

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product. Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

**Open Game Content:** Subject to designation as Product Identity (see below), the only portion of this Fat Goblin Games product designated as Open Game Content is the rules content as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Fat Goblin Games, the Fat Goblin Games Logo, as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Paizo Publishing, Inc. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Fat Goblin Games Presents

# SIDEBAR #6

## 5 Haunted Items

Written By Taylor C. Hubler

Art and Design By: Rick Hershey

Fat Goblin Games Team: Chris Bayes,  
Eric Hindley, John Bennett, Justice Mora,  
Kalyna Conrad, Lucus Palosaari,  
Nick Esposito, Rick Hershey,  
Troy Daniels, Tyler Beck

[fatgoblingames.com](http://fatgoblingames.com)

Throughout the world there items haunted by the dead, by evil, and by powerful curses. some are just frightening while other haunted objects are quite dangerous. The following are haunts inspired by real world haunted objects to be used in any campaign. They are great plot hooks for side quest or can be used as haunted treasure the party brings home.

## Royal Blood Diamond (CR 11)

Greedy, spoiled, and covetous, the Princess Gelledona was not a person to be denied what she demanded. Already extremely rich, she owned an impressive collection of jewels, gems, and precious things when she spotted the Royal Blue diamond worn by a visiting princess from a far off realm. The diamond was the largest she had ever seen, set into a magnificent necklace of silver and surrounded by dark sapphires. The blue glow that came from the diamond was enchanting, and Princess Gelledona did all she could to convince the foreign princess to give it to her. After all the offers of money, land, and other fine jewels were rejected, Gelledona paid the visiting princess's own guards kill her for it. Savage in their work, the princess died clutching the diamond after being stabbed repeatedly. Princess Gelledona was able to have her own staff clean up the mess after she secretly claimed the diamond for herself, her diplomats putting the blame on another nation already at war with the dead princess's realm.

### ROYAL BLOOD DIAMOND

CR 11

XP 12,800

CE fast, spiteful item-bound haunt (haunted object that affect creatures within 60 feet of it.)

**Caster Level** 13th

**Notice** Perception DC 26 (to see the diamond glow turn to red)

**hp** 22; **Trigger** special (see below); **Reset** 1 day

**Effect** When the wearer of the diamond's necklace attempts a diplomacy check the diamond turns red and becomes soaked with blood. All creatures within a 60 foot radius of the wearer suffer the effects of the *symbol of fear* spell (DC 21 Will save negates) for the next 13 rounds.

**Destruction** The diamond must be returned to the kingdom it came from, and Gelledona needs to either sign a confession or die.

## The Busty Maid Stool (CR 5)

Ballis Yellowtusk was deadly highwayman and local outlaw. He was caught at his favorite tavern, the Busty Maid, eating a fine meal at his regular spot at the bar. He went quietly when the soldiers came, not putting up a fight as they carried him away, nor while he was sentenced to hang for his crimes. His

last request was to have the stool from his favorite spot in the Busty Maid be the thing he stood on for his hanging. Before the stool was pulled from his feet he smiled and promised to haunt anyone who would sit in his spot at the tavern. He grinned as the stool was yanked out from under him, and kept grinning even after he was long dead.

### THE BUSTY MAID STOOL

CR 5

XP 1,600

LE belligerent item-bound haunt (haunted object affecting the creature sitting on the stool)

**Caster Level** 5th

**Notice** Perception DC 18 (to hear a whispered warning when someone sits on the stool)

**hp** 30; **Weakness** tricked by *hide from undead*; **Trigger** special (see below); **Reset** 1 day

**Effect** A ghostly Ballis Yellowtusk appears and attacks anyone who sits on this stool fifteen minutes after they have left the Busty Maid. The victim suffers the effects of *phantasmal killer* (except no Will save to disbelieve, DC 16 Fortitude save or die of fear, 3d6 points of damage is save is success.)

**Destruction** Hanging the stool five feet off the ground on the wall next to Ballis's spot for one year will successfully destroy the haunt.

## Hardnook Plantation Mirror (CR 7)

The Hardnook family was one of the wealthiest plantation owners in their area. Unfortunately Vande, the head of the family, was a cruel man and abused all of the slaves and workers who worked for him. Angry at his actions and riled by an accident that killed a young child, the slaves eventually revolted and the family was forced to barricade themselves in the plantation manor. After three nights waiting for help Vande was fatally wounded and his wife, Seadora, grew insane from the constantly shouted threats and attacks. In her crazed delirium, she tied nooses around her husband's neck, her neck, and the neck of each of her children. Then she threw each one over the banister in the entryway of the manor before jumping herself. The last thing each of them saw was the reflection of their struggling and gasping bodies in the large silver mirror that hung in that entryway.

### THE HARDNOOK PLANTATION MIRROR

CR 7

XP 3,200

CE persistent item-bound haunt (haunted object affecting a 15 foot by 10 foot area in front of the mirror)

### Caster Level 7th

**Notice** Perception DC 22 (to see the family hanging from the manor's banister in the mirror's reflection)

**hp** 14; **Weakness** tricked by *invisibility*; **Trigger** proximity; **Reset** 1 hour

**Effect** This haunt seeks to choke the life out of anyone viewing the mirror. When someone within 30 feet looking into the mirror is targeted by the haunt they see themselves hanging with the family and suffer the effects of the spell *suffocation* (DC 17 Fortitude save to resist the effects.)

The haunt stays with the mirror, and the banister the family hung from is still visible in the mirror if it is moved to another location.

**Destruction** The mirror needs to be melted down and minted into coins. Those coins then need to be given to plantation's former slaves.

## The Willow's Doll (CR 2)

The exact origins of the doll are uncertain but the last owners, the Willow family, discovered it along the side of the road near their home. The doll is expertly made, with a smiling face and a body stuffed with soft feathers. Not long afterwards the family started to be woken up nightly by slamming doors and distant laughing. Even more unsettling was how the doll would move unseen through the house, and was even discovered in high up places the children couldn't reach. Things became worse when the youngest claimed the doll kept trying to choke her in her sleep, and the family discovered just how difficult it was to get rid of the doll. No matter how many times they have tossed it into a well or gave it away the doll would always return to their doorstep each morning. Burning it seems to do nothing to it as it simply laughs at the flames.

### THE WILLOW'S DOLL

CR 2

**XP** 600

**NE** free-roaming, harmless, persistent item-bound haunt with increased area (haunted object affecting one creature within 2 feet of it)

**Caster Level** 2nd

**Notice** Perception DC 15 (to hear a child's laugh)

**hp** 4; **Weakness** tricked by *Stealth*; **Trigger** nighttime; **Reset** 1 minute

**Effect** The malevolent spirit bound to the doll only wishes to torment those around it. Each night it moves itself about the house, slamming doors, laughing, and placing itself in unsettling places. Each person that the doll comes across while wandering about the house is affected by a *cause fear* spell (DC 10 for partial effect.) The haunt can

only affect each target once per night.

**Destruction** The haunt is permanently destroyed if it completely submerged in holy water.

## Sir Vincent's Portrait (CR 9)

Sir Vincent was a rich, arrogant, aristocrat who had great pride in his appearance and was known to be hot-headed about a disfiguring burn scar on his neck. Anyone who pointed it out would be shouted at, or even attacked if he was in a foul mood. When it came time to do his portrait he hired only the best in the land, but demanded that the scar be left out. Fabelli, the painter, refused the demand because he painted his subjects as he saw them. Sir Vincent was so furious at the sight of his scar in the portrait that he attacked Fabelli on the spot, grabbing a small stone bust in his anger and repeatedly beating Fabelli over the head with it. As he died, Fabelli left a single bloody handprint in the bottom corner of the portrait, his last words too gargled with blood for anyone to hear them. Sir Vincent simply ordered that the scar and handprint be painted over before anyone could hang it in the ballroom, paying off all witnesses to his crime.

### SIR VINCENT'S PORTRAIT

CR 9

**XP** 6,400

**LN** fast persistent spiteful item-bound haunt (haunted object affecting a 15 ft. by 15 ft. area in front of the portrait)

**Caster Level** 11th

**Notice** Perception DC 25 (to see the painted Sir Vincent slowly become covered in burn scars)

**hp** 18; **Trigger** proximity; **Reset** 1 day

**Effect** When this haunt is triggered the painted Sir Vincent slowly becomes horrifically scarred as if by fire. The clothing in the painting also appears to be charred. Anyone standing in the area the haunt effects must make a DC 17 Fortitude save or take 3d6 fire damage and catch fire, taking 1d6 fire damage at the end of each of their turns. Those that have caught fire can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 17 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a large body of water or magically extinguishing the flames automatically smothers the fire. Each round the haunt is active it will target any creatures not on fire within its area of effect until it is destroyed or it has no more creatures it can target.

**Destruction** The haunt desires that Sir Vincent be brought to justice and his crime brought to light. When these conditions are met the portrait bursts into flames and burns itself to ashes.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The

owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

**Open Game License v 1.0a** Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document.** Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Pathfinder Roleplaying Game Reference Document.** © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

**Pathfinder Roleplaying Game Core Rulebook.** © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game GameMastery Guide.** Copyright 2010, Paizo Publishing, LLC; Authors: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff, based on material by Jonathan Tweet, Monte Cook, and Skip Williams, Richard Baker and Peter Atkinson.

**Pathfinder Roleplaying Game Occult Adventures** © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwab, Mark Seifter, Russ Taylor, and Steve Townshend.

Sidebars: 5 **Haunted Items** ©Fat Goblin Games 2015 **Author** Taylor C. Hubler