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Fat Goblin Games Presents

SIDE BAR #6

5 Haunted Items

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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 affects 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.

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