conspiring against the Society have set up tragic events to befall five of the Society's lodges: one each in the nations of Andoran, Chelax, Osirion, Qadira, and Taldor.

The Pathfinder lodge in Andoran's capital city, Almas, has a storied history. Once a Cathedral of Aroden that fell into disuse after the church purchased a larger plot of land, the building eventually found its way into the possession of Venture-Captain Brackett. The Cathedral of Aroden, as it remains named to this day despite the transfer and Aroden's death, includes numerous guest rooms, meeting rooms, a laboratory, an underground storage area for relics, and an extensive library staffed by homunculi. The lodge has been the hub of Pathfinder activities in Almas for well over a decade, even being the site of a notable hostage situation in 4711 AR.

In recent months, the Church of Iomedae sent a legal suit against Venture-Captain Brackett's claim to the Cathedral of Aroden. A representative from the Church of Iomedae believes that the previous acquisition was made under duress, and that Brackett's purchase should be legally nullified and the edifice turned over to the church of Iomedae as the inheritor of Aroden. The claim remains a scandalous matter in the capital, and both sides are busy preparing their cases for eventual arbitration as decided on by the People's Council of Andoran. Currently, support heavily favors Venture-Captain Brackett's claim.

The group originally responsible for coaxing the church of Iomedae into launching their legal claim, hoping to destabilize the Pathfinder's position, has enacted another scheme. They learned of a young woman named Eloise Lynnhart from the East Hill district of Almas who was interested in joining the Pathfinder Society. They preyed on Eloise's interest and, posing as associates of the Society, promised her a test mission if she'd meet with "Pathfinder Agents" at the Cathedral of Aroden. While

## WHERE ON GOLARION?

This adventure takes place in the city of Almas, the capital of the Inner Sea nation of Andoran. More information on Andoran appears on page 122 of the *Pathfinder Lost Omens World Guide*.



Eloise travelled to the Cathedral, the group arranged for a Chelaxian insurgent named Revinus to ambush and murder Eloise. Within sight of the Cathedral, Revinus dragged Eloise into an alley, and as she stretched her arm out towards the Cathedral, Eloise's last words were a gasping "Pathfinders..."

Though Eloise never saw him, Revinus came to Almas from the opposing nation of Chelax. While working for a noble in the leading House of Thrune, Revinus had received an anonymous written warning: the Andoran government was funneling important political documents through the Pathfinder Society, and the courier would soon be on her way back to the Cathedral of Aroden. After Revinus killed Eloise, who he thought to be the courier, he quickly realized that Eloise was not an agent of the Pathfinder Society or a courier of government documents. Revinus believes that he has made a terrible mistake, and returned to his rented manor home to await orders.

Just over a week has passed since this tragic event. Revinus remains within the city, trying to contact his patron, a minor Chelaxian noble named Aydrian Thrune, for extraction. Meanwhile, Eloise's corpse continues to rot in a repurposed garden on the upper balcony

# THE EAST HILL HAUNTING

of the manor home, where Revinus hastily buried her. The now-dead woman's partner, Lysandria, continues a desperate search for Eloise, even as the ghost has returned to haunt the East Hill District.

## GETTING STARTED

The adventure begins with the PCs having already arrived in the city of Almas. They're spending the night in one of the guest rooms at the city's Pathfinder lodge, the Cathedral of Aroden. A tense legal battle is brewing between the Pathfinder Society and the church of Iomedae over rightful ownership of the cathedral. Venture-Captain Brackett (LN male human swordmaster) has summoned the PCs from the Grand Lodge in Absalom to assist with daily chores and any miscellaneous jobs that require attention while he prepares for the lawsuit.

Read or paraphrase the following to start the adventure.

Shouts spill through the open windows of the cathedral. Several disparate voices can be heard, punctuated by what sound like incoherent outbursts and the rabble-rousing of a forming mob.

The voice of the lodge's head librarian echoes through the cathedral's interior, calling, "Pathfinders! Get to the front entrance. I think Brackett might need some help out there!"

The announcement comes from **Wystorn Telfyr** (N male human construct crafter), head librarian at the lodge, and should be enough to spur the PCs to wake and go see what the commotion is all about. If the PCs fail to act, Wystorn enters the guest chamber and begins striking the back of a pan to further motivate the PCs.

As the PCs make their way toward the lodge's entrance, they catch sight of Venture-Captain Brackett in his nightgown, having a heated discussion in the doorway with a growing crowd of citizens from the East Hill district. The townsfolk speak over each other, each detailing bits and pieces of eyewitness accounts of an incorporeal figure spotted a few blocks from the Pathfinder lodge, as well as other strange happenings.

**Quell the Mob:** Each PC can get involved in the discussion to either help calm the locals or parse the information they're trying to convey by attempting up to two DC 15 skill checks (DC 18 for Levels 3–4). A PC can use any skill for these checks, as long as they can reasonably describe how it applies in this situation. A PC might use Religion to recognize these incidents as

spiritually related, Diplomacy to Make an Impression with the crowd, or Intimidation to keep the citizens from speaking over each other. PCs who use particularly creative solutions should gain a +1 circumstance bonus to the check.

Use the following results for each check a PC makes to track their success and number of earned Calming Points.

**Critical Success** The PCs earn 2 Calming Points.

**Success** The PCs earn 1 Calming Point.

**Critical Failure** The PCs lose 1 Calming Point.

As long as the PCs earn a number of Calming Points equal to or greater than the number of PCs, the mob begins to calm down. Otherwise, Venture-Captain Brackett moves forward to threaten larger consequences—but before the mob fully disperses or Brackett makes his threat, something interrupts the gathering. Read or paraphrase the following.

A harsh wind stirs, sudden and cold. As if in response, the cathedral's bells begin to toll. Just behind the crowd, smoke rises and coalesces into the form of a young human woman, one arm outstretched toward the cathedral's entrance. Her single, gasped word cuts through the din of

bell and wind alike: "Pathfinders!"

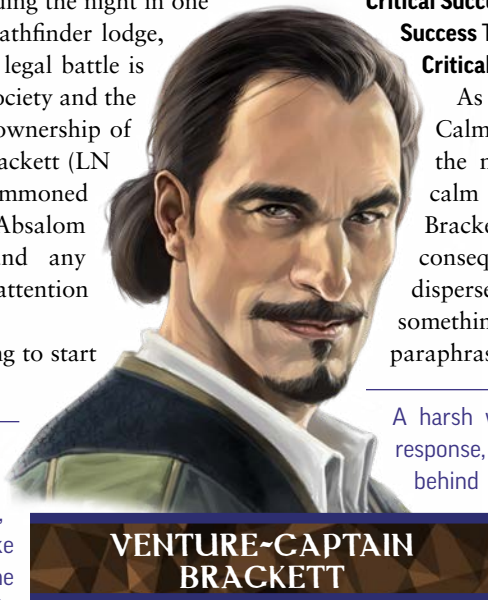
The spectral woman fades as quickly as she appeared. As the figure vanishes, the chill in the area dissipates, and the bells and the crowd fall into a hushed silence.

After the ghost's appearance, Brackett insists upon the townspeople returning to their homes for the night. If the PCs calmed the crowd, they disperse and move along on their own; otherwise, Brackett cajoles them into leaving with a few harsh words. Following this, the venture-captain asks the PCs to follow him back into the lodge for an impromptu debriefing on the situation.

**Development:** If the PCs managed to calm the crowd, they gain a +1 circumstance bonus to any skill checks made to influence or interact with citizens in the East Hill district for the remainder of the adventure.

## BRACKETT'S BRIEFING

Brackett ushers the PCs inside one of the cathedral's interior meeting rooms as he goes to make the group some hot tea. After a few minutes he returns and offers some tea to the PCs. He reviews the accounts of concerned citizens and asks for assistance in investigating the haunting, as he's busy with other matters. Read or paraphrase the following.



VENTURE-CAPTAIN  
BRACKETT

# THE EAST HILL HAUNTING

Returning from the kitchen, Venture-Captain Brackett has a slightly disheveled look on his face. As he finishes passing out tea, he takes a seat at the head of the wooden table and takes a quiet moment. He speaks in a hushed voice. "Pathfinders, I don't recognize that ghostly figure who appeared, and it's obvious that the locals are skeptical about our involvement. To be honest, I might be too if I were in their position. I lay no blame upon the people for their worry. Unfortunately, with the current legal case in place with the church of Iomedae, we can't afford any blows to our reputation with the people of Almas."

Brackett brings a hand to his head for a moment before continuing, "In normal circumstances, I would investigate these occurrences myself. However, I can't spare the time. I ask that you forgo any tasks you had for tomorrow and focus your efforts on finding out who that ghostly figure was, where she came from, and why she seems tied to this lodge."



ELOISE

"I wouldn't be surprised to see the townsfolk continue to take issue with us. If this happens again, I insist that you do what you can to resolve the situation peacefully."

The PCs can ask Brackett any questions they have before they finish their rest and preparations. The following are some possible inquiries and Brackett's responses:

**Can you tell us more about the legal case?** "A representative from the church of Iomedae has suggested that my purchase of the Cathedral was completed under false pretenses. I assure you that is not the case, but they say that the sale should be legally nullified and transferred over to them, just as Iomedae inherited many of Aroden's followers. I don't want you to dwell on the case. Instead, focus your efforts on the haunting."

**How long have these hauntings been going on?** "Tonight was the first time that I witnessed it, and I hadn't even heard of these rumors before this evening, though I have been busy. Judging by what the crowd told me, it sounds like a week, at most."

**How can we get rid of the ghost?** "That's a complicated question. The answer depends on who the ghost was—if we're going to help it pass on, we need to know more about who they were before they died, as well as the circumstances of their death. If you come across any new information, Wystorn, our lodge librarian, can serve assist you."

**How can we find out more about this haunting?** "Investigating the area where we saw the ghost wouldn't be a bad start. See if you can find any clues as to its identity. While the locals are upset about the situation, speaking with them should provide more information. If anything, talking to the citizens is an important step in reestablishing their faith in us."

## SOCIETY OR PATHFINDER SOCIETY LORE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Society or Pathfinder Society Lore check to Recall Knowledge knows more about the lodge in Almas. A failure grants no knowledge, and a critical success grants the additional information in the critical success entry. Remember that these checks should be rolled secretly.

**Critical Success** There haven't been any sightings of the ghost by staff stationed at the lodge. However, a citizen did visit several days ago and asked about her missing partner who was applying to become a Pathfinder. Wystorn Telfyr met the woman, and he confirmed the Society had no knowledge of the woman's partner visiting the lodge. Sadly, Wystorn didn't get her name before she left in a rush.

**Success** The Cathedral of Aroden is located in the section of Almas known as the Avenue of the Gods. After it came



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under the ownership of Venture-Captain Brackett, the Society renovated it. The lodge now has numerous guest rooms, meeting rooms, laboratories, and a library staffed by homunculi.

**Critical Failure** The Cathedral of Aroden was given to the Pathfinder Society at the direct order of Aroden, the god of humanity, before he died.

## RELIGION OR LORE (RECALL KNOWLEDGE)

A PC who succeeds a DC 19 Religion or relevant Lore check (such as Spirit Lore) to Recall Knowledge knows more about more common ghosts on Golarion. A failure grants no knowledge, and a critical success grants the additional information in the critical success entry. Remember that these checks should be rolled secretly.

**Critical Success** As success, but the PC also knows that ghosts tend to haunt areas of significance to them, often trying to right any wrongdoings against them in their previous life. For the remainder of the adventure, PCs gain a +1 circumstance bonus to checks made to Recall Knowledge about ghosts or to figure out a means of putting spirits to rest.

**Success** When a mortal dies through particularly violent means, or without closure of personal business, they may linger on in the world as an incorporeal undead known as a ghost. These undead maintain strong ties to the Material Plane and can't depart until their unfinished business is somehow concluded.

**Critical Failure** Incorporeal undead known as wraiths often lash out against organizations that have wronged them. These undead are known for inciting panic in citizens and using them against the targets of their ire.

## HERO POINTS

Once the PCs have finished their preparations, remind the players that they each have 1 Hero Point available.

## EAST HILL INVESTIGATION

When the PCs exit the lodge, rain begins to move in from the Inner Sea, putting a damper on an already dreary day. Outside the lodge, the stone of the East Hill district is dark from rain, with earthly scents filling the area. Citizens roam the streets, visiting religious sites and making their way to their daily labors. The PCs have two immediate leads to follow up on in the district.

**Ghost Sighting:** The PCs all saw the ghost the prior night and, as Venture-Captain Brackett suggested, they can perform a more thorough investigation of the alley. Proceed to Ghost Sighting for more detail on what the PCs can find here.

**Canvassing Locals:** If the PCs choose to speak with the locals to learn more about the ghost, proceed to Canvassing East Hill for more details.

**Haunted Streets:** Once the PCs have the opportunity to canvass the locals and search the alley, they come across a residual haunt caused by the ghost's presence in the East Hill district. This haunt has the potential of further inciting fear among the locals, or unifying them with the Pathfinders against the threat. Proceed to area A once the PCs complete the Ghost Sighting and Canvassing East Hill encounters.

## GHOST SIGHTING

The alley where the ghostly figure appeared is empty when the PCs come to investigate. It connects to another street beyond the main avenue in front of the lodge, and the two buildings at either end are storehouses for miscellaneous farming equipment. A PC who succeeds at a DC 15 Diplomacy check to Gather Information (DC 18 for Levels 3–4) can learn about the buildings and briefly meet with the proprietor of both, who knows nothing about the haunting. Otherwise, the PCs can illegally enter the structures by breaking a window or opening the simple locks on the doors, though the interior only reveals some stored farming equipment and a thick layer of dust.

A PC who succeeds at a DC 15 Perception check to Search (DC 18 for Levels 3–4) the alley locates a brown leather satchel that has fallen into some nearby bushes. The satchel bears the initials "E.J.C." Beside the satchel rests a torn piece of crimson fabric and a shattered bolt from a hand crossbow that struck the ground. On a critical success, the PC also turns up a second, gruesome clue: though storms have drenched the area, some small patches of earth underneath the bushes still hold spots of dried blood.

## CANVASSING EAST HILL

Once the PCs decide to start checking in with the locals, they can spend time in East Hill gathering information about the hauntings. Though not everyone has directly experienced the strange events taking place in the district, almost everyone knows someone who has seen or heard something.

## DIPLOMACY (GATHER INFORMATION)

The PCs can ask questions about the recent haunting and get directed to citizens who have some insight on what is happening. A PC who succeeds at a DC 15 Diplomacy check to Gather Information (DC 18 for Levels 3–4) learns more information about the ghostly sightings that have happened near the lodge.

**Critical Success** As success, but the PC also learns of a woman named Lysandria, who has been asking if anyone has seen her partner, Eloise; she never came home after a meeting

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she was set to attend. People have spotted Lysandria in East Hill and adjacent districts.

**Success** Disappearances are rare in Almas. East Hill is particularly close-knit community, so most people know when someone goes missing. The most recent disappearance was a woman in her early 20s who went missing almost a week ago. Reports vary as to her name: "Alice, Eloise, Eleanor? Something like that" citizens exclaim.

**Critical Failure** The PCs hear rumors circulating East Hill that the ghost is that of a former Pathfinder who came to attend one of Venture-Captain Brackett's grandiose parties. She didn't make the party and now haunts East Hill, blaming the Pathfinders for her untimely demise.

## A. HAUNTED STREETS MODERATE

The PCs have a short time to discuss their findings after searching the site of the ghost's appearance and speaking with the citizens of East Hill. Before the PCs can decide on their next course of action, the spectral woman reappears, stirring the nearby townsfolk into confronting the PCs. Use the map on page 8 for this encounter.

With an abrupt flash, the darkness caused by the cloud cover is overcome with a blinding light, as lightning strikes the ground only a few feet away. A thunderous boom echoes throughout the streets, shaking the ground as the cathedral bells chime once again. Where the lightning struck now stands a spectral form of a woman, glowing with energy. Her eyes are still cold as she raises her arms again before repeating her single, gasping utterance: "Pathfinders!"

The ghost disappears after speaking. The wind picks up, swirling violently through the streets while picking up debris. Stones and wooden planks begin colliding with citizens in the street, violently jarring them from their shock at the appearance of a ghost. Amidst the maelstrom, one citizen regains their composure and points an accusatory finger, "This is the Pathfinders' fault! It's time you all leave East Hill!"

**Creatures:** A group of agitated citizens has formed in the area. Most of the citizens cower around the marked area, hiding from the haunted debris. However, a group of particularly angry citizens directly confront the PCs for their association with the Pathfinder Society. For Levels 3–4, the citizens are off-duty town guards who are exhausted and afraid after running double shifts in the wake of the haunting. The citizens attack using nonlethal attacks, trying to subdue the PCs and later interrogate them about their involvement with the hauntings.

The citizens attack as long as the haunt remains active, as the unnatural energy exacerbates their emotions. If the PCs manage to disable the haunt, or more than a minute passes, the crowd calms down and ceases their attacks.

**Hazard:** The appearance of the ghost triggers a debris storm haunt. This haunt covers a large area as marked on the map and is divided into four quadrants. If the PCs leave the storm unattended, it continues to attack them and the agitated crowd.

## LEVELS 1–2

### COMMONERS (2)

### CREATURE -1

Page 15

### DEBRIS STORM

### HAZARD 1

Page 15

## LEVELS 3–4

### GUARDS (2)

### CREATURE 1

Page 21

### RAGING DEBRIS STORM

### HAZARD 3

Page 21

**Infamy:** If the PCs kill any of the citizens (commoners or guards), they gain 1 Infamy as a result of their actions.

**Rewards:** If the PCs successfully disable the haunt, a grateful child approaches and presents them with a *crying angel pendant*. The child also provides the PCs with their well wishes in getting to the bottom of the strange occurrences.

**Development:** If the PCs learn about the woman searching for her missing partner, then some of the survivors here point them in the direction of the southern end of East Hill and provide the PCs with the woman's name: Lysandria. If the PCs didn't learn about the woman looking for her missing partner, then the woman actually approaches them after the incident with the haunt. The woman confirms her identity as Lysandria and offers to speak with the PCs at her home.

## MEETING LYSANDRIA

**Lysandria** (LG female half-elf commoner) is a tall half-elf with olive skin and two slightly heterochromatic eyes. She greets the PCs at her door, or brings them inside if she met them earlier. Her home is quaint, with just a common space, a kitchen, and a bedroom. Candles fill open spaces on tables and mantles. Lysandria takes a seat in the common room and offers the PCs the couch. Read or paraphrase the following.

"I've heard you've been looking around East Hill for the ghost. I haven't come across it, but I tried multiple times." Lysandria begins before taking a break to sob slightly. "Just over a week ago, my partner Eloise went missing. She was on her way the



# THE EAST HILL HAUNTING





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Cathedral of Aroden to have some sort of test. She'd been in contact, via letters, with a member of the Society about joining. It had been a life dream of hers to join the Pathfinders."

Lysandria smiles, then bites her lip. "I can't help but feel as if she'll never get her dream. I don't know what happened to her, but I fear it's something terrible. I asked the lodge's staff a few days ago if they'd heard from her, but they said they didn't even know her! She would never just disappear without telling me..."

She stands, grabbing a picture frame from the mantle and offering it to you. "I don't know if this is of any use, but this is Eloise. We had it commissioned when we moved in here together." The portrait's resemblance to the ghost is uncanny.

Following Lysandria's explanation, the PCs can likely confirm the ghost matches Eloise. The news devastates Lysandria, who takes several minutes to compose herself after learning of her lover's apparent death. After she recovers, Lysandria answers any questions the PCs may have in a monotonous tone. If the PCs don't confirm Eloise's fate, then Lysandria offers her answers freely and quickly, hoping the PCs can help find her lost love.

**When did you last see Eloise?** "Just over a week ago, she left the house one evening. She said it wouldn't take long—she was just headed to the Cathedral of Aroden to meet with a Pathfinder agent. When she didn't return the following day I got worried; after another day, I went to the lodge and was told by the librarian that no one knew who Eloise was, and that they'd contact me if they found the agent who had supposedly contacted her."

**What can you tell us about the Pathfinder she was supposed to meet?** "I'm afraid that I don't know much. They communicated only through writing. I still have the last correspondence, if you want to look at it. Eloise was so proud of it—she talked about having it framed if she became a Pathfinder."

**Is there anything else you can tell us?** "There was one thing... When I was canvassing close to the Cathedral of Aroden, I tried asking about Eloise at an old manor home. The owner gave me a very awkward response when I showed him Eloise's portrait. I think he knew something, but I can't be sure."

**Development:** If the PCs ask for the correspondences between Eloise and the Society, Lysandria provides them with the last document Eloise had, **Handout #1: Eloise's Correspondence**. The letter indicates that Eloise

and the alleged agent were to meet, but the PCs should immediately recognize that the agent in the letter is not one from the lodge. Similarly, Venture-Sergeant is a fictitious rank in the Society, and the PCs should have no recollection of an agent named Brimson.

If the PCs provide Lysandria with the satchel from the alleyway, then she confirms that it belonged to Eloise.

This causes Lysandria to break down in tears again, though she quickly recuperates and thanks the PCs for bringing her some evidence of what transpired. If the PCs mention the red fabric and the hand crossbow, then Lysandria confirms that the outfit of the figure she met at the manor near the Cathedral of Aroden had red accents similar to the scrap the PCs provide. Lysandria pleads with the PCs to further investigate and find Eloise's remains so that she can be laid to rest. Lysandria also reminds the PCs how much Eloise appreciated the Society and how dearly she wanted to join them.

If the PCs fail to put the clues together to get them to investigate the manor, then when the PCs next return to meet with Venture-Captain Brackett, they learn that a concerned citizen has triangulated many of the phenomena near to a manor close to the lodge. Brackett wants the PCs to investigate the home, fearing for the occupant and wondering if something else is happening.

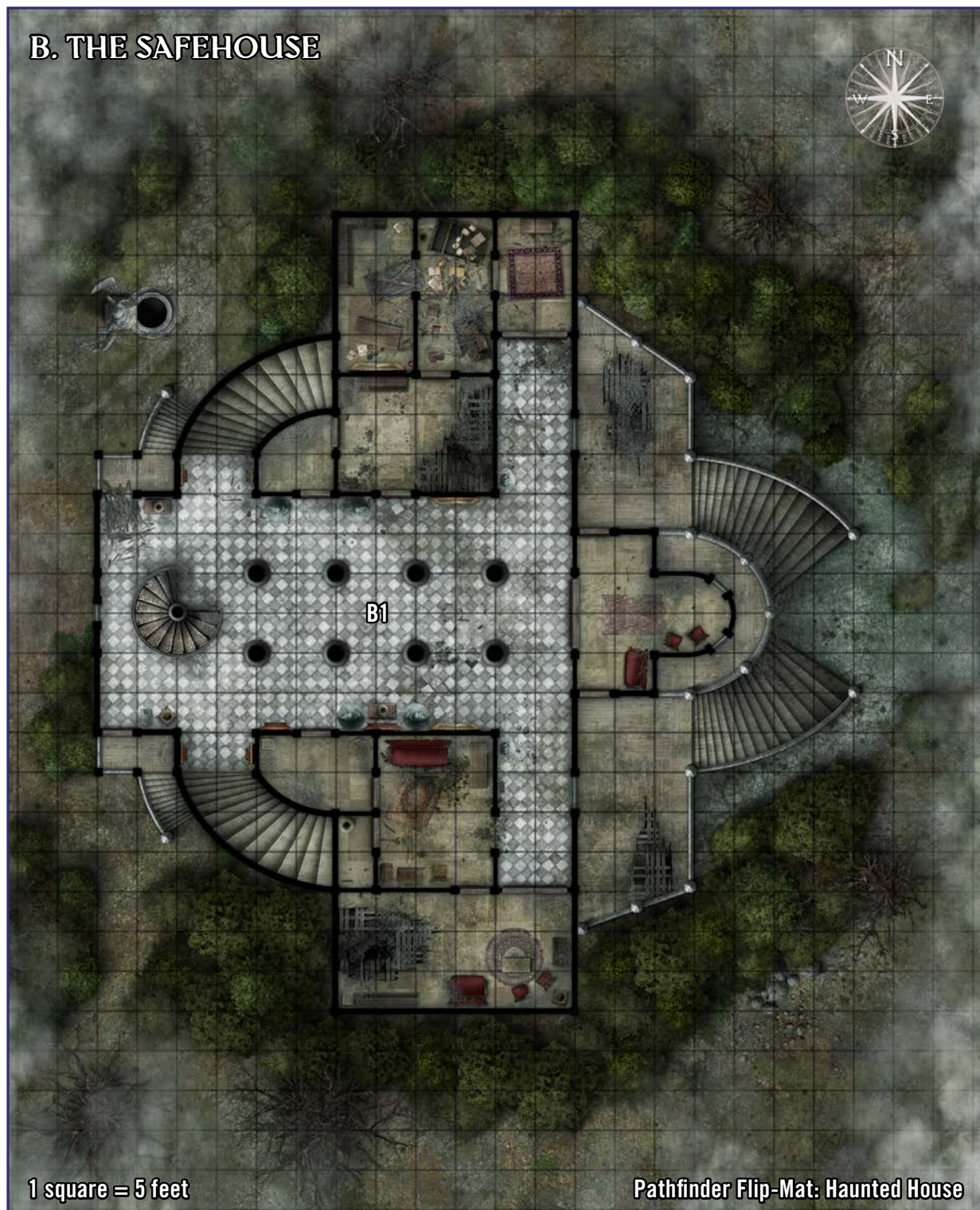


LYSANDRIA

## B. THE SAFEHOUSE

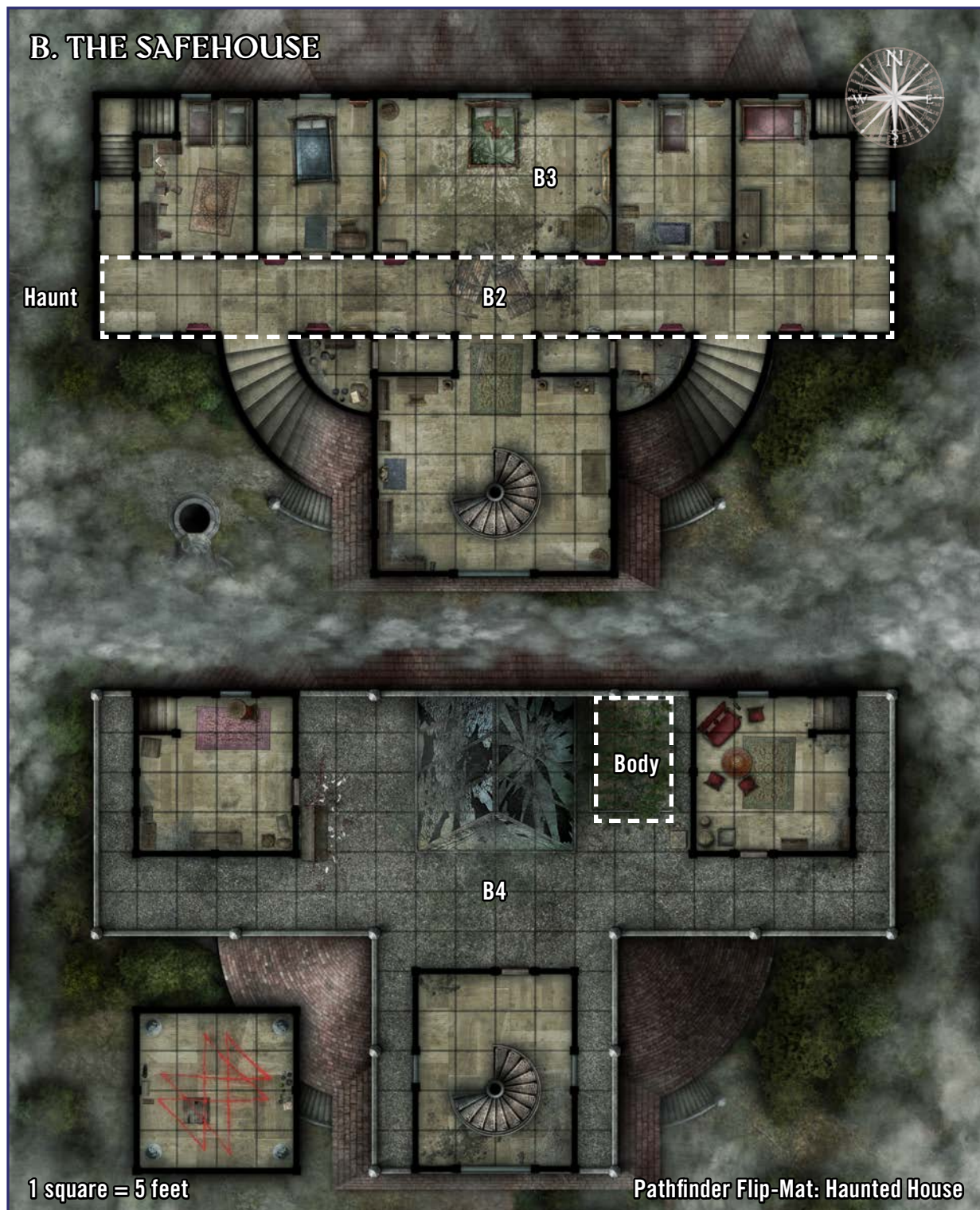
The manor Lysandria told the PCs about rests in the East Hill district of Almas. It's an impressive manor home that rises up above several of the other nearby buildings. The structure has fallen into visible disrepair, along with several surrounding properties. Revinus, a Chelaxian provocateur, is the manor's primary occupant and only intended to stay here a short while for his business in the city. The property's sparse greenery is overgrown in most areas except for some notable pathways, and the windows are boarded up from the inside. The doors to the sunroom are both removed, however so the PCs can walk in without incident. Knocking on the door to the foyer yields no answer, but the door opens with the slightest of pressure (area **B1**). Alternatively, the PCs may use some of the back entrances to enter the foyer, with the northern doorway being smashed open and the southern door being unlocked.

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## B1. FOYER

## LOW

What must have once been a welcoming reception area is now caked in layers of dust. The floor creaks slightly under shifting weight, and footsteps echo throughout the open space in conjunction with the sounds of rain, thunder, and wind pulling at the aging structure.

The disheveled foyer contains a mishmash of forgotten furniture, and a layer of dust covers most objects. It's clear that this area hasn't been occupied in some time, though it has seen some back and forth travel. The remaining rooms of the first floor were ransacked by previous occupants, and Revinus hasn't had any use for them.

**Creatures:** One of the several sets of armor in the foyer area is actually a construct defender that Revinus purchased in his paranoia. This suit of lightweight animated armor stirs to action as soon as the PCs enter the chamber. The armor targets the closest PCs, moving into melee range to attack. It pursues intruders throughout the first floor of the manor and into the hall of the second floor. It doesn't pursue PCs onto the roof.

### LEVELS 1-2

#### LIGHTWEIGHT ANIMATED ARMOR

#### CREATURE 2

Page 16

### LEVELS 3-4

#### LIGHTWEIGHT ANIMATED ARMORS (2)

#### CREATURE 2

Page 22

**Treasure:** A PC who succeeds at a DC 14 Perception check to Seek finds a cache containing two *minor healing potions* under one of the armor stands.

## B2. SECOND FLOOR HALL MODERATE

Two curving sets of stairs and a spiral staircase lead up to the manor's second floor. The spiral stairs continue to the roof (area B4). The entirety of the hallway on the manor's second floor is covered in a dense fog as the PCs arrive.

**Hazard:** Eloise's tortured spirit formed the haunted fog that now infests this hallway as part of her torment of Revinus and his hired muscle (who dwell in the room marked in area B3). The haunt takes the form of a cloud of fog that conceals vision as an *obscuring mist* spell. Once any living creature enters the fog, Eloise's spirit causes a spectral attacker to appear behind and attempt to stab the target (in the same manner that Revinus did to her).

It's entirely possible that, while interacting with the

haunt here, the PCs encounter Revinus or his hired muscle, who wait in area B3. The occupants of the southern rooms don't come into the hall unless confronted or the haunt is somehow disabled.

### LEVELS 1-2

#### ELOISE'S LAST GASP

#### HAZARD 3

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### LEVELS 3-4

#### ELOISE'S LAST GASP

#### HAZARD 5

Page 23



REVINUS



# THE EAST HILL HAUNTING

**Development:** Though the PCs can disable the haunt, it returns unless the PCs manage to put Eloise's spirit to rest. See **Event 1: The Ghost** on how the PCs can help Eloise's spirit find closure.

## B3. BEDROOMS

## MODERATE

A master bedroom and four guest rooms line the eastern end of the manor's second floor. Revinus dwells in the master bedroom, which has recently had its twin double doors blown off by Eloise's intensifying hauntings. The doors to the other guest rooms remain closed.

**Creatures:** Revinus cowers in the master bedroom, refusing to enter the fog and occasionally shouting pitiful cries of apology into the mist. The two adjacent guest rooms each house one guard that Revinus brought on for protection. These guards have stayed in their rooms, trying to ignore the supernatural phenomena outside, and hoping to last the rest of the day and get paid.

If the PCs call back to Revinus, or if they enter the master bedroom, he launches into action. He sees the PCs as a means of escaping the manor and the spirit, so he hopes to turn them against Eloise and her haunting. He tries to bluff his way into the PCs' confidence, explaining that he's a foreign investor who came to Almas and rented this manor, which he found to be haunted. He claims to have been trapped here for several days and wants an escort out. His intent is to get out of the manor and then escape into the streets and find his way back to Cheliah.

If the PCs confront Revinus about his involvement with Eloise, he vehemently protests. If the PCs provide proof, such as the tattered fabric or specific details about the murder scene, then Revinus quickly draws his weapon in fear. He then calls to his guards in the adjacent rooms for help. The guards move in and confront the PCs immediately, but wait if the haunt remains active. If the PCs confront the guards first, then they direct the PCs to speak with Revinus and say that they're only around to collect some protection pay.

## LEVELS 1-2

### REVINUS'S GUARDS (2)

### CREATURE -1

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### REVINUS

### CREATURE 1

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## LEVELS 3-4

### REVINUS'S GUARDS (2)

### CREATURE 1

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## REVINUS

## CREATURE 3

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**Development:** If the PCs confront Revinus and defeat him, they quickly earn a confession from the Chelaxian agent. Revinus explains that he was sent to investigate a presumed connection between the Pathfinder Society smuggling important documents for the Andoran government. He then confirms that he was told, by Aydrin Thrune, to intercept such a document, but instead came across Eloise, who matched the agent he was told to assail. When it was clear Eloise was an innocent bystander, Revinus brought her body to the manor, buried it upstairs in area **B4**, then waited for further orders.

In the unfortunate event that the PCs kill Revinus, a document on a nightstand by the bed, addressed from Revinus's Chelaxian contact, confirms most of these details. The PCs can use this as hard evidence of what has occurred here. Provide the PCs with **Handout #2: Letter from Cheliah**.

Finally, if Revinus manages to convince the PCs to assist him in escaping the manor, he tries as quickly as possible to lose the PCs in the streets of Almas. Should Revinus manage to slip away from the PCs, he does his best to return to Cheliah, and the hauntings continue until Eloise's ghost is given some measure of closure. Within a day, Venture-Captain Brackett orders the PCs to continue their investigation of the haunted manor in hopes of finding some further evidence.

## B4. ROOF

## MODERATE

The manor's third floor balcony has a small fence around the periphery and a garden nestled between two walls of adjacent buildings. In his haste to hide the body, Revinus dug up all the rotten plants here and placed Eloise's body in a shallow grave of dirt. The aspiring Pathfinder's body has lain here since her untimely death, already decaying due to her improper burial. Anyone who notices the mound of dirt can tell something is very wrong.

If the PCs defeated Revinus in area **B3**, they've likely already learned that he buried Eloise's body on the roof of the manor. Otherwise, it's possible that the PCs explore the roof before fighting the agent and overcoming the haunt.

**Creatures:** The macabre nature of this area has attracted a group of foul vermin to nest here. A duo of hunting spiders (or an ogre spider for Levels 3-4) scale the side of the building at the same time the PCs investigate the area. These spiders emerge by climbing over the ledge of the balcony and quickly move to attack the PCs, fighting until defeated.

# THE EAST HILL HAUNTING

## LEVELS 1-2

### HUNTING SPIDERS (2)

### CREATURE 1

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## LEVELS 3-4

### OGRE SPIDER

### CREATURE 5

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**Development:** Once the PCs defeat the spiders, they're free to interact with Eloise's corpse and try to find some manner of closure for her spirit. Proceed to **Event 1: The Ghost** for details on how the PCs might help to assist Eloise or else earn the ire of her spirit.

### EVENT 1: THE GHOST

### SEVERE

Eloise Lynnhart died under truly tragic circumstances, and her corpse now rots atop a decaying manor home rented out by a foreign spy. Her spirit is far from peace and has manifested as the ghost responsible for many of the supernatural events throughout this adventure. By the time the PCs find Eloise's body, they should have a good idea of exactly what happened to her. Now, Eloise's spirit requires closure.

**Creature:** Once the PCs defeat the spiders on the roof, Eloise's spirit confronts them directly. The ghost rises up from the site of her body and seems to plead to the PCs, though she only does so while speaking the word "Pathfinders". If the PCs make the unfortunate decision to attack the ghost, or try to disturb her body without properly quelling the spirit (see below), then the ghostly Eloise defends herself against the PCs.

## LEVELS 1-2

### ELOISE'S GHOST

### CREATURE 3

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## LEVELS 3-4

### ELOISE'S GHOST

### CREATURE 5

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**Development:** The goal for this encounter isn't to defeat Eloise, but instead to figure out a way to put her to rest. The quickest way to Eloise to rest is to return the corpse to Lysandria. Exhuming the corpse leads to combat, though the PCs can bring Lysandria to the manor house, letting the two partners say their goodbyes.

Alternatively, another option is for the PCs to award Eloise with an honorary Pathfinder Society membership.

Recognizing Eloise as an agent and making some appropriate gesture, such as placing a *wayfinder* on the gravesite or vowing to get her name added to the Wall of Names at the Grand Lodge can help the spirit find peace. PCs who perform such an act and succeed at a relevant DC 16 skill check (DC 18 for Levels 3-4) using skills appropriate for the means of appeasement, such as Pathfinder Lore or Religion, can put Eloise's spirit to rest.

Once the PCs calm Eloise's spirit and reunite her with Lysandria, then the ghost moves on from the Material Plane. Lysandria is heartbroken, but promises to take care of the arrangements for a proper funeral. She thanks the PCs before returning to her grief.

## CONCLUSION

Once the PCs find the source of the East Hill haunting and put a stop to it, word quickly spreads throughout East Hill and the rest of Almas. Lysandria makes sure everyone knows the Pathfinder Society's role in events, and depending on what information the PCs let slip to Lysandria or others, word might spread of a Chelaxian spy who was responsible for the whole affair. In this case, though likely not the PCs' intent, anti-Chelax sentiment quickly rises in the district, as the people eagerly blame their national opponent and are quick to put the Pathfinder Society back in their good graces.

For his part, Venture-Captain Brackett is impressed by the PCs' actions during their investigation. If the PCs managed to defeat or capture Revinus, Brackett thanks them for investigating thoroughly, even as he shares concern about events transpiring in Chelax. If the PCs retrieved the mysterious letter from "Aydrian", Brackett can confirm it is likely Aydrian Thrune, a minor noble in the Chelaxian House of Thrune. More concerning is the implication that the situation with Eloise resulted from the interference of another party in some elaborate scheme.

With the legal matters coming to a head soon, Brackett tells the PCs to get some rest. He hopes they'll be around the lodge in the coming months when he's set to present his case for the Pathfinder Society's rightful ownership of the Cathedral of Aroden.

## PRIMARY OBJECTIVES

The complete their primary objective if they successfully put Eloise's spirit to rest. Doing so earns each PC 2 Reputation with their chosen faction.

## SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they manage to capture or kill Revinus and don't kill any citizens during the encounter in area A. Doing so earns each PC 2 Reputation with their chosen faction.



# THE EAST HILL HAUNTING

## APPENDIX 1: LEVEL 1-2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 1st-level PCs. If your group has a different composition or size, refer to the GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

### A. HAUNTED STREETS (LEVELS 1-2)

#### COMMONERS (2)

**N** **MEDIUM** **HUMAN** **HUMANOID**  
Pathfinder Gamemastery Guide 214

**Perception** +3

**Languages** Common

**Skills** Athletics +5, Lore (any one related to their trade) +6, Society +2

**Str** +3, **Dex** +1, **Con** +2, **Int** +0, **Wis** +1, **Cha** +0

**Items** sickle

**AC** 13; **Fort** +6, **Ref** +3, **Will** +3

**HP** 10

**Speed** 25 feet

**Melee** **◆** sickle +5 (agile, trip), **Damage** 1d4+2 slashing

**Ranged** **◆** rock +3 (thrown 10 feet), **Damage** 1d4+2 bludgeoning

**Power of the Mob** When three or more commoners are adjacent to each other, each commoner gets a +1 circumstance bonus to Athletics checks to Shove, attack rolls, and damage rolls.

#### CREATURE -1

## SCALING EVENT A

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10-11 Challenge Points:** The haunt has three actions, allowing it to attack in three quadrants. Fully disabling the haunt requires three successful checks.

**12-13 Challenge Points:** As 10-11 Challenge Points, and add one commoner to the encounter.

**14-15 Challenge Points:** The haunt has four actions, allowing it to attack in all four quadrants. Fully disabling the haunt requires four successful checks.

**16-18 Challenge Points (5+ Players):** As 14-15 Challenge Points, and add two commoners to the encounter.

#### DEBRIS STORM

**UNCOMMON** **COMPLEX** **HAUNT**

**Stealth** +7 (trained)

**Description** Magical sensors detect when a creature enters the chamber.

**Disable** Diplomacy DC 18 to convince the spirit to calm the winds, Athletics DC 16 to raise up a wooden bench to block the wind, or Religion DC 16 to speak an appropriate rite to calm the spirit. Two successful checks are required to fully disable the haunt, and each attempt takes two actions. Each successful check removes one action from the haunt.

**Appearance** **↻** (auditory, emotion, fear, occult) **Trigger** A creature enters the marked area of the haunt; **Effect** A ghostly figure manifests and conjures forth a telekinetic storm of debris from the area and then quickly disappears. The haunt rolls initiative.

**Routine** (2 actions) The haunt uses its first action to stir up a storm of debris against all creatures in the quadrant clockwise from where it last attacked. Creatures in the quadrant take 2d4 bludgeoning damage (DC 15 basic Reflex save). For each additional action it has (at most 1 without adjustments from the scaling sidebar), the storm targets an additional quadrant, moving clockwise around the area. On the first round, it begins by attacking creatures in the northwestern quadrant.

**Reset** The storm continues raging for 1 minute unless disabled, and then dissipates, returning after 1 week.

#### HAZARD 1

# THE EAST HILL HAUNTING

## B1. FOYER (LEVELS 1-2)

### LIGHTWEIGHT ANIMATED ARMOR

### CREATURE 2

UNCOMMON N MEDIUM CONSTRUCT MINDLESS

**Perception** +6; darkvision

**Skills** Athletics +9

**Str** +3, **Dex** +0, **Con** +4, **Int** -5, **Wis** +0, **Cha** -5

**AC** 18 (16 when broken); construct armor; **Fort** +8, **Ref** +6, **Will** +4

**HP** 25; **Hardness** 3; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

**Construct Armor** Like normal objects, animated armor has Hardness. This Hardness reduces any damage the animated armor takes by an amount equal to the Hardness. Once an animated armor is reduced to fewer than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing its Hardness and reducing its Armor Class to 16.

**Speed** 20 feet

**Melee** ♦ glaive +11 (deadly d8, forceful, magical, reach 10 feet), **Damage** 1d8+4 slashing

**Melee** ♦ gauntlet +9 (agile, free-hand, magical), **Damage** 1d6+4 bludgeoning

## SCALING EVENT B1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10-11 Challenge Points:** Increase the animated armor's Hit Points by 10.

**12-13 Challenge Points:** Add one animated armor to the encounter. Both animated armors have only 12 Hit Points (removing their Hardness and reducing their AC as per their construct armor ability).

**14-15 Challenge Points:** Add one animated armor to the encounter. This animated armor has 12 Hit Points (removing its Hardness and reducing its AC as per its construct armor ability).

**16-18 Challenge Points (5+ Players):** Add one animated armor to the encounter.

# THE EAST HILL HAUNTING

## B2. SECOND FLOOR HALL

### ELOISE'S LAST GASP

### HAZARD 3

UNCOMMON COMPLEX HAUNT

**Stealth** +10 (trained)

**Description** An obscuring fog covers the entirety of the hallway and northern room of the manor's second floor. Anyone moving through the area is subjected to an attack from a ghostly assailant.

**Disable** Acrobatics DC 20 to maneuver through the fog, Religion DC 18 to ward off the spirit, or Stealth DC 20 to move through the fog without attracting attention. Disabling the haunt requires two successful checks, and each attempt takes two actions.

**Gaseous Sludge** The area of the haunt is difficult terrain.

**Spectral Stab** ⤵ (fear, negative, occult) **Trigger** A creature enters the haunt's area; **Effect** A spectral figure manifests in the fog adjacent to the target and makes a spectral touch Strike against the creature. The haunt rolls initiative.

**Routine** (2 actions) The haunt uses an action to manifest an illusory shadow beside a creature ending its move in the fog, then attempts a spectral touch Strike against that creature. The shadow disappears after the Strike.

**Melee** ⤵ spectral touch +12, **Damage** 1d10+6 negative

**Reset** The haunt lasts until disabled. It re-forms after 1 hour unless Eloise's ghost is put to permanent rest.

## SCALING EVENT B2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10-11 Challenge Points:** Disabling the haunt requires three successful checks.

**12-13 Challenge Points:** The haunt manifests a second shadow adjacent to a separate target, if available, as part of its routine. It Strikes both targets and doesn't take a multiple attack penalty.

**14-15 Challenge Points:** Disabling the haunt requires three successful checks. Additionally, the haunt manifests a second shadow adjacent to a separate target, if available, as part of its routine. It Strikes both targets and doesn't take a multiple attack penalty.

**16-18 Challenge Points (5+ Players):** Disabling the haunt requires four successful checks. Additionally, the haunt manifests a second shadow adjacent to a separate target, if available, as part of its routine. It Strikes both targets and doesn't take a multiple attack penalty.



# THE EAST HILL HAUNTING

## B3. BEDROOMS

### REVINUS'S GUARDS (2)

### CREATURE -1

**RARE** **N** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +2

**Languages** Common

**Skills** Acrobatics +4, Athletics +5, Intimidation +3, Stealth +4

**Str** +2, **Dex** +3, **Con** +1, **Int** +0, **Wis** +1, **Cha** +0

**Items** leather armor, light mace

**AC** 15; **Fort** +4, **Ref** +6, **Will** +2

**HP** 8

**Speed** 25 feet

**Melee** ♦ light mace +6 (agile, finesse, shove), **Damage** 1d4+2 bludgeoning

**Big Thwunk** ♦♦ The guard attempts a melee Strike with their light mace. On a hit, the target is pushed back 5 feet, with the effects of a successful Shove. If the target is flat-footed, then the guard can Stride after the foe, moving the same distance and direction.

### REVINUS

### CREATURE 1

**UNIQUE** **NE** **MEDIUM** **HUMAN** **HUMANOID**

**Perception** +6

**Languages** Common

**Skills** Athletics +3, Intimidation +7, Stealth +7

**Str** +0, **Dex** +4, **Con** +3, **Int** -1, **Wis** +1, **Cha** +2

**Items** hand crossbow (10 bolts), shortsword, studded leather armor

**AC** 16; **Fort** +8, **Ref** +9, **Will** +6

**HP** 18

**Speed** 25 feet

**Melee** ♦ shortsword +7 (agile, versatile S), **Damage** 1d6 piercing

**Ranged** ♦ hand crossbow +7 (range increment 60 feet, reload 1), **Damage** 1d6 piercing

**Disorienting Shot** ♦♦ Revinus makes a ranged Strike with his crossbow. He must then Stride. If the ranged Strike hits, the target is flat-footed until the start of Revinus's next turn.

**Sneak Attack** Revinus deals an extra 1d6 precision damage to flat-footed creatures.

**Terrifying Stab** ♦ Revinus can intimidate foes with a well-placed blow. When Revinus deals damage on a critical hit with his shortsword, he can attempt an Intimidation check to Demoralize the target as a free action.

## SCALING EVENT B3

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10-11 Challenge Points:** Add one guard to one unoccupied guest chamber.

**12-13 Challenge Points:** Add two guards, one in each of the two unoccupied guest chambers.

**14-15 Challenge Points:** Add two guards, one in each of the two unoccupied guest chambers. Increase Revinus's Hit Points by 10 and increase his bonus to skill checks, attack rolls, and damage rolls by 2.

**16-18 Challenge Points (5+ Players):** Add one guard to one unoccupied guest chamber and two to the other. Increase Revinus's Hit Points by 10 and increase his bonus to skill checks, attack rolls, and damage rolls by 2.

# THE EAST HILL HAUNTING

## B4. ROOF

### HUNTING SPIDERS (2)

### CREATURE 1

**N** **MEDIUM** **ANIMAL**

*Pathfinder Bestiary* 306

**Perception** +7; darkvision, web sense

**Skills** Acrobatics +7, Athletics +5, Stealth +7

**Str** +2, **Dex** +4, **Con** +1, **Int** -5, **Wis** +2, **Cha** -4

**Web Sense** A hunting spider has imprecise tremorsense to detect the vibrations of creatures touching its web.

**AC** 17; **Fort** +6, **Ref** +9, **Will** +5

**HP** 16

**Spring Upon Prey** ⤴ (attack); **Trigger** A creature touches the hunting spider's web while the spider is on it; **Requirements** Initiative has not yet been rolled; **Effect** The hunting spider automatically notices the creature and Strides, Climbs, or Descends on a Web before it rolls initiative.

**Speed** 25 feet, climb 25 feet

**Melee** ⤴ fangs +9 (finesse), **Damage** 1d6+2 piercing plus hunting spider venom

**Ranged** ⤴ web +7 (range increment 30 feet), **Effect** web trap

**Descend on a Web** ⤴ (move) The hunting spider moves straight down up to 40 feet, suspended by a web line. It can hang from the web or drop off. The distance it Descends on a Web doesn't count for falling damage. A creature that successfully Strikes the web (AC 20, Hardness 3, 5 HP) severs it, causing the spider to fall.

**Hunting Spider Venom** (poison); **Saving Throw** Fortitude DC 16; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison and flat-footed (1 round); **Stage 2** 1d12 poison, clumsy 1, and flat-footed (1 round); **Stage 3** 2d6 poison, clumsy 2, and flat-footed (1 round).

**Web Trap** A creature hit by the hunting spider's web attack is immobilized and stuck to the nearest surface until it Escapes (DC 17).

## SCALING EVENT B4

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10-11 Challenge Points:** Apply the elite adjustment to one of the hunting spiders.

**12-13 Challenge Points:** Add one hunting spider to the encounter.

**14-15 Challenge Points:** Add one hunting spider with the elite adjustment to the encounter.

**16-18 Challenge Points (5+ Players):** Add two hunting spiders to the encounter.

# THE EAST HILL HAUNTING

## EVENT 1: THE GHOST

### ELOISE'S GHOST

### CREATURE 4

UNIQUE CE MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

Variant ghost (*Pathfinder Bestiary* 167)

**Perception** +10; darkvision

**Languages** Common

**Skills** Dwelling Lore +10 (applies to the place the ghost is bound to), Stealth +12

**Str** -5, **Dex** +3, **Con** +0, **Int** +0, **Wis** +2, **Cha** +2

**Site Bound** Eloise's ghost can't move more than 120 feet from the manor where she was buried.

**AC** 20; **Fort** +8, **Ref** +11, **Will** +8

**HP** 30, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious;

**Resistances** all damage 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

**Rejuvenation** (divine, necromancy) When Eloise's ghost is destroyed, it re-forms after 2d4 days within the location it's bound to, fully healed. A ghost can be permanently destroyed only if someone determines the reason for its existence and sets right whatever prevents the spirit from resting.

**Speed** fly 25 feet

**Melee** ✎ ghostly hand +13 (agile, finesse, magical), **Damage** 2d6+2 negative

**Frightful Moan** ✎ (auditory, divine, emotion, enchantment, fear, mental) Eloise's ghost laments her fate, forcing each living creature within 30 feet to attempt a DC 21 Will save. On a failure, a creature becomes frightened 2 (frightened 3 on a critical failure). On a success, a creature is temporarily immune to this ghost's Frightful Moan for 1 minute.



# THE EAST HILL HAUNTING

## APPENDIX 2: LEVEL 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to the GM Basics section of the Guide to Organized Play: Pathfinder Society for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

### A. HAUNTED STREETS (LEVELS 3-4)

#### GUARDS (2)

**N** **MEDIUM** **HUMAN** **HUMANOID**

*Pathfinder Gamemastery Guide* 232

**Perception** +7 (+8 to find concealed objects)

**Languages** Common

**Skills** Athletics +7, Intimidation +5, Legal Lore +3

**Str** +4, **Dex** +2, **Con** +2, **Int** +0, **Wis** +2, **Cha** -1

**Items** club, crossbow (10 bolts), dagger, sap, scale mail, signal whistle

**AC** 18; **Fort** +7, **Ref** +5, **Will** +5

**HP** 20

**Attack of Opportunity** ⤵

**Speed** 25 feet

**Melee** ⬥ club +9, **Damage** 1d6+4 bludgeoning

**Melee** ⬥ sap +9 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

**Ranged** ⬥ crossbow +7 (range increment 120 feet, reload 1),

**Damage** 1d8 piercing

**Ranged** ⬥ club +7 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

#### CREATURE 1

## SCALING ENCOUNTER A

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19-22 Challenge Points:** The haunt has three actions, allowing it to attack in three quadrants. Fully disabling the haunt requires three successful checks.

**23-27 Challenge Points:** As 19-22 Challenge Points, and add one guard to the encounter.

**28-32 Challenge Points:** The haunt has four actions, allowing it to attack in four quadrants. Fully disabling the haunt requires four successful checks.

**33+ Challenge Points (5+ Players):** As 28-32 Challenge Points, and add two guards to the encounter.

#### RAGING DEBRIS STORM

**UNCOMMON** **COMPLEX** **HAUNT**

**Stealth** +10 (trained)

**Description** Magical sensors detect when a creature enters the chamber.

**Disable** Diplomacy DC 21 to convince the spirit to calm the winds, Athletics DC 19 to raise up a wooden bench to block the wind, or Religion DC 19 to speak an appropriate rite to calm the spirit. Two successful checks are required to disable the haunt, and each attempt takes two actions. Each successful check removes one action from the haunt

**Appearance** ⤵ (auditory, emotion, fear, occult) **Trigger** A creature enters the area of the haunt; **Effect** A ghostly figure manifests and conjures forth a telekinetic storm of debris in the area and then quickly disappears. The haunt rolls initiative.

**Routine** (2 actions) The haunt uses its first action to stir up a storm of debris against all creatures in the quadrant clockwise from where it last attacked. Creatures in the quadrant take 2d4+4 bludgeoning damage (DC 18 basic Reflex save). For each additional action it has (at most 1 without adjustments from the scaling sidebar), the storm targets an additional quadrant, moving clockwise around the area. On the first round, it begins by attacking creatures in the northwestern quadrant.

**Reset** The storm continues raging for 1 minute unless disabled, and then dissipates, returning after 1 week.

#### HAZARD 3

# THE EAST HILL HAUNTING

## B1. FOYER (LEVELS 3-4)

### LIGHTWEIGHT ANIMATED ARMORS (2) CREATURE 2

UNCOMMON N MEDIUM CONSTRUCT MINDLESS

**Perception** +6; darkvision

**Skills** Athletics +9

**Str** +3, **Dex** +0, **Con** +4, **Int** -5, **Wis** +0, **Cha** -5

**AC** 18 (16 when broken); construct armor; **Fort** +8, **Ref** +6, **Will** +4

**HP** 25; **Hardness** 3; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

**Construct Armor** Like normal objects, animated armor has Hardness. This Hardness reduces any damage the animated armor takes by an amount equal to the Hardness. Once an animated armor is reduced to fewer than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing its Hardness and reducing its Armor Class to 16.

**Speed** 20 feet

**Melee** ♦ glave +11 (deadly d8, forceful, magical, reach 10 feet), **Damage** 1d8+4 slashing

**Melee** ♦ gauntlet +9 (agile, free-hand, magical), **Damage** 1d6+4 bludgeoning

## SCALING ENCOUNTER B1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19-22 Challenge Points:** Add one animated armor with only 12 Hit Points to the encounter (removing its Hardness and reducing its AC as per its construct armor ability).

**23-27 Challenge Points:** Add one animated armor to the encounter.

**28-32 Challenge Points:** Add two animated armors with only 12 Hit Points to the encounter (removing their Hardness and reducing their AC as per their construct armor ability).

**33+ Challenge Points (5+ Players):** Add two animated armors to the encounter.



# THE EAST HILL HAUNTING

## B2. SECOND FLOOR HALL

### ELOISE'S LAST GASP

HAZARD 5

UNCOMMON COMPLEX HAUNT

**Stealth** +13 (trained)

**Description** An obscuring fog covers the entirety of the hallway and northern room of the manor's second floor. Anyone moving through the area is subjected to an attack from a ghostly assailant.

**Disable** Acrobatics DC 23 to maneuver through the fog, Religion DC 21 to ward off the spirit, or Stealth DC 23 to move through the fog without attracting attention. Disabling the haunt requires two successful checks, and each attempt takes two actions.

**Gaseous Sludge** The area of the haunt is difficult terrain.

**Spectral Stab** ⤵ (fear, negative, occult) **Trigger** A creature enters the haunt's area; **Effect** A spectral figure manifests in the fog adjacent to the target and makes a spectral touch Strike against the creature. The haunt rolls initiative.

**Routine** (2 actions) The haunt uses an action to manifest an illusory shadow adjacent to a creature that ends its turn in the fog, then uses an action to make a spectral touch Strike against that creature. The shadow disappears after the Strike.

**Melee** ⤵ spectral touch +15, **Damage** 2d8+7 negative

**Reset** The haunt lasts until disabled. It re-forms after 1 hour unless Eloise's ghost is put to permanent rest.

## SCALING ENCOUNTER B2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19-22 Challenge Points:** Disabling the haunt requires three successful checks.

**23-27 Challenge Points:** The haunt manifests a second shadow adjacent to a separate target, if available, as part of its routine. It Strikes both targets and doesn't take a multiple attack penalty.

**28-32 Challenge Points:** Disabling the haunt requires three successful checks. Additionally, the haunt manifests a second shadow adjacent to a separate target, if available, as part of its routine. It Strikes both targets and doesn't take a multiple attack penalty.

**33+ Challenge Points (5+ Players):** Disabling the haunt requires four successful checks. Additionally, the haunt manifests a second shadow adjacent to a separate target, if available, as part of its routine. It Strikes both targets and doesn't take a multiple attack penalty.

# THE EAST HILL HAUNTING

## B3. BEDROOMS

### REVINUS'S GUARDS (2)

### CREATURE 1

RARE N MEDIUM HUMAN HUMANOID

**Perception** +5

**Languages** Common

**Skills** Acrobatics +4, Athletics +7, Intimidation +5, Stealth +6  
**Str** +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +0

**Items** leather armor, warhammer

**AC** 15; **Fort** +8, **Ref** +6, **Will** +5

**HP** 25

**Speed** 25 feet

**Melee** ♦ warhammer +7 (shove), **Damage** 1d8+4 bludgeoning  
**Big Thwunk** ♦♦ The guard makes a melee Strike with their warhammer. On a successful hit, the target is pushed back 5 feet, with the effects of a successful Shove. If the target is flat-footed, then the guard can follow the foe.

### REVINUS

### CREATURE 3

UNIQUE NE MEDIUM HUMAN HUMANOID

**Perception** +8

**Languages** Common

**Skills** Athletics +7, Intimidation +9, Stealth +9

**Str** +2, **Dex** +4, **Con** +2, **Int** -1, **Wis** +1, **Cha** +2

**Items** hand crossbow (10 bolts), shortsword, studded leather armor

**AC** 18; **Fort** +9, **Ref** +11, **Will** +8

**HP** 45

**Speed** 25 feet

**Melee** ♦ shortsword +11 (agile, versatile S), **Damage** 1d6+2 piercing

**Ranged** ♦ hand crossbow +11 (range increment 60 feet, reload 1), **Damage** 1d6 piercing

**Disorienting Shot** ♦♦ Revinus makes a ranged Strike with his crossbow. He must then Stride. If the ranged Strike hits, the target is flat-footed until the start of Revinus's next turn.

**Sneak Attack** Revinus deals an extra 2d6 precision damage to flat-footed creatures.

**Terrifying Stab** ♦ Revinus can intimidate foes with a well-placed blow. When Revinus deals damage on a critical hit with his shortsword, he can attempt an Intimidation check to Demoralize the target as a free action.

## SCALING ENCOUNTER B3

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19-22 Challenge Points:** Add one guard to one unoccupied guest chamber.

**23-27 Challenge Points:** Add two guards, one in each of the two unoccupied guest chambers.

**28-32 Challenge Points:** Add two guards, one in each of the two unoccupied guest chambers. Increase Revinus's Hit Points by 10 and increase his bonus to skill checks, attack rolls, and damage rolls by 2.

**33+ Challenge Points:** Add one guard to one unoccupied guest chamber and two to the other. Increase Revinus's Hit Points by 10 and increase his bonus to skill checks, attack rolls, and damage rolls by 2.



# THE EAST HILL HAUNTING

## B4. ROOF

### OGRE SPIDER

### CREATURE 5

**N** **HUGE** **ANIMAL**

*Pathfinder Bestiary 2 249*

**Perception** +13; darkvision, web sense

**Skills** Acrobatics +13, Athletics +13

**Str** +6, **Dex** +4, **Con** +4, **Int** -5, **Wis** +2, **Cha** -4

**Web Sense** The ogre spider has imprecise tremorsense to detect the vibrations of creatures touching its web.

**AC** 23; **Fort** +15, **Ref** +13, **Will** +9

**HP** 70

**Speed** 30 feet, climb 30 feet

**Melee** ✎ fangs +15, **Damage** 2d8+8 plus ogre spider venom

**Ranged** ✎ web +13 (range increment 30 feet), **Effect** web trap

**Eerie Flexibility** An ogre spider can fit through tight spaces as if it were a Large creature. While Squeezing, it can move at its full speed.

**Ogre Spider Venom** (poison); **Saving Throw** Fortitude DC 22;

**Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d6 poison damage, clumsy 1, and enfeebled 1 (1 round); **Stage 3** 2d6 poison damage, clumsy 1, and enfeebled 1 (1 round); **Stage 4** 2d6 poison damage, clumsy 2, and enfeebled 2 (1 round)

**Web Trap** A creature hit by the ogre spider's web attack is immobilized and stuck to the nearest surface until it Escapes (DC 22).

## SCALING ENCOUNTER B4

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19-22 Challenge Points:** Increase the ogre spider's Hit Points by 20.

**23-27 Challenge Points:** Apply the elite adjustment to the ogre spider.

**28-32 Challenge Points:** Add a second ogre spider with the weak adjustment to the encounter.

**33+ Challenge Points (5+ Players):** Add a second ogre spider to the encounter.

# THE EAST HILL HAUNTING

## EVENT 1: THE GHOST

### ELOISE'S GHOST

### CREATURE 6

UNIQUE CE MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

Variant ghost (*Pathfinder Bestiary* 167)

**Perception** +13; darkvision

**Languages** Common

**Skills** Dwelling Lore +13 (applies to the place the ghost is bound to), Stealth +15

**Str** -5, **Dex** +3, **Con** +0, **Int** +0, **Wis** +2, **Cha** +4

**Site Bound** Eloise's ghost can't move more than 120 feet from the manor where she was buried.

**AC** 23; **Fort** +11, **Ref** +14, **Will** +11

**HP** 60, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious;

**Resistances** all damage 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

**Rejuvenation** (divine, necromancy) When Eloise's ghost is destroyed, it re-forms after 2d4 days within the location it's bound to, fully healed. A ghost can be permanently destroyed only if someone determines the reason for its existence and sets right whatever prevents the spirit from resting.

**Speed** fly 25 feet

**Melee** ✦ ghostly hand +16 (agile, finesse, magical), **Damage** 2d8+4 negative

**Frightful Moan** ✦ (auditory, divine, emotion, enchantment, fear, mental) Eloise's ghost laments her fate, forcing each living creature within 30 feet to attempt a DC 23 Will save. On a failure, a creature becomes frightened 2 (frightened 3 on a critical failure). On a success, a creature is temporarily immune to this ghost's Frightful Moan for 1 minute.

# THE EAST HILL HAUNTING

## APPENDIX 3: GAME AIDS



ELOISE

REVINUS



LYSANDRIA

VENTURE-CAPTAIN BRACKETT





# THE EAST HILL HAUNTING

## HANDOUT #1: ELOISE'S CORRESPONDENCE

Eloise,

I'd like to congratulate you on your recent responses to my prior inquiries. You're exactly what the Society needs in a clerking agent right now. I've checked with my superior, Venture-Sergeant Brimson, and it looks like we might have a place for you in our ranks. You'll need to come visit me at the lodge at the Cathedral of Aroden here in Almas tomorrow evening.

Once you're on-site, I'll provide you with a bit of orientation and introduce you to the staff here. Otherwise, we should be good to get you inducted right away and get you processing some new information.

Yours sincerely,  
Agent Cadmin

## HANDOUT #2: LETTER FROM CHELIAX

Revinus,

Your continued vigilance in Almas is almost at an end. I have it on good authority from my benefactor that one of the mules running documents between the Andoran government and the Society will be heading to the Cathedral of Aroden. I'll send the exact date and time in another missive, but it's the same alley I've mentioned to you in past messages. Be ready to detain the target and collect the documents. Once you've dealt with the target, await further orders at the manor.

—Aydrian

# THE EAST HILL HAUNTING

## ORGANIZED PLAY

### TREASURE TABLE

LEVEL	TREASURE BUNDLE
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

### TREASURE BUNDLES

- ☐☐ Area A, page 7: 2 Treasure Bundles for defeating the haunt and not killing any of the citizens.
- ☐ Meeting Lysandria, page 7: 1 Treasure Bundle for meeting Lysandria and learning about the manor house.
- ☐ Area B1, page 12: 1 Treasure Bundle for defeating the animated armor.
- ☐ Area B2, page 12: 1 Treasure Bundle for overcoming the haunt in this area.
- ☐☐ Area B3, page 13: 2 Treasure Bundles for capturing or defeating Revinus.
- ☐ Area B4, page 13: 1 Treasure Bundle for defeating the spiders.
- ☐☐ Event 1: The Ghost, page 14: 2 Treasure Bundles for putting Eloise's spirit to rest.

# THE EAST HILL HAUNTING



## Event Reporting Form

Date \_\_\_\_\_ Event Code: \_\_\_\_\_

Location \_\_\_\_\_

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure #:		Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)			<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
Bonus Faction Goal Achieved:	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned?	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A

Faction:			
Character Name:	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #:	-2	Level	

Faction:			
Character Name:	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #:	-2	Level	

Faction:			
Character Name:	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #:	-2	Level	

Faction:			
Character Name:	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #:	-2	Level	

Faction:			
Character Name:	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #:	-2	Level	

Faction:			
Character Name:	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #:	-2	Level	



# THE EAST HILL HAUNTING

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