Reliable

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

R1

Reliable

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

R2

Reliable

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

R3

Reliable

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

R4

Reliable

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

R5

Reliable

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

R6

Unreliable

All five of the vials in the Laboratory are lethal.

R7

Unreliable

Count Seyvoth and his handmaidens are immune to silvered weapons.

R8


Unreliable
The creature that guards the center of the Hedge Maze can be bribed with treasure.
R9


Unreliable
Only one of the brains can be safely put inside the head of the creature in the Laboratory.
R10


Unreliable
One of the unmarked graves in the Graveyard contains a rare artifact.
R11


Unreliable
The sword in the basement demands a blood sacrifice before it can be taken.
R12


Progress!
+1 success
M1


Progress!
+1 success
M1


Progress!
+1 success
M1


Progress!
+1 success
M1


Progress!
+1 success
M1


Progress!
+1 success
M1


Progress!
+1 success
M1


Progress!
+1 success
M1

Dead End

M2

Dead End

M2

Dead End

M2

Dead End

M2

Dead End

M2

Dead End

M2

Dead End

M2

Lost!



+1 failure

M3

Lost!



+1 failure

M3

Lost!



+1 failure

M3

Lost!



+1 failure

M3

Lost!



+1 failure

M3

Lost!



+1 failure

M3

Treasure Chest



+1 treasure card

M4

Treasure Chest



+1 treasure card

M4

Iron Key



+2 successes

M5

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

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

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

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

Oculus of Comprehension

Head (oculus)
Cannot be removed

Property: You can read and understand all written languages.

T4

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

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.
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

Potion of Healing

Consumable (potion)

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

T7

Potion of Healing

Consumable (potion)

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

T7

Potion of Healing

Consumable (potion)

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

T7

Amulet of Protection

Neck (amulet)
Cannot be removed

Property: You gain a +2 bonus to AC.

T8

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

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

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

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

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

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

Serum of Recovery

Consumable (injector)

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

T15

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

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

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

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

Elixir of Invisibility

Consumable (potion)

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

T19

Skeleton Tools

Wondrous Item (thieves' tools)

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

Faded Journal

Draw one additional rumor card.

T21

Faded Journal

Draw one additional rumor card.

T21

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

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

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

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

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

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

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

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

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

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 14 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.

T30

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 14 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.

T30

Platinum Key

A small platinum key that seems valuable.

U1

Platinum Key

A small platinum key that seems valuable.

U1

Platinum Key

A small platinum key that seems valuable.

U1

Platinum Key

A small platinum key that seems valuable.

U1

Fragment of Sheet Music

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

U5

Stuffed Dolly

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

U2

Stuffed Dolly

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

U2

Stuffed Dolly

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

U2

Stuffed Dolly

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

U2

Stuffed Dolly

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

U2

Talisman Fragment

This is one fourth of some sort of holy talisman.

U3

Talisman Fragment

This is one fourth of some sort of holy talisman.

U3

Talisman Fragment

This is one fourth of some sort of holy talisman.

U3

Talisman Fragment

This is one fourth of some sort of holy talisman.

U3

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

Fragment of Sheet Music

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

U5

Fragment of Sheet Music

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

U5

Fragment of Sheet Music

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

U5

Iron Key

A heavy iron key.

U6

Enchanted Locket

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

U7

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

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

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

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 attack against each enemy within range, with advantage on all the attack rolls.

U11

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

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

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

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

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

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

Void Stone

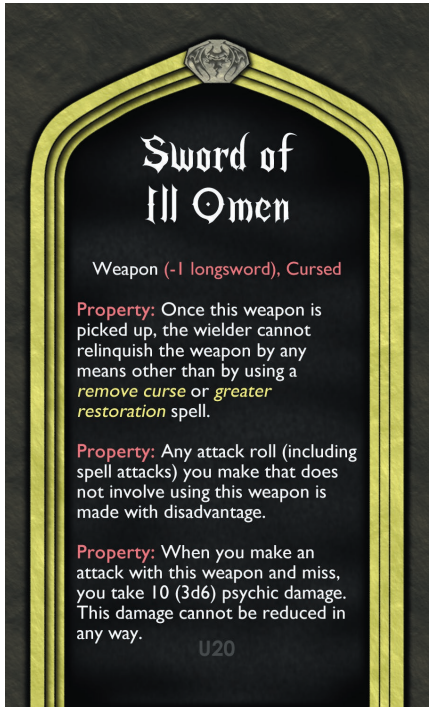
A heavy 3-inch diameter sphere of featureless jet-black stone.

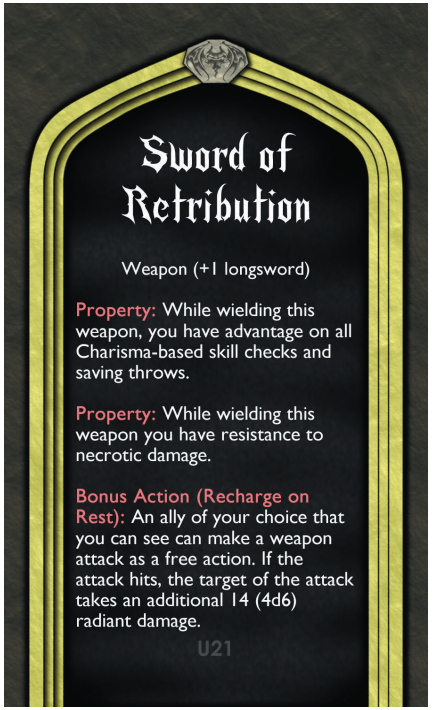
U18

Golden Key

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

U19


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


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

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

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

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

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

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

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

Gift of Music

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

Property: You are immune to deafness.

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

Djinn's Gift

Property: Your 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

C. WHITE | J. HARKER | L. TALBOT

R. ASAKAWA | S. HARDESTY | S. LOOMIS

H. WEST | J. TORRANCE | H. CLERVAL

R. THORN | S. PRESCOTT | M. CRANE

LEFT CABINET

R. WOODHOUSE | N. THOMPSON | C. A. FREELING

W. DYER | C. DAAÉ | A. WILLIAMS

K. COTTON | C. REDFIELD | L. MERRIN

A. HARDY | L. GORDON | R. USHER

RIGHT CABINET

Cenobite Demon

Medium fiend (demon), chaotic evil

Armor Class 15 (natural armor)
Hit Points 45 (6d8+18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Con +5, Wis +3, Cha +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, petrified, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages infernal, telepathy 60 ft**.**

Traits

Devil's Sight: Magical darkness doesn't impede the demon's darkvision.

Magic Resistance: The demon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack: The demon makes two *chain* attacks.

Chain, *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 10 (2d6+3) slashing damage. The target is grappled (escape DC 13) if the demon isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 14 (4d6) slashing damage at the start of each of its turns.

Henry, the Reanimated Creature (Flesh Golem)

Medium undead/construct, neutral

Armor Class 9
Hit Points 85 (10d8+40)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	18 (+4)	8 (-1)	10 (+0)	5 (-3)

Skills Athletics +8
Damage Resistances necrotic
Damage Immunities lightning (see *Lightning Absorption*), poison
Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Common

Traits

Aversion to Fire: If Henry takes fire damage, he has disadvantage on attack rolls and ability checks until the end of his next turn.

Immutable Form: Henry is immune to any spell or effect that would alter his form.

Lightning Absorption: Whenever Henry is subjected to lightning damage, he takes no damage and instead regains a number of hit points equal to half the lightning damage dealt.

Magic Resistance: Henry has advantage on saving throws against spells and other magical effects.

Magic Weapons: Henry's weapon attacks are magical.

Reanimated Corpse: Henry is not considered a living creature and cannot be healed by conventional means (see *Lightning Absorption*).

Actions

Multiattack: Henry makes two *slam* attacks.

Slam, *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage.

Giant Carnivorous Plant

Large plant, chaotic neutral

Armor Class 12 (natural armor)
Hit Points 42 (5d10+15)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	16 (+3)	8 (-1)	10 (+0)	7 (-2)

Damage Vulnerabilities lightning
Condition Immunities charmed, exhaustion, frightened, petrified, poisoned, prone
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages Common

Actions

Multiattack: The plant makes two attacks: one with its *bite* and one to *constrict*.

Bite, *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+4) piercing damage.

Constrict, *Melee Weapon Attack:* +7 to hit, reach 10 ft., one Large or smaller creature. *Hit:* 15 (2d10+4) bludgeoning damage. The target is grappled (escape DC 14) if the plant isn't already constricting a creature, and the target is restrained until the grapple ends.

Swallow: The plant makes one *bite* attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects from outside the plant, and takes 21 (6d6) piercing damage at the start of each of the plant's turns, and if the target is a living creature the plant heals for half the damage dealt. The plant can have only one creature swallowed at a time.

If the plant takes 20 or more damage on a single turn, the plant must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the plant. If the plant dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.