

# 7-19 The Labyrinth of Hungry Ghosts

player handouts

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June 24, 2016

2 grave salt 1 wand of ghostbane dirge 1 candle of spirit protection 1 ether's kiss

## Grave Salt

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**Source:** *Ultimate Equipment* p. 301

**Aura** faint evocation; **CL** 5th

**Slot** none; **Price** 1,100 gp; **Weight** 5 lbs.

When poured on ground in a circle, this pure white salt sanctifies the enclosed area as the spell *Consecrate*. Applying the salt takes 1 round per dose. A single dose is sufficient to form a 5-foot radius circle, with each additional dose increasing the circle's radius by 5 feet. The area within the circle remains consecrated for 1 hour per dose, though any corporeal creature can spend a standard action to break the circle and end the effect prematurely. A newly created pouch of grave salt holds 5 doses.

Grave salt can also be used directly against restless spirits. A single dose can be hurled up to 15 feet as a ranged touch attack. An incorporeal undead creature struck by the salt must make a DC 14 Will save or take 1d4 points of Charisma damage. Strong winds and other effects that penalize ranged attacks make it impossible to employ the salt in this manner.

## Consecrate

**Source:** *Core Rulebook* p. 258

**school** evocation [good] ; **level** cleric 2, inquisitor 2

**casting time** 1 standard action

**components** V, S, M (a vial of holy water and 25 gp worth of silver dust), DF

**range** close (25 ft. + 5 ft./2 levels)

**area** 20-ft. radius emanation

**duration** 2 hours/level

**saving throw** none ; **spell resistance** no

**description** This spell blesses an area with positive energy. The DC to resist positive channeled energy within this area gains a +3 sacred bonus. Every undead creature entering a consecrated area suffers minor disruption, suffering a -1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a consecrated area. If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+6 sacred bonus to positive channeled energy DCs, -2 penalties for undead in the area).

You cannot consecrate an area with a similar fixture of a deity other than your own patron. Instead, the consecrate spell curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Consecrate counters and dispels *Desecrate*.

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## Shroud-Wrapped Wand

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**Aura** faint transmutation; **CL** 3rd

**Slot** none; **Price** 90 gp?; **Weight** –

This wand of *Ghostbane Dirge* is wrapped in a shroud connected to the pirate Sevenfingers. As long as the wand remains wrapped in the shroud the DC to resist the spell while in the Gloomspires rises from 13 to 17, and the spell ignores the miss chance that nondamaging spells normally have against incorporeal creatures. It has 6 charges.

### Ghostbane Dirge

**Source:** *Advanced Player's Guide* p. 225

**school** transmutation ; **level** Level bard 2, cleric/oracle 2, inquisitor 2, occultist 2, paladin 1, shaman 2, skald 2, warpriest 2

**casting time** 1 standard action

**components** V, S, M/DF (an old reed from a wind instrument)

**range** close (25 ft. + 5 ft./2 levels)

**target** one incorporeal creature

**duration** 1 round/level

**saving throw** Will negates ; **spell resistance** yes

**description** The target coalesces into a semi-physical form for a short period of time. While subject to the spell, the incorporeal creature takes half damage (50%) from nonmagical attack forms, and full damage from magic weapons, spells, spell-like effects, and supernatural effects.

## Candle of Spirit Protection

**Source:** *Occult Adventures* p. 256

**Aura** moderate necromancy; **CL** 11th

**Slot** none; **Price** 1,500 gp; **Weight** 1 lb.

Crafted from collected ectoplasm and wax, candles of spirit protection ward off creatures from the spirit world. To function, a candle of spirit protection must be placed in the desired area. When it's lit, fine lines of smoke coil out, creating a circular line of smoke in a 10-foot radius around the candle. This area is protected against intrusion by astrally projected creatures, ethereal creatures, haunts, incorporeal creatures, mediums channeling a spirit, and phantoms, and at the GM's discretion can affect other spirits or creatures made of ectoplasm. Such creatures can't enter the area of effect, and act as though they were affected by an antilife shell that specifically targets them and no other creatures.

The candle can't be moved once it is lit; attempting to do so ends the effect. Otherwise, a lit candle of spirit protection burns for 1 hour. Either way, the candle is expended after one use.

## Ether's Kiss

**Source:** *Core Rulebook* p. 469

**Aura** moderate conjuration; **CL** 6/9th

**Slot** none; **Price** 8315/180315 gp; **Weight** 4 lbs.

Ether's Kiss is a +1 *ghost touch longsword* on low tier and a +2 *ghost touch longsword* on high tier.

A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus. An incorporeal creature's 50% reduction in damage from corporeal sources does not apply to attacks made against it with ghost touch weapons. The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a ghost touch weapon counts as both corporeal or incorporeal. This special ability can only be placed on melee weapons and ammunition.

## Navigating the Labyrinth

To find a route through the labyrinth one PC must take the lead and roll Survival or Knowledge (Dungeoneering). The PC cannot Take 10 or Take 20 on this roll.

Other PCs can Aid this check.

In addition, all PCs can attempt a Knowledge (Planes or Arcana) check to grant an additional +2 bonus to the primary navigator.