
Treasure

# Blood Vial

Consumable (potion)

**Action (Consumable):** You regain all lost hit points and remove one level of exhaustion. Any conditions that can end with a successful saving throw end immediately.

T1


Treasure

# Blood Vial

Consumable (potion)

**Action (Consumable):** You regain all lost hit points and remove one level of exhaustion. Any conditions that can end with a successful saving throw end immediately.

T1


Treasure

# Circlet of Vision

Head (circlet)
Cannot be removed

**Property:** You gain darkvision 50'.

**Property:** You have advantage on all Wisdom (Perception) skill checks related to sight.

T2


Treasure

# Circlet of the Bat

Head (circlet)
Cannot be removed

Action (Recharge on Rest): You turn into a cloud of small bats. While in this form, you gain a fly speed of 40' (hover) and are considered a swarm (resistance to bludgeoning, piercing, and slashing; can occupy another creature's space; cannot heal or gain temporary hit points), but you cannot attack. You can end the effect as a free action.

T3


Treasure

# Oculus of Comprehension

Head (oculus)
Cannot be removed

**Property:** You can read and understand all written languages.

T4


Treasure

# Dancing Blade

Weapon, Silvered (+1 longsword)

**Property:** Every time you score a critical hit with this weapon, you can make an additional melee attack with this weapon as a free action.

**Action (Recharge on Rest):** You make four separate melee basic attacks with this weapon.

T5


Treasure

# Wand of Lightning

Spell Focus (+1 wand), 4 charges

Action (1 charge): Choose up to three creatures within 60' that you can see. Each creature must make a DC 16 Dexterity saving throw. You may use 1 additional charge to have all targets make their saving throws with disadvantage.
Failure: 18 (4d8) lightning damage
Success: Half damage

Once the wand is reduced to 0 charges, it disintegrates into nothingness. It cannot be recharged by any means.

T6


Treasure

# Potion of Healing

Consumable (potion)

Bonus Action (Consumable): You regain 20 hit points.

T7


Treasure

# Potion of Healing

Consumable (potion)

Bonus Action (Consumable): You regain 20 hit points.

T7


Treasure

# Potion of Healing

Consumable (potion)

Bonus Action (Consumable): You regain 20 hit points.

T7


Treasure


Amulet of Protection
Neck (amulet)
Cannot be removed
Property: You gain a +2 bonus to AC.
T8


Treasure

# Flask of Darkness

Consumable (flask)

**Bonus Action (Consumable):** Throw the flask at a point within 30'. The flask creates a zone of darkness in a 10' radius that lasts until the end of your next turn. The zone blocks line of sight to all creatures (including those with darkvision), and any creature entirely within the zone is blinded and totally obscured. You are immune to the zone's effects.

T9


Treasure

# Clockwork Magpie

Wondrous Item

The clockwork magpie is immune to all damage and cannot be destroyed.

**Free Action:** The magpie can be asked to recollect anything it has seen or heard since being in possession of the group.

**Free Action (Single Use):** You can ask one yes or no question about the manor or its inhabitants of the GM, and the GM must answer truthfully.

T10


Treasure

# Adrenaline Boost

Consumable (injector)

Bonus Action (Consumable): Your movement speed doubles and you gain resistance to all damage. You are also immune to fear and charm effects for the duration of the boost.

The effect lasts for the next 5 minutes or until you fall unconscious.

After the effect ends, you gain two levels of exhaustion.

T11


Treasure

# Pill Bottle

Consumable (pills)

Bonus Action (Consumable): You gain 15 temporary hit points. The temporary hit points last until you take a short rest.

T12


Treasure

# Belt of the Bear

Waist (belt)
Cannot be removed

**Property:** Every time you use one of your own hit dice to heal, you heal the maximum value.

**Property:** You have advantage on any skill checks made to grapple a target.

**Property:** You gain advantage on all Strength and Constitution-based skill checks and saving throws.

T13


Treasure

# Scroll of Recollection

Consumable (scroll)

After spending 5 uninterrupted minutes concentrating on this scroll, you recover all used spell slots.

The scroll crumbles to dust immediately after use.

T14


Treasure

# Serum of Recovery

Consumable (injector)

**Action (Consumable):**
You recover all spent hit dice and remove up to two levels of exhaustion.

T15


Treasure

# Shield of the Fallen

+2 shield

**Property:** You gain an additional +2 bonus to AC against ranged attacks.

**Free Action (Recharge on Rest):** If you are prone, you stand up and can take a 5' step as a free action.

T16


Treasure

# Carnivorous Plant

Wondrous Item

**Action (Single Use, possible recharge):** You place the plant on the ground in an adjacent vacant space. It grows into a Large-sized **Giant Carnivorous Plant** and acts immediately. It is under your full control and remains in play until there are no more hostile creatures in the area.

**Recharge:** At the end of the encounter, by any player character spending 2 of their hit dice, you can recharge this item and re-use the plant.

T17


Treasure

# Holy Water

Consumable (flask)

Action (Consumable): Throw the flask at a point within 30'. Every undead creature within 10' of the target location must make a DC 15 Dexterity saving throw, taking 14 (4d6) radiant damage on a failed save, or half as much on a successful one.

T18


Treasure

# Holy Water

Consumable (flask)

Action (Consumable): Throw the flask at a point within 30'. Every undead creature within 10' of the target location must make a DC 15 Dexterity saving throw, taking 14 (4d6) radiant damage on a failed save, or half as much on a successful one.

T18


Treasure

# Elixir of Invisibility

Consumable (potion)

Action (Consumable): You become invisible for 5 minutes. The effect ends immediately only if you take damage, if you cast a spell, or if you make an attack.


Treasure

# Skeleton Tools

Wondrous Item

Free Action: You use the tools to gain advantage on your next Dexterity (Thieves' Tools) check.

After each use, make a DC 12 Dexterity saving throw; on a failed save, the tools break and can no longer be used. The DC increases by 1 after each use.

T20


Treasure

# Faded Journal

Draw one additional rumor card.


Treasure

# Faded Journal

Draw one additional rumor card.


Treasure

# Ring of Vitality

Ring
Cannot be removed

Property: As soon as the ring is placed on your finger, your current and maximum hit points increase by 15, and you lose one level of exhaustion.

T22


Treasure

# Acrobat Boots

Feet (boots)
Cannot be removed

Property: You gain advantage on all Dexterity-based skill checks and saving throws.

Property: If any attack or effect (besides falling unconscious) knocks you prone, you can attempt a DC 10 Dexterity saving throw (without advantage) as a free action. On a success, you do not fall prone.

T23


Treasure

# Phoenix Amulet

Neck (amulet)
Cannot be removed

Property: You gain resistance to fire. If you already had resistance to fire that was not temporary, you are now immune to it.

Free Action (Single Use):
Trigger: You are reduced to 0 hit points or fewer. This effect triggers automatically without the wearer choosing to trigger it.
Effect: You immediately gain hit points equal to half your maximum number of hit points (roudning down) and do not fall unconscious or prone. Every creature (except you) within 30' must make a DC 16 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save or half as much on a successful one.

T24


Treasure

# Stone of Accuracy

Consumable (whetstone)

**Bonus Action (Consumable):** Rub this stone against a piercing or slashing melee weapon. For the next 5 minutes, the weapon has advantage on all attack rolls and a +5 bonus to damage.

T25


Treasure

# Stone of Accuracy

Consumable (whetstone)

**Bonus Action (Consumable):** Rub this stone against a piercing or slashing melee weapon. For the next 5 minutes, the weapon has advantage on all attack rolls and a +5 bonus to damage.

T25


Treasure

# Potion of Speed

Consumable (potion)

Bonus Action (Consumable): For the next minute or until you fall unconscious, your movement speed increases by 15', and you gain two additional actions each turn.

T26


Treasure

# Sword of the Immortals

Weapon (+1 longsword)

Property: When you reduce a target to 0 hit points with a melee attack made by this weapon, you gain 10 temporary hit points. Every creature within 10' of you must immediately make a DC 14 Dexterity saving throw. On a failed save, they take 14 (4d6) lightning damage.

T27


Treasure

# Scroll of Restoration

Consumable (scroll)

**Action (Consumable):** You cast either the *remove curse* or the *greater restoration* spell on yourself.

The scroll crumbles to dust immediately after use.

T28


Treasure

# Freeman's Crowbar

Weapon (+1 club/crowbar)

**Property:** This weapon deals 1d12 bludgeoning damage on a hit, or 3d12 bludgeoning damage against objects and structures.

**Property:** Against undead creatures, this weapon scores a critical hit on an 18-20.

**Action (Recharge on Rest):** You make four melee attacks against the same target.

T29


Treasure

# Thunderstone

Consumable (stone)

**Action (Consumable):** Throw the stone at a point within 30'. Every creature within 20' of the target location must make a DC 15 Dexterity saving throw. On a failed save, the target takes 18 (4d8) thunder damage and is pushed 10' from the point of impact. On a successful save, the target takes half damage and is not pushed.


Treasure

# Thunderstone

Consumable (stone)

**Action (Consumable):** Throw the stone at a point within 30'. Every creature within 20' of the target location must make a DC 15 Dexterity saving throw. On a failed save, the target takes 18 (4d8) thunder damage and is pushed 10' from the point of impact. On a successful save, the target takes half damage and is not pushed.


Unique

# Platinum Key

A small platinum key that seems valuable.

U1


Unique

# Platinum Key

A small platinum key that seems valuable.

U1


Unique

# Platinum Key

A small platinum key that seems valuable.

U1


Unique

# Platinum Key

A small platinum key that seems valuable.

U1


Unique

# Stuffed Dolly

A child's stuffed doll that looks like a bear in a pirate's outfit.

U2


Unique

# Stuffed Dolly

A child's stuffed doll that looks like a bear in a blue sailor's outfit.

U2


Unique

# Stuffed Dolly

A child's stuffed doll that looks like a bear dressed as a circus clown.

U2


Unique

# Stuffed Dolly

A child's stuffed doll that looks like a bear in a pink bunny rabbit outfit.

U2


Unique

# Stuffed Dolly

A child's stuffed doll that looks like a bear dressed as a scarecrow.

U2


Unique

# Stuffed Dolly

A child's stuffed doll that looks like a bear in a witch's outfit, complete with broom.

U2


Unique

# Talisman Fragment

This is one fourth of some sort of holy talisman.

U3


Unique

# Talisman Fragment

This is one fourth of some sort of holy talisman.

U3


Unique

# Talisman Fragment

This is one fourth of some sort of holy talisman.

U3


Unique

# Talisman Fragment

This is one fourth of some sort of holy talisman.

U3


Unique

# Talisman of the Sun

Holy symbol

**Property:** When casting a spell from the cleric's spell list, you gain a +2 bonus on spell attacks and your spell save DC increases by 2.

**Property:** You gain resistance to any damage from undead creatures.

**Property:** If you make an attack that does not already deal radiant damage, the attack deals an additional 14 (4d6) radiant damage when it hits.

**Action (Single Use):** You create a zone of bright light in a 20' radius. The zone moves with you and is considered to be natural sunlight. You can maintain the effect for 1 minute so long as you maintain concentration; if you break concentration, the effect ends immediately.

U4


Unique

# Fragment of Sheet Music

A tattered piece of paper that contains part of a musical composition.

U5


Unique

# Fragment of Sheet Music

A tattered piece of paper that contains part of a musical composition.

U5


Unique

# Fragment of Sheet Music

A tattered piece of paper that contains part of a musical composition.

U5


Unique

# Iron Key

A heavy iron key.

U6


Unique

# Enchanted Locket

A small gold locket that glows with a soft blue light.

U7


Unique

# Bell of Summoning

Consumable (bell)

Bonus Action (Consumable): The manor's ghostly servant appears. You can ask one yes or no question about the manor or its inhabitants to the GM, and the GM must answer truthfully.

The bell disappears immediately after use.

U8


Unique

# Book of Dark Knowledge

Consumable (book)

A character that spends 10 minutes studying this book and succeeds on a DC 10 Intelligence (Arcana) skill check gains advantage on all future Intelligence skill checks.

The book disappears immediately after use, regardless of the result of the skill check.

U9


Unique

# Candle of Brilliance

Consumable (candle)

Once lit, the candle sheds bright light in a 20’ radius and cannot be extinguished by any means.

The candle does not give off heat, cannot be used to set anything on fire, and burns indefinitely.

U10


Unique

# Sword of the Daywalker

Weapon, Silvered (+2 longsword)

**Property:** While wielding this weapon, you gain a +2 bonus to AC.

**Property:** The sword grants advantage on all attack rolls against vampires. When you score a critical hit against a vampire with this weapon, the vampire takes slashing damage equal to half its maximum hit points (rounding down) in addition to the attack's normal damage.

**Action (Recharge on Rest):** You make one melee basic attack against each enemy within range, with advantage on all the attack rolls.


Unique

# Axe of the Slayer

Weapon, Silvered (+2 battleaxe)

**Property:** While wielding this weapon, you have advantage on all Strength, Constitution, and Dexterity-based skill checks and saving throws.

**Property:** The axe grants advantage on all attack rolls against vampires and demons. When you score a critical hit against a vampire or demon with this weapon, the target takes slashing damage equal to half its maximum hit points (rounded down) in addition to the attack's normal damage.

**Bonus Action (Recharge on Rest):** The next target you hit with this weapon takes an additional 14 (4d6) slashing damage.

U12


Unique

# Nightmare Claw

Weapon, Silvered (+2 short sword)

**Property:** While wielding this weapon, you have advantage on all Strength, Constitution, and Dexterity-based skill checks and saving throws.

**Property:** While wielding this weapon you gain resistance to psychic damage, and you cannot be put to sleep by magic.

**Bonus Action (Recharge on Rest):** The next target you hit with this weapon takes an additional 14 (4d6) slashing damage.

U13


Unique

# Bow of Hunger

Weapon (+1 longbow), Cursed

**Property:** Once this weapon is picked up, the wielder cannot relinquish the weapon by any means other than by using a *remove curse* or *greater restoration* spell.

**Property:** Any attack roll (including spell attacks) you make that does not involve using this weapon is made with disadvantage.

**Property:** When you make an attack with this weapon and miss, you take 7 (2d6) psychic damage. This damage cannot be reduced in any way.

U14


Unique

# Golden Puzzle Box

Wondrous Item

Action (Single Use): Two Cenobite Demons appear adjacent to you and act immediately. They are under your full control and remain in play for 5 minutes, after which they disappear.

U15


Unique

# Whip of the Maiden

Weapon (+2 whip, 15' reach)

**Property:** While wielding this weapon, you have advantage on all Intelligence and Charisma-based skill checks and saving throws.

**Property:** While wielding this weapon you are immune to all charm spells and effects, and you cannot be put to sleep by magic.

**Action (Recharge on Rest):** Make an attack with this weapon. If the attack hits, the target must make a DC 13 Wisdom saving throw. If it fails, the target is dominated by you as per the *dominate monster* spell until the end of your next turn.

U16


Unique

# Machete of the Undying

## Weapon, Silvered (+2 short sword)

**Property:** While wielding this weapon, you have advantage on all Strength and Constitution-based skill checks and saving throws.

**Property:** You cannot be killed by excessive damage and can only die by failing enough death saves. While you are at 0 hit points or fewer, you are immune to any additional damage and do not accumulate failed death saves due to damage received.

**Free Action (Single Use):**
Trigger: You are reduced to 0 hit points while wielding this weapon. This effect triggers automatically without the wearer choosing to trigger it.
Effect: You immediately stabilize and do not need to make death saves. At the start of your next turn, you regain a number of hit points equal to half your maximum hit points (rounded down) and can stand up as a free action.

U17


Unique

# Void Stone

A heavy 3-inch diameter sphere of featureless jet-black stone.

U18


Unique

# Golden Key

A ornate gold key that has the symbol of a bat on the bow.

U19


Unique

# Sword of Ill Omen

Weapon (-1 longsword), Cursed

**Property:** Once this weapon is picked up, the wielder cannot relinquish the weapon by any means other than by using a *remove curse* or *greater restoration* spell.

**Property:** Any attack roll (including spell attacks) you make that does not involve using this weapon is made with disadvantage.

**Property:** When you make an attack with this weapon and miss, you take 10 (3d6) psychic damage. This damage cannot be reduced in any way.

U20


Unique

# Sword of Retribution

Weapon (+1 longsword)

**Property:** While wielding this weapon, you have advantage on all Charisma-based skill checks and saving throws.

**Property:** While wielding this weapon you have resistance to necrotic damage.

**Bonus Action (Recharge on Rest):** An ally of your choice that you can see can make a weapon attack as a free action. If the attack hits, the target of the attack takes an additional 14 (4d6) radiant damage.

U21


Attribute

# Blood of the Flame

**Property:** You gain resistance to fire damage. If you already have resistance to fire damage that is not temporary, you are now immune to it.

**Bonus Action (Recharge on Rest):** Your next weapon attack that hits deals an additional 14 (4d6) fire damage.

A1


Attribute

# Blood of the Arachnid

**Property:** You gain resistance to poison damage. If you already have resistance to poison damage that is not temporary, you are now immune to it.

**Property:** You gain a climb speed equal to your movement speed. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

A2


Attribute

# Blood of the Bat

**Property:** You gain blindsight 50'.

**Bonus Action (Recharge on Rest):** You become insubstantial and gain a fly (hover) speed equal to your movement speed for the next 5 minutes, until you make an attack, or until you cast a spell. You can end this effect with a free action.

A3


Attribute

# Blood of the Storm

**Property:** You gain resistance to lightning and thunder damage. If you already have resistance to lightning damage or resistance to thunder damage that is not temporary, you are now immune to that type of damage.

**Bonus Action (Recharge on Rest):** Your next weapon attack that hits deals an additional 7 (2d6) lightning damage and 7 (2d6) thunder damage.

A4


Attribute

# Blood of the Undying

**Property:** You gain resistance to necrotic damage. If you already have resistance to necrotic damage that is not temporary, you are now immune to it.

**Property:** As soon as you receive this ability for the first time, any death saves you have failed in the past are negated.

**Property:** You gain a +5 bonus to death saving throws.

A5


Attribute

# Reanimated

**Property:** Your lose half of your remaining hit dice (rounded down).

**Property:** You have disdvantage on all Charisma-based skill checks.

**Property:** You cannot be healed by magic, potions, or other conventional means.

**Property:** Whenever you are hit with an attack that deals lightning damage, you instead heal for half as much of the damage (rounded down) you would have taken.

**Property:** You are vulnerable to fire damage. If you are already resistant or immune to fire damage, the effects cancel each other out.

A6


Attribute

# Gift of Music

**Property:** You have advantage on all Dexterity and Charisma-based skill checks and saving throws.

**Property:** You are immune to deafness. If you were already deaf, your hearing is restored.

**Property:** You gain advantage on any Wisdom (Perception) skill checks relating to hearing.

**Free Action (Recharge on Rest):** If you are prone, you stand up and can take a 5' foot step as a free action.

A7


Attribute

# Djinn's Gift

**Property:** You weapon attacks gain a +5 bonus to damage.

**Property:** You gain resistance to lightning damage and resistance to thunder damage. If you already have resistance to either lightning or thunder damage that is not temporary, you are now immune to that damage type.

**Property:** You gain advantage on all Charisma-based skill checks and saving throws.

**Reaction (Recharge on Rest):**
Trigger: You are hit by a melee attack.
Effect: The attacking creature takes 9 (2d8) lightning damage and 9 (2d8) thunder damage.

A8


Maze


Progress!
+1 success
M1


Maze


Progress!
+1 success
M1


Maze


Progress!
+1 success
M1


Maze


Progress!
+1 success
M1


Maze


Progress!
+1 success
M1


Maze


Progress!
+1 success
M1


Maze


Progress!
+1 success
M1


Maze


Progress!
+1 success
M1


Maze


Dead End
M2


Maze


Dead End
M2


Maze


Dead End
M2


Maze


Dead End
M2


Maze


Dead End
M2


Maze


Dead End
M2


Maze


Dead End
M2


Maze

# Lost!



+1 failure

M3


Maze

# Lost!



+1 failure

M3


Maze

# Lost!



+1 failure

M3


Maze

# Lost!



+1 failure

M3


Maze

# Lost!



+1 failure

M3


Maze

# Lost!



+1 failure

M3


Maze

# Treasure Chest



+1 treasure card

M4


Maze

# Treasure Chest



+1 treasure card

M4


Maze

# Iron Key



+2 successes

M5


Rumor

# Reliable

The magic that protects the books in the Attic can be dispelled by a command phrase visible only in total darkness.

R1


Rumor

# Reliable

The creature from the Laboratory knows of a hidden treasure somewhere upstairs.

R2


Rumor

# Reliable

There are eight identical stuffed dolls somewhere in the manor. Finding all eight of them leads to a rare artifact.

R3


Rumor

# Reliable

The key to the front door is lost somewhere inside the Hedge Maze.

R4


Rumor

# Reliable

The ghost in the gazebo is hoping to recover lost jewelry that has sentimental value to her.

R5


Rumor

# Reliable

The door on the 2nd floor that is blocked by spirits can be opened with help from the musician in the Grand Ballroom.

R6


Rumor

# Unreliable

All five of the vials in the Laboratory are lethal.

R7


Rumor

# Unreliable

Count Seyvoth and his handmaidens are immune to silvered weapons.

R8


Rumor

# Unreliable

The creature that guards the center of the Hedge Maze can be bribed with treasure.

R9


Rumor

# Unreliable

Only one of the brains can be safely put inside the head of the creature in the Laboratory.

R10


Rumor

# Unreliable

One of the unmarked graves in the Graveyard contains a rare artifact.

R11


Rumor

# Unreliable

The sword in the basement demands a blood sacrifice before it can be taken.

R12