

## 100 HAUNTINGS: To live is to be haunted

RAP

Stories are told of a haunted spot, which needs to be investigated. Use this listing to determine the location. Use the following chart to determine who or what is doing the haunting, or what is really happening if it's not actually haunted. Roll as indicated or choose as desired.

### d00 Haunted places

- |                             |   |   |
|-----------------------------|---|---|
| 01 A natural pond           | 34 A constantly foggy hollow                                  | 72 A fishing shack  |
| 02 A butcher's shop         | 35 An almshouse *D  | 73 A cobbler's shop   |
| 03 A glade                  | 36 A kennel   | 74 Part of a vineyard   |
| 04 A cave in the hills      | 37 A fish pond  | 75 A room in a large house/<br>mansion                                    |
| 05 A small house d4         | 38 An ox cart   | 76 A balcony  |
| 01 Abandoned                | 39 A pub *C   | 77 A ruined hamlet  |
| 02 Occupied by squatter(s)  | 40 A fish monger's shop                                       | 78 The local lord's great hall  |
| 03 Abandoned                | 41 The local lord's keep *C                                   | 79 An ancient tree *G   |
| 04 Occupied by renter(s)    | 42 An ancient stone circle                                    | 80 The town square  |
| 05 Abandoned                | 43 A cave in the mountains                                    | 81 A potioner's shop  |
| 06 Occupied by owner(s)     | 44 A fireplace in a peasant's hovel                           | 82 A small orchard  |
| 06 A drain/sewer            | 45 A thicket  | 83 A stairway   |
| 07 A well *A                | 46 A stream   | 84 Rapids in a river  |
| 08 A mountain pass          | 47 A tax office   | 85 A cistern  |
| 09 A grave/tomb/family plot | 48 A crossroads   | 86 A forest path  |
| 10 An outhouse              | 49 A mews *E  | 87 An ancient dolmen  |
| 11 A storage shed           | 50 A mill pond  | 88 A summer kitchen   |
| 12 A town/city gate         | 51 A small island   | 89 A throne   |
| 13 A pasture                | 52 A private garden   | 90 A root cellar  |
| 14 A jail cell              | 53 A henhouse/dovecote  | 91 A portion of a temple  |
| 15 A pawn shop              | 54 A black smith's shop                                       | 92 A furniture shop   |
| 16 A barn                   | 55 A small marsh  | 93 An architectural column  |
| 17 A shrine/chapel *B       | 56 A shipwreck near the shore (at<br>least partially exposed) | 94 A suit of armour   |
| 18 A ravine                 | 57 A fountain   | 95 A library  |
| 19 A guard tower            | 58 A toll booth *F  | 96 A water mill   |
| 20 A functional ship *C     | 59 A religious statue/idol                                    | 97 A rocking chair  |
| 21 A theatre                | 60 A ruined shop  | 98 A ruined monument  |
| 22 A ruined house           | 61 A bridge *B  | 99 A mausoleum  |
| 23 A public park            | 62 A university   | 00 An ordinary <a href="#">item</a>                                       |
| 24 An inn *C                | 63 An ancient cairn   | <i>*A - DM option if water quality is<br/>affected, or how frequently</i> |
| 25 A hunting lodge          | 64 A saw mill (river powered)                                 | <i>*B - Ruined? Functional?</i>   |
| 26 A used clothing shop     | 65 A dock/pier  | <i>*C - One room/space? The whole<br/>building/area?</i>                  |
| 27 A pigsty                 | 66 A green grocer's shop                                      | <i>*D - For the elderly poor</i>  |
| 28 A stone campfire ring    | 67 The town bell  | <i>*E - A small hut/shed for falcons</i>                                  |
| 29 A smokehouse             | 68 A stable *C  | <i>*F - Active? Run by a spirit?</i>                                      |
| 30 A wind mill              | 69 A meadow   | <i>*G - Still living?</i>   |
| 31 A school/university *C   | 70 A safe in a jeweller's store                               |   |
| 32 A monastery/nunnery      | 71 A cave in a valley   |   |
| 33 A cooper's shop          |   |   |

## WHAT'S DOING THE HAUNTING

In some cases, nothing at all; it's a natural phenomenon. In some cases, it's a constructed story or a set up with some ulterior motive behind it (known or unknown). And in some cases, it's an actual haunting. You decide, or let the dice choose for you.

### d00 Who or what is haunting the area

- |   |   |   |
|---|---|---|
| 01 Actual - A CN spirit just being annoying   | Owls where they had never been seen or heard before   | 48 Construct - A burned stump in a field; owner spreads tale of it being used to burn someone at the stake to increase interest in the property   |
| 02 Nothing - A local child causes mischief  | 29 Actual - An animal den/bird nest was destroyed nearby; the cries of the young continue to echo   | 49 Actual - An ogre was burned at the stake nearby; its soul is still here and is angry   |
| 03 Actual - A lemur commanded to guard the spot   | 30 Nothing - A fungus growth of unusual shape and size which glows in moonlight in a different location each night  | 50 Nothing - A wild bush with berries which burst when ripe, and which, according to local legend, "calls the ghosts" *E  |
| 04 Construct - A story told by locals of a dead hag who eats strangers to keep outsiders away                       | 31 Actual - A dead mother trying to guard her baby who died here  | 51 Actual - A very old and kindly man died nearby; his soul is still trying to do good  |
| 05 Actual - A murder victim lived near here, and wants to go home   | 32 Construct - A low level thief with an inherited ring of invisibility is stealing from local merchants, and is inventing rumours of ghosts  | 52 Construct - A runaway soldier arrived at this spot 15 years ago and hung himself; the locals insist his tormented spirit is still around and attribute any misfortune to him                       |
| 06 Nothing - Something nearby has a natural hole which whistles when the wind is right                              | 33 Actual - A murder victim wanting to trap his murderer and escort him to Tartarus   | 53 Actual - Both antagonists in a duel died here, and their souls continue to fight   |
| 07 Actual - A warrior who was killed before he could complete his mission and is consumed with guilt                | 34 Nothing - Unknown underground caverns amplify the sounds of water trickling, stones falling, vermin squeaking, etc.  | 54 Nothing - A coven of female druids met here for various ceremonies; locals assume there is spiritual power loose here, but there isn't (they simply liked the location)                            |
| 08 Construct - A hollow pipe intentionally placed to catch the wind   | 35 Actual - A deceased LG adventurer wants treasure he found returned to its rightful owner, but there is no rightful owner left  | 55 Actual - A paladin murdered a priest near by; the paladin's screams from hell are heard here   |
| 09 Actual - A person afraid to "cross over"   | 36 Construct - A genie has been separated from her magic lamp, and can only exist in smoke form   | 56 Construct - A being from another dimension/plane is observing humanoid activity, but due to difficulties with inter-dimensional communication, can only be seen, not heard, and appears ghost-like |
| 10 Nothing - Every spring, a flower releases hallucinogenic pollen, making all nearby believe in an annual haunting | 37 Actual - A soul haunts the descendants of a rival who stole his betrothed  | 57 Actual - A jeweller was killed when his masterpiece was stolen; he wants it returned to his descendants  |
| 11 Actual - A spirit with nothing better to do  | 38 Nothing - A strange underground geological feature keeps the temperature noticeably cooler here  | 58 Nothing - A series of mud pots in the area are considered haunted by locals  |
| 12 Construct - Hidden wires, pulleys and/or magnets, controlled from a hidden corner by a practical joker           | 39 Actual - A dead young bride trying to find the spirit of her lost love *C  | 59 Actual - The soul of a grieving widow possesses a random person on the anniversary of her husband's death  |
| 13 Actual - The soul of a murder victim out for revenge against the murderer's descendants                          | 40 Construct - A bandit band attacks only at night, covered with a substance which glows in the dark  | 60 Construct - A wizard has constructed an "infernal machine" which makes noises at odd hours; the wizard has convinced the locals that the tower is haunted to keep them away *F                     |
| 14 Nothing - Simply unstable ground which creaks when walked across   | 41 Actual - A person who unjustly martyred a saint on this site; the killer's soul still weeps  | 61 Actual - A bride who died of a broken heart when left at the altar   |
| 15 Actual - A clumsy spirit is trying, unsuccessfully, to be helpful  | 42 Nothing - A fossilized T-Rex skull (non-animated) protrudes from a nearby cliff; locals are terrified of it  | 62 Nothing - A wildcat is trapped by a fallen boulder in a cave; locals are terrified of the sounds it's making (which they do not recognize)   |
| 16 Construct - A story told by an herbalist to keep the locals away from a rare plant                               | 43 Actual - Massacre victims from decades ago wail on the night of the full moon  | 63 Actual - A man who committed suicide is forbidden by 'the powers' to cross over  |
| 17 Actual - A believer was martyred here  | 44 Construct - An area/item is magicked to become partially transparent during the new moon *D  | 64 Construct - A tree which reflects the actions of another tree in another environment *G  |
| 18 Nothing - An animal or insect colony has a nest in a hidden wall   | 45 Actual - A baby dragon was killed here centuries ago; its cries are still heard  | 65 Actual - A criminal is doomed to repeat his/her execution on its anniversary   |
| 19 Actual - An ancient battlefield; the dead from both sides continue to fight                                      | 46 Nothing - Following an earthquake, an underground river approaches, but never breaks, the surface, making strange noises which frighten locals                                       | 66 Nothing - A warehouse floor collapsed from dry rot, but some of  |
| 20 Construct - A random accident occurred here and nearly killed someone who was convinced it was a spirit          | 47 Actual - A wizard's spirit hovers over the last known location of a rare substance which would have allowed him to complete his greatest experiment instead of dying in an explosion |   |
| 21 Actual - A person who lived his whole life nearby and just doesn't want to leave                                 |   |   |
| 22 Nothing - A poorly constructed structure makes odd sounds when used *A   |   |   |
| 23 Actual - The spirit of the town joker still pranking people  |   |   |
| 24 Construct - A story told by locals of a spirit guarding a treasure to attract tourists/adventurers               |   |   |
| 25 Actual - An evil house elf   |   |   |
| 26 Nothing - A very irregular geyser  |   |   |
| 27 Actual - A trapped elemental *B  |   |   |
| 28 Construct - A wizard accidentally gated in a family of Great Horned  |   |   |

- the workers spread the tail that other forces are at work
- 67 Actual - Souls of widows, all of whom lost husbands in an ancient shipwreck, waiting for their husbands to return; they never do
- 68 Construct - A "ghostly ship" story is told by a merchant crew to cover up theft of cargo by the crew
- 69 Actual - Souls of sailors killed in an ancient shipwreck, looking for their wives and families
- 70 Nothing - Some time ago, a foreign soldier scrawled some graffiti into a nearby boulder; since no one can read the writing, it is assumed to be a curse \*H
- 71 Actual - The last Brachiosaurus on this plane died here millions of years ago, and once a century her spirit rampages through the area
- 72 Construct - A permanent *audible glamour* has been cast on something, mimicking a spectral chorus
- 73 Actual - A LG fighter was forced to kill his own insane grandmother to save another's life; the fighter's soul cries his eternal regret
- 74 Nothing - A bullfrog was taken to an area where such are unknown, and found its way into nearby water
- 75 Actual - The spirits of an entire caravan (including animals) which disappeared years ago is eternally looking for water
- 76 Construct - A cousin is trying to drive a rich aunt to suicide by convincing her that her dead husband wants her to join him in death
- 77 Actual - A person murdered by torture, whose spirit is still wearing **d6**
- 1 Thumbscrews
  - 2 Manacles
  - 3 An iron mask
  - 4 Stocks (for head and hands)
  - 5 A ball and chain
  - 6 An iron collar
- 78 Nothing - A nearby waterfall will occasionally stop flowing; locals refuse to go out on these nights, fearing poltergeists \*E
- 79 Actual - The spirit of a traveller who froze to death wanders around, noticeably lowering the temperature wherever it goes
- 80 Construct - A fossilized T-Rex skull protrudes out of a nearby cliff; an illusionist has cast *permanent illusion* on it to make it appear alive, to keep locals away from his lair
- 81 Actual - The soul of a jester continues to tell jokes about his former king/ruler/employer
- 82 Nothing - A relatively small plant has been randomly cross-pollinated; its blooms now glow at night
- 83 Actual - A recent battlefield is haunted by the dead of the losing side
- 84 Construct - *Levitate* was cast on a group of rocks; they rise into the air whenever they are approached, and sink back to the ground when left alone; locals are terrified
- 85 Actual - Dead POWs are forced to re-enact their own executions every new moon
- 86 Nothing - In ages past, a cleric successfully turned several ghosts nearby, but untrue rumours persist that they came back
- 87 Actual - A woman who died childless appears as an alluring spectral vision which vanishes when approached/touched
- 88 Construct - Stories are told of a murder in the area resulting in a haunting; locals stay away, but it never happened
- 89 Actual - A worker/labourer who doesn't know he has died, is seen at his former place of employment still trying to work
- 90 Nothing - A person who visited this area multiple times had bad dreams every visit, and has convinced others that it's haunted
- 91 Actual - In a previous time, this location was a slaughter house; the spirits of the animals cling to a suffering existence
- 92 Construct - A prankster wears a cloak of invisibility during the evening with his/her boot/shoes showing
- 93 Actual - A spirit which is terrified of being dead disturbs the rest of any who try to sleep in the area
- 94 Nothing - The item/area is very sensitive to sunlight; it expands noisily when the sun shines on it, and contracts noisily when shadowed or at night
- 95 Actual - The locale is the site of a former *gate* to a lower plane; it has been mostly destroyed/closed, but occasionally something will come through
- 96 Construct - Several wealthy merchants have had several protection/illusion spells cast here to protect the bulk of their wealth
- 97 Actual - The soul of a wealthy merchant guards the secret location of the bulk of his/her wealth **d6**
- 1 To keep it hidden forever (if possible)
  - 2 To keep it safe for his/her heirs
  - 3 To keep it from his/her competitors
  - 4 Trying to figure a way to take it with him/her
  - 5 The treasure is gone, and the spirit is mourning its loss
  - 6 The treasure is gone, but the spirit doesn't (or can't) recognize the fact
- 98 Nothing - Locals are scared of a tree which weeps following a storm; the tree is hollow and fills with rainwater during each storm which then seeps through a face-shaped flaw in the bark
- 99 Actual - A recent battlefield is haunted by the dead of the winning side
- 00 Construct - An elaborate device designed by a wizard to capture a spirit by imitating spirit "noises" \*F
- \*A - *A bridge, a house, a door, a wagon, etc.*
- \*B - *DM chooses the appropriate kind*
- \*C - *She might well be looking in the wrong spot*
- \*D - *Making the occupant/holder transparent too?*
- \*E - *Origin of this story is unknown, but it is untrue*
- \*F - *Potential intro to a steam punk theme?*
- \*G - *Branches move when the other experiences wind, etc.*
- \*H - *It's just his lover's name; there were reunited after the war, and lived full happy lives*