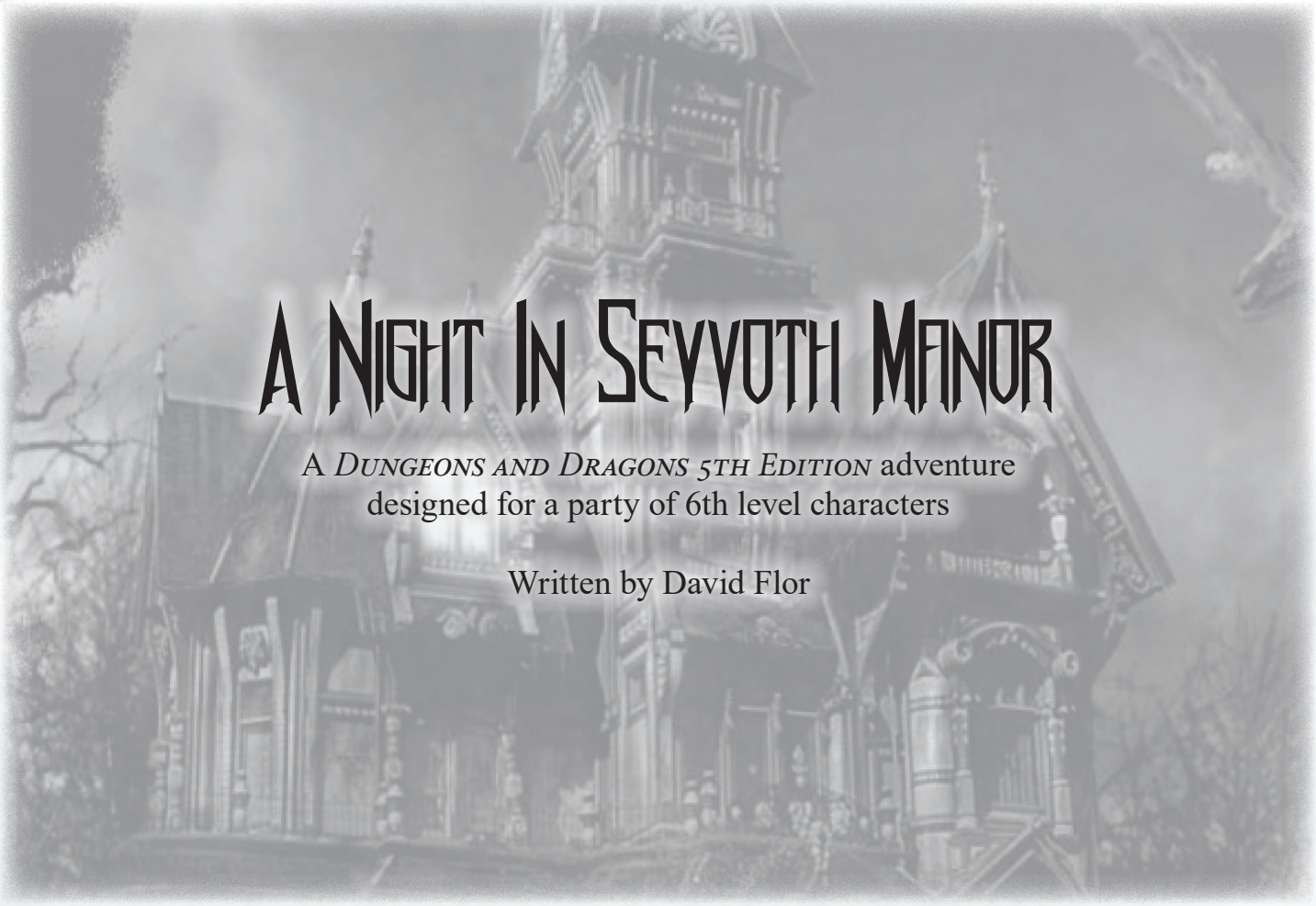

A Night In Seyvoth Manor

A *Dungeons and Dragons 5th Edition* adventure
designed for a party of 6th level characters

Written by David Flor

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Introduction

Few people in the village of Ravenshire spoke of the manor atop the hill to the north, and even fewer dared approach it. After the horrific events that happened there so many years ago, many believe the mansion and the estate grounds to be cursed, haunted by the restless dead. Some of the village residents swear they've seen movement and lights coming from the seemingly abandoned mansion.

Throughout the years, the village has had its share of disappearances; most of them had been blamed on the harsh environment of the surrounding forest and the natural dangers of the world we live in, but recent evidence leads to the doorstep of the Seyvoth estate. And when the two young daughters of a prominent noble go missing and the village sends out search parties to the surrounding area, two separate search parties passed through the iron gate at the entrance to the estate and have yet to return.

Now a local mystic warns of the danger looming in the manor, how the noble's two daughters will soon be led towards the darkness and turn against the village they once called home. Are you brave enough to step through the gates and seek out the missing search parties and the two noble daughters? Are you willing to unravel the mysteries of Seyvoth Manor, even if it means risking your own life?

A Night in Seyvoth Manor is a ***5th Edition*** adventure designed for a group of 6th level characters.

The primary objective of this adventure is to rescue the two daughters – Jessi and Lyssa Hawthorne – of a noble in the village of Ravenshire. A secondary objective is to investigate the manor house, try to find the whereabouts of the search parties that disappeared, and destroy anything that may jeopardize the safety of Ravenshire.

Getting Started

A Night at Seyvoth Manor is designed to be slightly more difficult – borderline lethal – than the typical *5th Edition* adventure at 6th level. Due to the interconnected nature of this adventure, make sure you read this document from beginning to end at least once to become familiar with it before running the scenario.

Player Characters

The adventure is designed for PCs of 6th level. Players must use the following guidelines to create their characters:

- Standard character creation rules for 6th level characters, using the point-buy system for attributes.
- Player characters start with the maximum possible hit points, which is dependent on their class and Constitution modifier.
- Players can own any mundane, non-magical equipment that is normally available for purchase at most stores.
- Pretend each character is given the equivalent of a free *bag of holding*; encumbrance should not be tracked. You should also not track ammunition for ranged weapons or material components necessary for spells.
- Players can claim magical items using the following point-buy system. Each PC starts with a total of 10 points which can be used to "purchase" magic items using the following costs:

Type of Magic Item	Point Cost
+1 Weapon, Armor or Shield	4 points
+2 Weapon, Armor or Shield	7 points
+3 Weapon, Armor or Shield	10 points
Common Magic Item	3 points
Uncommon Magic Item	5 points
Rare Magic Item	7 points
Very Rare Magic Item	10 points
Potion of Healing	2 points
Potion of Greater Healing	4 points
Potion of Superior Healing	6 points

Materials

This adventure includes:

- 12 rumor cards (purple border, R1-R12)
- 37 treasure cards (gray border, T1-T30)
- 34 unique item cards (yellow border, U1-U21)
- 8 attribute cards (red border, A1-A8)
- 24 maze cards (green border, M1-M5)
- Sheet containing 24 names (used in *Area F - The Laboratory*)
- Stat blocks for creatures that can be summoned by the party (*cenobite demon*, *Henry the reanimated creature* and the *giant carnivorous plant*).

Cards

Several different types of cards are included in this adventure.

Rumor Cards

The 12 rumor cards (purple border) represent information the party may have gathered in the village of Ravenshire prior to entering the estate. Six of these rumors are marked as "reliable", but of these six, only five are true. The other six are marked as "unreliable", and of these, only one is true.

> ***NOTE:*** *Make the players aware of the fact that two out of the twelve possible cards are incorrectly marked as "reliable" or "unreliable". It is up to them to determine whether the rumor they acquired is actually correct or not.*

Before playing, shuffle the rumor cards and have each player draw one card, reading it out loud to the other players and keeping it visible at all times until the adventure is completed.

All rumors are given as they appear on the card; the players cannot attempt skill checks, rituals, or other abilities in order to confirm or deny any given rumor. Players must make their own educated choices about the validity of each rumor as they traverse the estate.

Treasure Cards

The 37 treasure cards and 34 unique item cards are special items that the players may discover during their adventure. The treasure cards (gray border) are shuffled and distributed whenever the adventure states to give the party one or more treasure cards. The unique item cards (yellow border) are not distributed randomly, and only the specific card of the unique item the party has discovered is given to them.

Unless otherwise specified on the cards, players may trade these cards amongst themselves at their discretion. If a player is slain the remainder of the party can recover the items off the body.

Recharge Cards: Some of the treasure and unique item cards have abilities which are rechargeable. If the card specifies "Recharge on Rest", the item or ability cannot be used again until after the party takes a short rest. Cards that specify "Single Use" can only be used once during the entire adventure and cannot be recharged.

Bound Items: Some items are marked as "Cannot be Removed", which means they cannot be willingly removed by the player once equipped. If the player dies and decides to re-enter the adventure (see *Death* below), they do not keep these items.

Attribute Cards

The 8 attribute cards (red border) represent special traits and abilities a player may acquire during the adventure. When a player fulfills the requirements to receive one, give them the appropriate card. The card remains in effect until the end of the adventure and cannot be transferred to any other player.

Two specific cards – #A7 ("Gift of Music") and #A8 ("Djinn's Gift") – are given to the entire party and apply to all characters once the conditions to acquire them are met.

Maze Cards

The 24 maze cards (green border) are used to navigate the Hedge Maze on the eastern side of the estate. See *Area C* for more information.

Time Limit

The people of Ravenshire insist that time is of the essence; who knows what horrors the two noble daughters – Jessi and Lyssa Hawthorne – are experiencing while they are held against their will inside the manor.

The party has **4 hours in real time** to rescue both Jessi and Lyssa Hawthorne from the estate. Make this time limit known to the players prior to starting the adventure.

If they do not reach them in time, the daughters will have been turned into creatures of the night: Lyssa will have become a werewolf, while Jessi becomes one of Count Seyvoth's loyal handmaidens. Also, once Jessi is turned, the soothsayer's prophecy – that she will return to Ravenshire to destroy it – is closer to becoming a harsh reality.

If the party does not reach the daughters in time, the game can continue, but they must also deal with the two daughters being turned into something terrible. Failure to reach them in an adequate amount of time also impacts the adventure's final score.

Rests

During the adventure, the party can take as many short rests as they like, but long rests are not allowed.

Skill Checks

Players may only repeat the following types of skill checks after a failure:

- Skill checks relating to movement, such as Athletics checks to jump or climb or Acrobatics checks to balance. Failing the skill check could have painful or catastrophic results, but that shouldn't stop the player from trying again.
- Dexterity (Thieves' Tools) checks specifically made to disable a trap. Unless otherwise specified in a trap's description, failing such a check to disable a trap by 5 or more triggers the trap and likely targets the PC attempting to disarm it.
- Dexterity (Thieves' Tools) checks specifically made to pick a lock. If the skill check fails by 5 or more, the lock is damaged to the point that it can no longer be picked and must be opened by some other means (such as using a key).

When players make a general Wisdom (Perception) check, it is only relating to things within their line of sight; if players choose to search specific areas more closely, separate Perception checks should be made for each instance. If the player's passive Wisdom (Perception) check beats the DC to reveal some piece of information, you may use your discretion to forego the actual roll.

Lockpicking

On several occasions this adventure calls for a "Dexterity (Thieves' Tools)" skill check. This skill check is considered to be a straight Dexterity skill check (Dexterity modifier plus proficiency bonus) to disarm traps and locks but it requires having *thieves' tools* and being proficient in their use. If the PC does not have *thieves' tools* or is not proficient in using them, they will not have the knowledge necessary to even attempt to pick the lock.

Death

When a player's character dies, they may re-enter the manor with the same character. Except for any magical items that are marked as "Cannot be Removed", they can keep any gear or treasure they had in their possession at the time, including any treasure cards or unique item cards acquired in the manor. If the death occurred outside of combat the player can re-join immediately, but if the death occurred within combat, the player must wait for the combat to be concluded.

If a player chooses not to re-enter the manor, they may still actively participate in discussions about the party's adventure through the manor, help solve puzzles, or discuss strategies.

For each character slain, the group takes a 50 point penalty to the final score. See the Scoring section at the end of this adventure.

Expecting the Worst

Every area in this adventure includes a tactical map. This does not mean that every area is an actual tactical encounter, but treating every area as if it ***could*** be a tactical encounter is a good way to keep the players on their toes and guessing at what might happen at any time. Players tend to approach a new area significantly differently when there is a high expectation that an encounter might break out.

At your discretion, in order to speed up gameplay, you may choose to forego using the tactical map for areas where it is unnecessary.

Dungeon Features

Illumination: Unless otherwise specified, all areas inside and outside of the manor are well lit. Exterior areas are lit by the full moon, and interior areas are lit by torches and chandeliers.

Doors: All doors, unless otherwise specified, are typical wooden doors and are unlocked. Unless they require a unique item to open (such as the double doors leading to Count Seyvoth's Inner Sanctum), or are otherwise reinforced (such as the doors to Lady Seyvoth's Room), they can be destroyed by a couple of well-placed blows (AC 15, 15hp).

Special Items

There are numerous collections of special items that lie scattered throughout the mansion. Recovering all of them may be necessary to acquire treasure, to gain a powerful boon, or to open up other areas of the manor.

Platinum Keys

There are four platinum keys that can be used to open the treasure chests in the basement Jail Cells (*Area E*).

The four keys can be found:

- At the bottom of the poisonous fountain in the Graveyard (*Area B*).
- On the carrion golem's waist belt in the Jail Cells (*Area E*).
- In a desk drawer in the Hidden Study (*Area K*).
- Behind the "monster in a crate" in the 2nd floor Storage Room (*Area L3*).

Each chest in the basement contains a **talisman fragment** (card #U4). When all four fragments are recovered, they can be assembled to create the **Talisman of the Sun** (card #U5).

See the Jail Cells (*Area E*) for more information on the chests.

The Stuffed Dollies

There are six **stuffed dollies** (card #U2) scattered throughout the estate. Only one of these dollies is the "real" dolly that will appease Crysta Seyvoth, the ghostly child in the 2nd floor Crysta's Room (*Area M*). She refers to the doll as "Billy".

The dolls are:

1. At the base of the statue in the Graveyard (*Area B*).
2. At the edge of the tunnel in the Cliff Overlook, near the Jail Cells (*Area E1*).
3. At the base of the statue in the Conservatory (*Area H*).
4. Sitting on a chair inside the Hidden Study (*Area K*).
5. Lying on the bed in Lady Seyvoth's Room (*Area O*).
6. Inside a streamer trunk in a corner of the Attic (*Area P*).

Each of the dolls has a different appearance, distributed randomly. For each doll found, use a d6 to choose from the list below to determine that doll's appearance, rolling again if the result has already been found.

1. A pirate outfit, complete with hook in its left hand and a foam cutlass in its right.
2. A blue sailor outfit, complete with hat.
3. A jovial clown, complete with face paint.
4. A pink bunny rabbit outfit, complete with floppy ears and fluffy tail.
5. A scarecrow-like outfit, with hay sticking out of its sleeves and from under its buttoned shirt.
6. A witch in a black outfit, clutching a flimsy broom in its right hand.

All six of the dolls use the same card number, cards #U2. When the players find a card, pick one of the six #U2 cards provided at random to represent the doll the party found.

At the start of play, roll a d6 to determine which of the above appearances is the doll that must be given to Crysta; giving her any other doll risks the wrath of the supernatural force that haunts the closet in her room. Giving her the correct doll grants a boon and possibly gets the players the key to reach Count Seyvoth upstairs (see *The Golden Key* below).

The correct doll can be seen in photos spread throughout the manor, or it can be determined by getting the opportunity to ask the DM questions (which certain treasure items permit).

See Crysta's Room (*Area M*) for more information on the stuffed dolls.

The Musician's Sheet Music

In the Grand Ballroom (*Area J*) there is a ghostly musician trying to recollect a symphony he wrote while he was still alive. Due to his failing memory, he had written the symphony on three separate pieces of paper but has since misplaced them.

The three pieces are:

1. Buried along with his body in the Graveyard (*Area B*).
2. Under Deirdre's bed in the Handmaiden's Room (*Area N*).
3. Stuck between the pages of a book about music in the Library (*Area I*).

If the PCs bring the three pieces of sheet music to him, he can play his piece. Doing so not only grants the party a powerful boon, but the resulting party attracts the ghosts upstairs that are blocking access to Lady Seyvoth's Room (*Area O*). Giving him the sheet music also reduces the number of minions the Count can spawn when confronted inside his Inner Sanctum (see *Area Q*).

The Golden Key

In order to access Count Seyvoth's Inner Sanctum (*Area Q*), the players must retrieve a unique **golden key** (card #U19) hidden somewhere in the manor to unlock the doors that lead up to the sanctum.

Because of the nature of this adventure and the likely possibility that the party will not complete every side quest or visit every area in the manor, the key can be found in one of three different places. Whichever one of these three places the players reach first will be where they can recover the key, and subsequent visits to the other locations will reveal nothing.

The locations where the key can be found are:

- Inside the desk in the Hidden Study (*Area K*).
- Dropped by the ghost of Crysta Seyvoth after giving her the correct stuffed doll in Crysta's Room (*Area M*).
- Inside the chest in Lady Seyvoth's Room (*Area O*).

Area A - Courtyard

Once the party passes through the iron gate at the estate entrance, there's no turning back until they complete their mission. The only way is forward, towards the ominous-looking manor ahead.

Features of the Area

- Barren, decrepit trees flank a cobblestone driveway that encircles a large, dead oak in the center of the courtyard. Dirt paths lead away from the oak to the east and west.
- Several ravens are perched in each of the trees, each one letting out a spine-tingling caw at periodic intervals.
- A cloud of what must be hundreds of bats swirls around in the sky above you.
- The manor house stands ahead, a large three-story wooden mansion that is dimly lit by the full moon above. Stone steps lead up to a set of massive wooden doors, and the porch is flanked by two bronze statues of warriors in plate mail, each one holding a broadsword over their head.
- As you pass through the gate it slams shut. A cold chill hits your body as you hear what sounds like maniacal laughter.

Exploration

Paths: There are two dirt paths leading east and west.

The eastern path leads around the side of the house and directly to the entrance of the Hedge Maze (*Area C*).

The western path leads around the other side of the house, where the party will discover a pair of double doors leading down into what appears to be the manor's cellar. The doors are locked – requiring an easy DC 12 Dexterity (Thieves' Tools) check to unlock or they can be destroyed (AC 12, 20hp) – and the passage underneath leads to the Basement (*Area D*). The western path continues past the doors, and if the players continue on, they will arrive at the Graveyard (*Area B*).

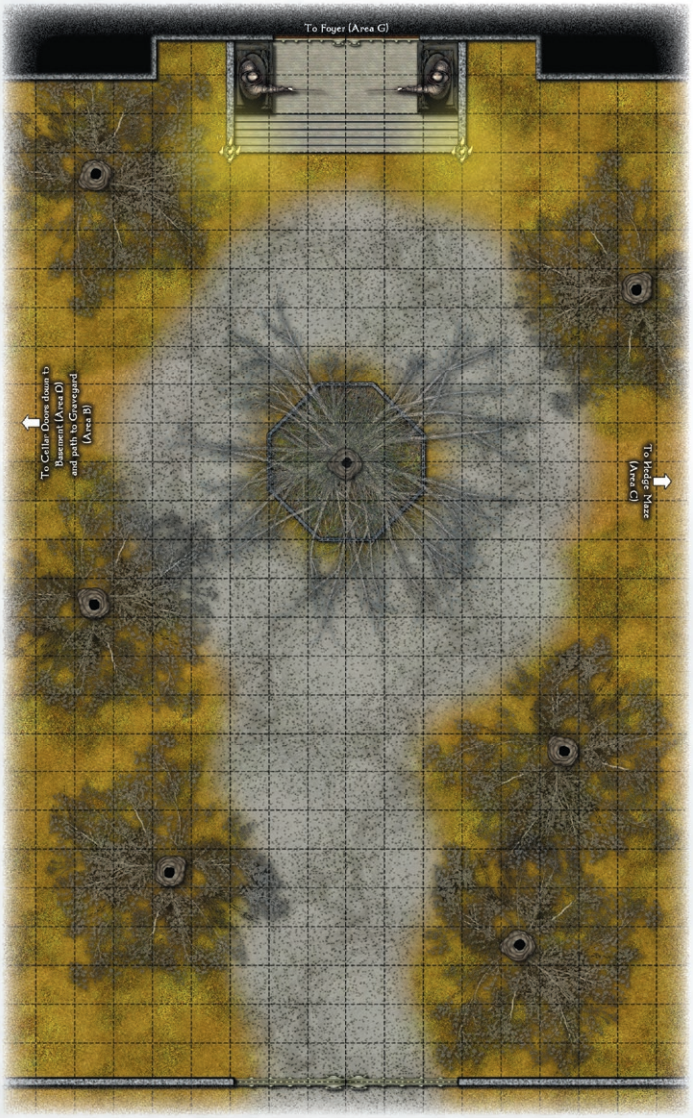
Bats: The bats overhead are **vampire bats** (identified with a DC 15 Intelligence (Nature) check), and they pose no harm unless someone tries to enter their air space; if any player attempts to fly or levitate more than 10' off the ground, the **swarm of vampire bats** will surround them and attack: the target must make a DC 15 Dexterity saving throw, taking 14 (4d6) slashing damage on a failed save, or half as much on a successful one.

So long as the player remains airborne, the bats will continue to attack each round while the player is aloft. Once the player returns to ground level, the bats will withdraw and resume their normal flight around the manor.

> ***NOTE:*** *If the player is wearing the* ***Circlet of the Bat*** *(card #T3) or has acquired the* ***Blood of the Bat*** *ability card (card #A3), the bats will not attack.*

Candelabras: When players approach within 30' of the front doors, two candelabras that flank the entrance will ignite in a brilliant flash, illuminating the porch in a pale yellow light.

Statues and Doors: The two statues flanking the door are made of solid bronze and depict humanoids in full plate mail. Each one stands at attention with a broadsword held overhead.



DC 12 Intelligence (Investigation): The arm holding the broadsword appears to be hinged, indicating that the arm is capable of movement.

DC 16 Dexterity (Thieves' Tools), once device is detected: The trap is disabled, allowing the players to try to open the door without further risk. Failure triggers the trap (see below), and failing by more than 5 damages the lock so that it cannot be opened by any means (even with the key), and the PCs must either destroy the door (see below) or enter the manor through the Basement (*Area D*).

Iron Key: If the party retrieves the iron key (card #U6) from the Hedge Maze (*Area C*), they can unlock the door without triggering the trap.

Damage: The doors can be attacked (AC 10, 30hp), and reducing the door to 0 hit points makes it shatter, allowing entry. Every time the doors are attacked, regardless of whether it's a hit or miss, the trap activates (see below).

Statue Trap: If the party fails to disable the trap or attempts to open the doors by force, the twin statues will bring their broadswords crashing down, targeting every creature on the porch (+8 attack, *Hit:* 13 (3d8) slashing damage).

Once opened, the doors lead into the Foyer (*Area G*).

Area B – Graveyard

Possible Creatures: *Graveyard Golem, Ghost of Lady Seyvoth*

Around the side of the house, just at the edge of the cliff overlooking the ocean, is the Seyvoth family graveyard. Here is where Lady Seyvoth waits for someone to return to her that which she lost.

Features of the Area

- A four-foot-high stone wall encircles the entire graveyard.
- A dirt path leads through the center of the graveyard towards a large fountain. The path continues past it towards a large white gazebo on the cliff's edge. From this distance, you can see a faint bluish glow coming from inside the gazebo.
- The graves are arranged in two rows on either side of the path. Most of the tombstones are worn away or cracked, and there are a few graves that have been dug up.
- Two stone platforms flank the fountain in the center of the graveyard. Each platform has two large stone sarcophagi on it and a statue just in front of the perimeter wall. The western statue is of an angel with its wings spread wide while the eastern statue is that of an elegant woman. Both statues are extremely aged and slightly damaged.

Exploration

Cliff: The northern edge of the graveyard is a cliff overlooking the jagged rocks and turbulent seas a hundred feet below. Anything thrown over the side will be lost forever.

> **DC 12 Wisdom (Perception):** A small cave entrance in the side of the cliff is visible from the edge. The cave entrance – which is the Cliff Overlook near the jail in the basement (see *Area E1*) – is approximately forty feet below ground level. A PC can attempt to climb down with a successful DC 15 Strength (Athletics) check, but a failure will cause them to fall and be lost in the sea below (dead; no further save).

Graves: The graves are extremely old, and the tombstones that mark them have been eroded to the point of cracking. None of the names or dates are legible on the stone.

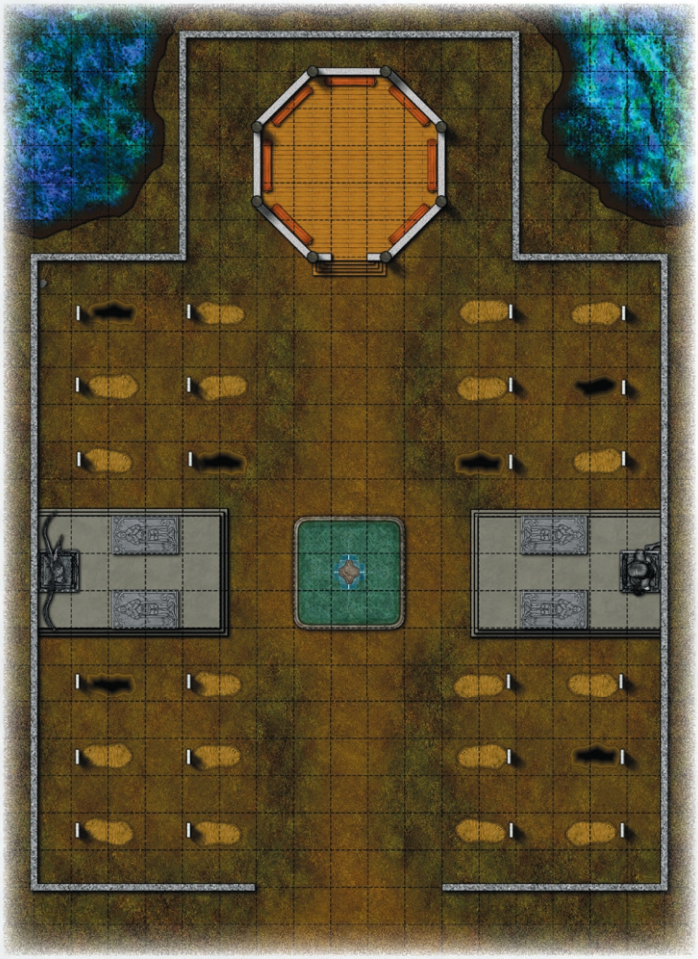
If a player attempts to dig up a covered grave, a **clawing skeleton** will burst out of the ground and viciously claw at the digging PC: the target must attempt a DC 15 Dexterity saving throw, taking 10 (3d6) slashing damage on a failed save.

After the attack, the skeleton will lose its structural integrity and collapse into a pile of bones.

The uncovered graves are approximately six feet deep and are empty. A DC 12 Strength (Athletics) check is required to climb out of a grave.

None of the graves have anything of value in them.

Fountain: The fountain in the center of the graveyard has extremely putrid, foul-smelling water. Any living creature that comes in contact with the water takes an immediate 10 (3d6) poison damage (no save), and any creature that drinks it immediately takes 21 (6d6) poison damage and is poisoned for 1 hour (no save).



> **DC 12 Wisdom (Perception):** The PC notices something shimmering within the water in the fountain. The object is a **platinum key** (card #U1) and can be used to open any single chest in the basement jail. See the *Special Items* section and the Jail Cells (*Area E*) for more information.

Sarcophagi: The four sarcophagi are sealed tight and each has a name inscribed on the lid:

West Side (angel):
Northwest: Gavin, but the last name is illegible
Southwest: Alexa Seyvoth

East Side (woman):
Northeast: Sheila Seyvoth
Southeast: Elise Seyvoth

> ***NOTE:*** *If the party attempts a spell or ritual to repair the text on the sarcophagus - such as the* mending *spell - the name Gavin Seyvoth will appear. Gavin isn't a direct descendent of the Seyvoth family; the name was placed by his wife-to-be Deirdre Seyvoth, and then scratched out in anger by Count Seyvoth himself.*

Each of the sarcophagi requires a DC 15 Strength check to open. The northwest coffin – the one labeled Gavin – is actually that of the musician currently in the Grand Ballroom (see *Area J*) who is looking for parts to his masterpiece. Opening it reveals his body, which stills wears the same clothes his ghost does now. If PCs search the body, they will find one **fragment of sheet music** (card #U5) that makes up the musician's masterpiece. See the *Special Items* section and the Grand Ballroom (*Area J*) for additional information.

If any of the other sarcophagi is opened, a **cloud of noxious gas** will spew forth from under the lid: every living creature within 10' of the sarcophagus must make a DC 16 Constitution saving throw, taking 11 (2d10) poison and necrotic damage on a failed save, or half as much on a successful one. If the saving throw fails by more than 5, they are also poisoned for 1 hour.

Except for Gavin's, each of the other sarcophagi contains the body of a woman wearing a fine dress – one of the six Seyvoth sisters (see *The Seyvoth Sisters* on page 27) – but otherwise there is nothing else of value inside.

Statues: The statues are approximately ten feet high and have seen their fair share of wear and tear. The statue to the west is of a tall winged angel, while the easternmost statue of an elegant woman is seriously damaged and has parts lying on the ground around it.

Leaning up against the angel's statue to the west is a **stuffed dolly** (card #U2). This is one of the many dolls that can be brought to Crysta Seyvoth upstairs (see *The Stuffed Dollies* on page 5 for more information). If the party retrieves it, give them one of the six #U2 cards at random.

Gazebo: The gazebo is approximately fifteen feet high and made of solid wood painted white. It is resistant to all damage (at least until it collapses; see *Encounter* below).

When the players approach the gazebo, they can clearly see that the blue glow is actually a ghost sitting on the far bench. The ghost is Lady Seyvoth, former wife of the Count, mother to Crysta Seyvoth (the ghost on the mansion's second floor) and sister to the rest of the Seyvoth family (see the Family History section for more information). If the players have seen the statues in the Conservatory (*Area H*) or the Grand Ballroom (*Area J*), they will immediately recognize the ghost to be the same woman as the statues.

Lady Seyvoth

The ghost of Lady Seyvoth, Count Seyvoth's former wife, sits here in tears, gently weeping as she looks out over the ocean. If players attempt to make contact, she will respond in a soft, pleasant tone. Read or paraphrase the following:

> *"I'm sorry for being like this. It's just that I lost something... something very dear to me... If you find it, I would very much appreciate its return."*

Although she doesn't directly reference it, she will speak while holding one hand to her chest, suggesting that she is referring to a necklace of some kind.

If the locket recovered from her room (*Area O*) is brought here, she will immediately stop crying and thank the players.

> *"My dearest Crysta," says the ghost as she looks at the locket. "How I long for the days that we could be together once again... Thank you for returning this memory to me. I shall be leaving now..."*

She will then disappear from view, leaving the locket glowing with a faint blue glow on the bench. The **enchanted locket** (card #U7) can now be placed around the neck of the statue in the Grand Ballroom to gain access to the Hidden Study (*Area K*).

Immediately after she disappears and the locket is recovered, the encounter with the graveyard golem will begin (see *Encounter* below).

If Lady Seyvoth sees any piece of jewelry from the Handmaiden's Room (*Area N*) – either by a player wearing it or if it's presented to her – her face will distort in uncontrollable rage and anger, and she will lash out at the party:

> *"How DARE you bring me something from that harlot! You shall pay for your insolence!!!"*

She will then immediately attack along with the two golems. Also, if Lady Seyvoth is attacked in any way, she and the golem will attack as well. See *Encounter* below.

If Lady Seyvoth is destroyed during combat, there is no way to enchant the locket and no means by which to gain access to the Hidden Study (*Area K*).

Encounter

The encounter will begin if:

- Lady Seyvoth's locket is retrieved from her body in her bedroom (*Area O*) and returned to her.
- Lady Seyvoth sees any jewelry from the Handmaiden's Chamber (*Area N*).
- Lady Seyvoth is threatened in any way.

Only in the first option – retrieving the locket from the lady's bedroom and returning it here safely – prevents Lady Seyvoth from joining the encounter. Once the locket is given to her she will enchant it, leave it on the bench, and disappear from view. The golem will form and attack as soon as the locket is retrieved by the PCs.

Threats

Graveyard Golem: A hulking **graveyard golem** will form on the south side of the graveyard near the entrance. It will slowly make its way towards the gazebo and attack the nearest target. If it has an opportunity to catch multiple targets in the blast, it will use its *grave burst* power to impact as many enemies as it can.

Lady Seyvoth: If part of the encounter, she will use her gaze attacks as often as possible to try and move the targets into range of the golems. If she can maximize the exposure of the party, she will use phase walk to pass through as many of them as possible.

Gazebo: If Lady Seyvoth is insulted or attacked, she and the golems will immediately attack. In addition to her attack, the gazebo will begin to shake violently as soon as the encounter begins, and at the start of the next round, the support beams holding the gazebo's roof will shatter and cause the gazebo to collapse, crushing anyone inside: everyone caught inside it must make a DC 16 Dexterity saving throw, taking 22 (4d10) bludgeoning damage and falling prone on a failed save, or half as much damage on a successful one.

After the gazebo collapses, the area where the gazebo stood becomes difficult terrain until the end of the adventure. The gazebo collapse has no effect on Lady Seyvoth due to her being a ghost.

If Lady Seyvoth is not part of the encounter, the gazebo remains intact. Anyone inside the gazebo gains partial cover from attacks outside of it.

Graveyard Golem

Large construct, chaotic evil

Armor Class 14 (natural armor)
Hit Points 95 (10d10+40)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	5 (-3)

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 9
Languages Understands the languages of its creator but can't speak

Traits

Berserk: Whenever the golem starts its turn with 50 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Immutable Form: The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons: The golem's weapon attacks are magical.

Actions

Multiattack: The golem makes two *slam* attacks. If the first attack hits and the golem attacks the same target with its second *slam* attack, the second attack is made with advantage.

Slam, *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) bludgeoning damage.

Grave Burst (1/Day): The golem causes an upheaval in the earth around it. Every creature in a 10' radius must make a DC 14 Dexterity saving throw, taking 45 (10d8) bludgeoning and necrotic damage on a failed save, or half as much damage on a successful one. If the target fails the save by more than 5, they are also knocked prone.

The area becomes difficult terrain to everything except the graveyard golem until the golem is destroyed.

Ghost of Lady Seyvoth

Medium undead, chaotic evil

Armor Class 11
Hit Points 45 (10d8)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elvish

Traits

Ethereal Sight: The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement: The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Withering Touch, *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6+3) necrotic damage.

Etherealness: Lady Seyvoth enters the Ethereal Plane from the Material Plane, or vice versa. She is visible on the Material Plane while she is in the Border Ethereal, and vice versa, yet she can't affect or be affected by anything on the other plane.

Horrifying Visage: Each non-undead creature within 60 feet of Lady Seyvoth that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4×10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Lady Seyvoth's *horrifying visage* and *alluring gaze* for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Alluring Gaze (Bonus Action, Recharge 5-6): Lady Seyvoth targets a living creature that is within 30 feet and can see her. The target must succeed a DC 13 Wisdom saving throw or be temporarily charmed. The target immediately moves up to its move speed to a position selected by Lady Seyvoth.

On a failed save, any attacks attempted by the target against Lady Seyvoth are made at disadvantage until the end of the target's next turn.

Wail (1/Day): Lady Seyvoth releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

Area C – Hedge Maze

On the east side of the manor is a massive hedge maze, a labyrinth that is infused with dark magical energies that is almost impossible to navigate.

Features of the Area

- The walls of the maze are thick hedges approximately twelve feet high.
- The cloud of bats continues to fill the sky overhead.

Exploration

If the party chooses to enter the maze, moving through it is resolved by drawing cards from a special deck. The deck consists of the following:

- **8 Progress Cards:** If drawn, the party gains 1 success.
- **7 Dead End Cards:** The card has no effect.
- **6 Lost Cards:** If drawn, the party gains 1 failure and experiences an event (see below).
- **2 Treasure Cards:** If drawn, deal the party 1 **treasure card**.
- **1 Key Card:** If drawn, the party gains 2 successes and acquires the **iron key** (card #U6) that unlocks the manor's front door.

At the start of the challenge, set the Treasure and Key cards aside and shuffle the rest of the deck. Starting from your left, go around the table and let each player draw one card, shuffling the deck at your discretion. After they acquire at least 2 successes, add the Treasure and Key cards to the deck and reshuffle.

The party's objective is to reach 5 successes before 3 failures. If they manage to get six successes, they reach the center of the maze (see *Area C1* below) without encountering the maze guardian. If they accumulate 3 failures before the 5 successes, their exhaustive search for a path leads them to the center of the maze, where they will be set upon by the maze's guardian (see below).

As an alternative to drawing a card, each player can choose to perform skill checks or rituals to better their chances:

DC 14 Wisdom (Perception), Intelligence (Investigation) or Intelligence (Nature), proficiency required: The player analyzes the environment to determine the most likely way through the maze. Have the player draw two cards from the deck; let them keep one of their choice and return the other card to the deck. If the same skill check beats a DC 20, allow the player to draw three cards and keep either one or two (player's choice), returning the rest to the deck.

A failure by more than 5 gains the party 1 failure and they experience an event (see below). The party can only perform one of each type of check in the hedge maze.

Magic: If the party performs a spell or ritual that grants them insight into the right path through the maze – such as *augury*, *clairvoyance*, *arcane eye, divination,* or similar magic (use DM's discretion) – grant them 1 success. The party may only use such magic once.

Manor Servant/Clockwork Magpie: If the party uses either the **bell of summoning** (item #U8) or the **clockwork magpie** (item #T10) to ask for the proper way through, they automatically gain 1 success.

Events

Each time the players draw a Lost card, they are subjected to a random event within the maze. Roll a d6 against the following table, rerolling for events that have already occurred.

d6	Event
1	*A streak of lightning blasts forth from the sky above and strikes the ground at your feet.* DC 16 Dexterity save. *Failure:* 18 (4d8) lightning damage. *Success:* Half damage.
2	*Dozens of sharp, bony claws lash out from the surrounding hedges, tearing at you as you pass.* DC 16 Dexterity save. *Failure:* 14 (4d6) slashing damage.
3	*A ghost phases through the hedge wall and lets out a blood-curdling scream, before vanishes.* DC 17 Constitution save. *Failure:* 18 (4d8) psychic damage.
4	*A gout of flame blasts forth from the hedge walls, engulfing the party.* DC 17 Dexterity save. *Failure:* 14 (4d6) fire damage. *Success:* Half damage.
5	*A blast of bone-chilling frost blasts through the path, freezing everything it comes in contact with.* DC 18 Constitution save. *Failure:* 14 (4d6) cold damage. If the save fails by more than 5, gain one level of exhaustion.
6	*The ground beneath the party's feet turns to sludge, trapping your feet up to the knees and making movement extremely difficult.* DC 18 Strength or Dexterity save. *Failure:* Gain one level of exhaustion.

After the third failure and event, the party arrives at the center of the maze and are attacked by the guardian (see below).

Retreating

The party can try to leave the maze at any time, but depending on how far they've gone in, it could be rather difficult. Once they elect to leave the maze, make the party keep drawing cards until they get one Progress Card, after which they have exited. If they accumulate the three failures while trying to escape, they still end up in the center of the maze and are attacked by the guardian (see below).

Once they exit, they lose all successes and must start the challenge over if they wish to re-enter. If they do, do not include any Treasure or Key cards they have already drawn previously.

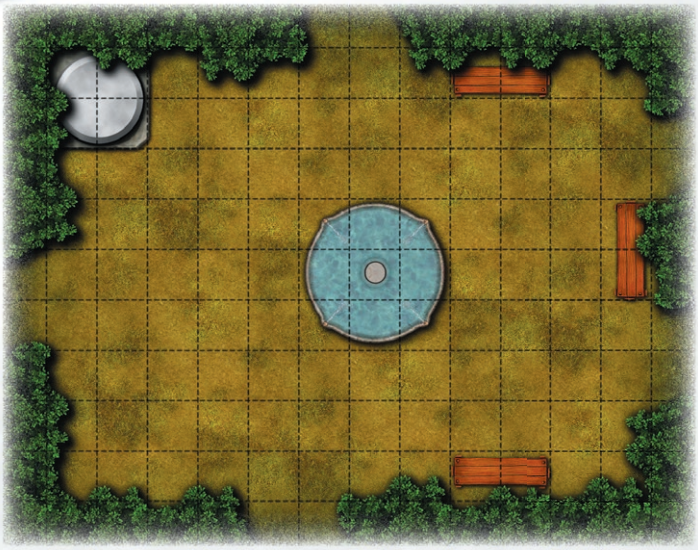
Area C1 – The Heart of the Maze

Possible Creatures: *Maze Guardian (Gargoyle)*

Regardless of whether they succeed or fail, the party eventually manages to reach the center of the maze.

Features of the Area

- A stone fountain stands in the middle of a large clearing. Old, rotting benches border the area, and there are multiple openings in the hedges that lead back out into the maze.
- A ten-foot-tall stone column stands in the northwest corner of the area. At the base of the column there is some sort of carving.



Exploration

Fountain: The fountain's water is clear and nondescript.

Column: On the side of the column is a stone carving of a map of the maze, providing enough information for the party to exit the maze and return to the manor without having to draw more cards.

If the party reached this area after acquiring 3 failures, the guardian begins the encounter sitting on top of the column in stone form (see *Failure* below).

Treasure: There is the equivalent of 2 **treasure cards** here. If the party is not attacked by the maze guardian (see *Failure* below), deal them the cards immediately upon arrival. Otherwise they can claim the treasure at the end of the encounter.

Success

If the party has successfully navigated the maze and has not found the **iron key** (card #U6) by drawing the Key card, the key will be lying on the ground next to the fountain. The maze guardian is nowhere to be seen.

Failure

If the party has failed to navigate the maze they will be met by the **maze guardian**, a powerful gargoyle that guards the maze's center. If the party has not drawn the Key card while traversing the maze, the **iron key** (card #U6) will be hanging around the guardian's neck and can only be retrieved upon the guardian's destruction.

The gargoyle starts the encounter on top of the stone column to the northwest, using its stone form ability to give the impression of a statue. The party can only detect it as a living creature with a DC 20 Wisdom (Perception) check.

Once any player gets within ten feet of the creature, it attacks immediately, surprising the party if it wasn't detected.

Retreat

The party can attempt to escape back into the maze at any time using the guidelines set forth in the challenge (see *Retreat* above). The gargoyle will not pursue them if they do.

Maze Guardian (Gargoyle)

Large elemental, chaotic evil

Armor Class 14 (natural armor), see *Stoneskin*
Hit Points 85 (10d10+30)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine or silver
Damage Immunities poison
Condition Immunities exhaustion, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Common, Terran

Traits

Critical Gaze: If the maze guardians scores a critical hit with any of its weapon attacks in a round, it can use its *petrifying gaze* ability as a bonus action against that single target. It can use this ability in this manner even if it has used it before, and using it in this manner does not prevent its use in future.

False Appearance: While the guardian remains motionless, it is indistinguishable from an inanimate statue.

Immutable Form: The guardian is immune to any spell or effect that would alter its form.

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

Magic Weapons: The guardian's weapon attacks are magical.

Stoneskin: When the guardian is reduced to 40 hit points or fewer, its skin hardens and the guardian gains a +2 bonus to AC until it is destroyed.

Actions

Multiattack: The gargoyle makes three attacks: one with its *bite* and two with its *claws*. If both claw attacks hit the same target, the guardian can make a *tail* attack against it as a free action.

Bite, *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Claw, *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Tail, *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Wing Burst (Recharge 5-6): The gargoyle beats its wings violently, generating a blast of air in a 20' cone directly in front of it. Every creature in the cone must make a DC 13 Dexterity saving throw. On a failed saving throw, the target takes 21 (4d8+3) bludgeoning damage, is pushed 10' away from the guardian and is knocked prone. On a successful saving throw, the target takes half damage and is not pushed or knocked prone.

Petrifying Gaze (Single Use): Every creature in a 30' cone directly in front of the guardian that can see it must make a DC 13 Constitution saving throw. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

Area D – Manor Basement

The basement of the manor interconnects the Jail Cells (*Area E*) used to contain the enemies and prisoners of Count Seyvoth and the Laboratory (*Area F*) where the Count conducts his experiments. It's used mainly for storage, but some of the spirits of the manor still linger.

The stairs to the southwest lead up and out to the manor exterior, specifically to the path that leads southward to the Courtyard (*Area A*) and northward to the Cemetery (*Area B*). The doors are locked from the outside and can be opened by a DC 15 Dexterity (Thieves' Tools) skill check or by destroying the doors (AC 12, 20hp).

General Features of the Area

- The basement is carved from the solid stone of the manor's foundation. The ceiling is about ten feet high.
- Besides the doors that lead outside, all the doors in the basement are unlocked. The doors to the northwest that lead to the Jail Cells (*Area E*) are visibly reinforced with metallic bands, but the door is still unlocked and can be opened without incident.
- The basement is unlit and dark.

D1 – Southern Hallway

PCs that enter from the outside entrance will notice the basement looks to be used mainly for storage. Numerous crates and boxes, mostly containing mundane items such as kitchenware, linens, and other household items, lie scattered throughout.

As the party moves down the hallway and rounds the corner, they will immediately notice dark red footprints that begin in the middle of the hallway and make their way through the double doors leading further into the basement. A close inspection of the footprints and a successful DC 10 Intelligence (Investigation) skill check will reveal that the footprints are made of blood. If the Investigation skill check beats a DC 15, it will be apparent that the footprints are reasonably small, indicating that they are from either a small person (such as a halfling or gnome) or a small child.

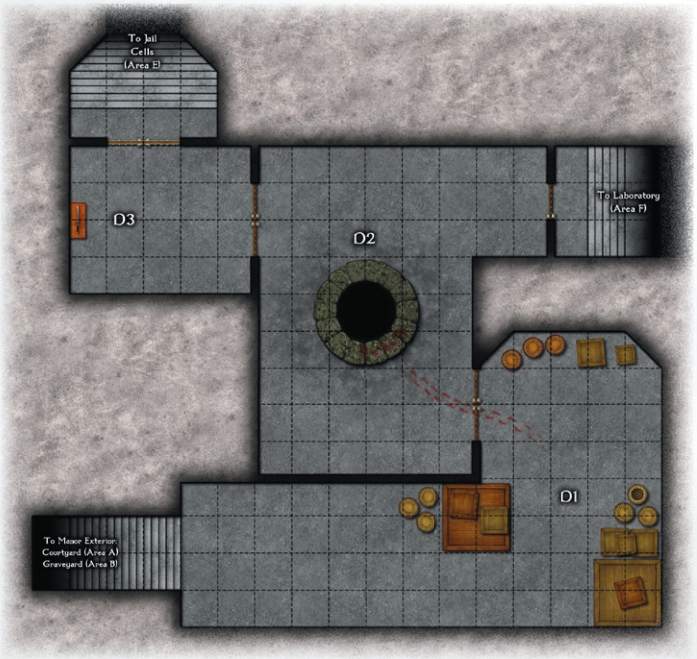
D2 – Well of Sorrows

If the party enters from the southeast, the bloody footprints will be clearly visible and lead to the well's edge. If the party enters this area for the first time from any other direction (such as from the Laboratory or the Jail Cells), the footprints will not be visible until they approach the southeastern doorway (*Area D1*).

Features of the Area:

- In the center of the room is a large, stone well about 15 feet wide. The well exterior is made of stone brick and stands about two feet high.
- The southeast section of the well is covered in blood stains.
- If approached from the southeast, the bloody footsteps lead right up to the well's edge.

The well in the center of the room is 30' deep and teeming with necrotic energy. In addition to any damage they may take for falling in (3d6 bludgeoning damage), any creature that starts a turn at the bottom of the well will take 9 (2d8) necrotic damage. The well is not that hard to climb out of, requiring only a DC 10 Strength (Athletics) check to do so.



Random Event

Every time this room is entered and there isn't an event already active, one of four possible random events could happen. Pick from the options below at your discretion or at random.

As soon as any of the events starts, all the doors leading out of the room slam shut. Opening any of the doors will require a DC 15 Strength check to force open, or they can be destroyed (AC 12, 20 hp).

The event remains active until the party "beats" it (see the "Countermeasures" section under each event) or until the party have left the basement for more than 30 minutes of **real-world time**. If the party leaves the area and returns within the 30 minutes, the event will still be active; if the party is away for longer than 30 minutes, another random event will take place.

When players successfully complete an event, grant them one **treasure card** that can be recovered from somewhere in the room. The party will not encounter any further events in this room until at least 30 minutes of **real-world time** pass.

If all four events are experienced by the players, no further events will take place if the players return.

Event 1 – Jenni Seyvoth

As soon as the players enter the room and the doors close, they will see a ghostly image of a young girl hovering over the center of the well. The girl is the spirit of Jenni Seyvoth, one of the Seyvoth sisters. She committed suicide by diving off the cliffs on the northern edge of the estate and into the sea. Her body was never recovered.

The girl will raise her right arm and point at the party members, in such a way that – from each PC's point of view – it looks as if the ghost is pointing directly at them. Each PC must immediately attempt a DC 15 Wisdom saving throw; on a failure they are racked with mental trauma and brought down to their knees, paralyzing them with fear and rendering them helpless. On each subsequent turn, they must attempt another DC 15 Wisdom saving throw, taking 10 (3d6) psychic damage after each failure. PCs are

retrained until they make one successful saving throw, and once they do are no longer susceptible to the effect.

The spirit does not respond to any attempts at communication, including the *speak with dead* spell.

Countermeasures

If the spirit takes more than 20 radiant damage (AC 14, +2 on all saves) or fails a saving throw against *turn undead*, it vanishes and does not return. It is otherwise immune to all damage and all other forms of attack.

Once **all** party members make a successful saving throw against the spirit's assault, the spirit vanishes.

Event 2 – Lovecraftian Horror

As soon as the players enter the room and the doors close, a swarm of large, black tentacles will burst out of the center of the well and begin swinging away at any living creature inside the room. The tentacles make movement through the room difficult; so long as they are active, the entire room is considered to be difficult terrain.

At the start of each turn, make an attack (+6 on the attack roll) against every creature in the room. On a hit, the target takes 7 (2d6) bludgeoning damage.

If the attack beats the target's AC by more than 5 or is a critical hit, the target is grappled (escape DC 15). Until they escape the grapple, the tentacles attack the target with advantage.

The tentacles do not attempt to make opportunity attacks against targets moving in the room.

Countermeasures

The tentacles (AC 12, +0 on all saves) can only be damaged by piercing, slashing, or bludgeoning damage; they are immune to any other forms of damage. They are also immune to all other magical attacks, effects, and conditions.

For every 10 points of damage the tentacles take, the attack roll modifier made by the tentacles decreases by 1. Once a total of 30 or more points of damage is dealt to the tentacles, the tentacles recede back into the well and make no further attacks. Any creature that was grappled at the time is immediately released.

Event 3 – Scarab Swarm

As soon as the players enter the room and the doors close, a swarm of scarabs will begin to pour out of the well. They will continue to pour out until they cover every surface of the room, including the walls and ceiling.

At the start of each turn, each creature in the room must attempt a DC 15 Dexterity saving throw to try and shake off the scarabs, taking 7 (2d6) piercing and slashing damage on a failed save. Any creature that moved more than 10 feet in the last turn makes the saving throw with disadvantage.

Any creature that is reduced to 0 hit points by the swarm is immediately consumed by the scarabs, leaving nothing behind except their equipment.

Countermeasures

The scarabs (AC 12, +0 on all saves) are considered a swarm, and as such are resistant to bludgeoning, piercing, and slashing damage. They are also vulnerable to fire and cold damage.

If more than 30 damage of any type is dealt to the swarm, the swarm disperses enough to no longer be a threat.

Event 4 – Necrotic Vortex

As soon as the players enter the room and the doors close, a tornado-like effect will form above the well and begin to draw in everything that it can. At the start of each round, every creature in the room must attempt a DC 15 Strength saving throw; on a failed save, the target is pulled 5 feet closer to the well, and if they fail by 5 or more, they are pulled right up to the edge of the well, regardless of where they were in the room.

If any creature is already at the well's edge and fails the saving throw, they are pulled into the well, taking 10 (3d6) bludgeoning damage from the 30' fall and 9 (2d8) necrotic damage at the start of their turn (see the *Well of Sorrows* above).

Countermeasures

The vortex can be targeted and attacked, but it is immune to all weapon damage and resistant to all magical damage that isn't either force or radiant damage. It is also immune to all other magical effects and conditions.

If more than 20 radiant damage (AC 12, +0 on all saves) is dealt to the vortex, the vortex immediately dissipates and the PCs can move freely about the room.

D3 – Blade of Ill Omen

Features of the Area:

- Against the western wall stands a nondescript wooden table.
- On top of the table lies a very ornate longsword with a black leather hilt and a silver skull on the pommel.

Further inspection of the sword reveals wisps of necrotic energy flowing across the blade. The sword radiates evil in a ten-foot radius.

If anyone takes the sword as-is, give them the **Sword of Ill Omen** (card #U20). The sword is cursed and can only be relinquished with a *remove curse* or a *greater restoration* spell.

If the sword is sanctified by dousing it with a full vial of holy water, the necrotic energies fade, and the sword begins to glow in a faint radiant light. For the next ten minutes of **real-world time**, if the players choose to take the sword, give them the **Sword of Retribution** (card #U21), which is not cursed. After the time expires, the sword returns to its original state.

The sword is immune to all other magical effects, including *dispel magic*.

Area E – Jail Cells

Creatures: *Carrion Golem, multiple Imprisoned Werewolves*

The basement jails are used by Count Seyvoth to imprison his enemies or to temporarily store his victims. It is patrolled by a hideous creature made of putrid flesh and raw bone.

Features of the Area

- A trench several inches deep has been cut into the hallway exposing the dark earth below, as if something heavy has been repeatedly dragged through it.
- Evenly spaced iron doors line both sides of the hallway. Some have viewing slots in the doors, while others do not. On the frame above each door is a white plate with a number on it.
- At the eastern end of the hall is a brightly lit room with four chests along the far wall.
- In the northernmost room is a blockade of wooden planks, crates, and debris stacked up against a cave opening in the eastern wall.
- An enormous creature lumbers down the hallway. Its body is made of putrid flesh and bone, and as it walks, it leaves a green mist in its wake.

Exploration

Trench: The trench has been cut into the floor by the carrion golem's repeated movements up and down the hall. It does not affect movement.

Doors: All the doors are numbered 1 thru 10 (see map). Doors 1-6 have a slot in the door that allow a PC to look into the dark cell, but doors 7-10 are solid.

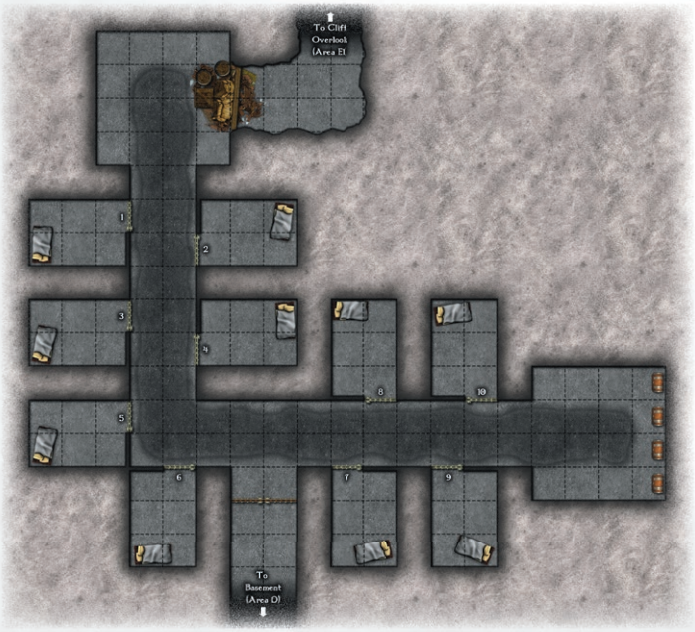
> **DC 10 Wisdom (Perception) on solid doors:** You detect some sort of movement inside the cell.
>
> **DC 15 Wisdom (Perception) on solid doors:** You detect some sort of movement inside the cell, and it distinctly sounds like the growling of a wild animal.

All the doors are locked and can be opened with the **prison master key** in the possession of the carrion golem (see below) or by picking the lock with a DC 20 Dexterity (Thieves' Tools) check. On a failed check, a **magical siren** will sound and alert the carrion golem, which will immediately attack.

Cells: Each 10' x 15' cell is pitch black, and any PC trying to look into a cell with an open slot on the door and no darkvision will only see one or two feet in.

The cells contain the following:

> **Cells 1, 3, 4 and 6:** The cells are empty.
>
> **Cell 2:** In the back of the dark cell lies **Lyssa Hawthorne**, one of the two noble daughters the players were sent here to find. She is unconscious and seriously injured, and will not be aware of the party's presence no matter how much noise is made outside.
>
> If the party takes more than 4 hours of real-time to find Lyssa, she will have been transformed into a **werewolf** (using same stat block as below) and immediately attack the party as soon as the cell door is opened. If the party finds her before the 4 hours are up, she will not have been infected by the other werewolves.
>
> **Cell 5:** When the party approaches the cell, a female will make herself visible through the slot on the door. She will state that her name is Lyssa and that the party has to help her out of here before she dies.
>
> The woman is actually a **werewolf** (see **imprisoned werewolf** stat block on page 16) in human form named **Valeria**, trying to fool the party into releasing her by pretending to be Lyssa Hawthorne. A player can attempt an DC 15 Wisdom (Insight) check to realize that something's not right about the situation, and she may not be what she seems.
>
> If she is released, she will immediately change into hybrid form and attack the party. If it hasn't been alerted already, the carrion golem will enter the fray as well. See *Encounter* below.
>
> **Cell 7-10:** Each of these cells is completely sealed; there is no slot on the door and no natural way of seeing what is inside the cell without opening it.
>
> Each cell contains a ferile **werewolf** (beast form only; see **imprisoned werewolf** stat block on page 16) imprisoned here since Count Seyvoth turned. They have become frenzied and ravenous, and are all in hybrid form and unable to use their change shape ability until they feed.
>
> If any of these doors are opened, they will attack the party immediately. If it hasn't been alerted already, the carrion golem will enter the fray as well. See *Encounter* below.



Debris: Numerous wooden beams, crates, barrels, and other heavy debris block the tunnel entrance in the northern area. It would take the party a good 15-20 minutes to clear enough of it to pass through, and it would make a considerable amount of noise; any attempt to do so alerts the carrion golem.

> ***NOTE:*** *The obstruction does not block line of effect enough to prevent teleportation. A PC can teleport – or even use spells like* misty step *– to get through the*

barrier and back without having to spend the time to clear the debris.

Beyond the obstruction is the Cliff Overlook (see *Area E1* below).

The Carrion Beast

The enormous beast is a **carrion golem**, a hideously deformed creature that has been formed from a combination of several other dead animals. The creature is slow and quite oblivious to its surroundings, but it can throw quite a punch and is formidable in combat.

The creature has been tasked to follow the exact same path back and forth for all eternity. When the party first enters the area, the creature is in the hall to the west moving north. Every turn it moves twenty feet down the hallway, and when it reaches the end of its path (the area indicated by the trench), it will turn around in place and continue its slow movement back down the path in the other direction. Unless it is killed, it will continue this movement for all eternity.

The beast has two keys hanging from the back of its belt: a **prison master key** that can be used to unlock every cell on the block, and one **platinum key** (card #U1) that can be used on the chests at the end of the hall (see below).

The beast is not particularly observant; unlike most other monsters, until it actually starts combat, it can only see what's directly in front of it. A PC can attempt to sneak up behind it and retrieve the keys without alerting the creature and entering combat.

If within 20 feet of the beast, a player can move closer to the golem with a successful DC 13 Dexterity (Stealth) check (note that the beast still has a damaging aura; see stat block on page 16). On a failed Stealth check, the beast is aware of the PC's presence and attacks them.

Once adjacent to the creature, a PC can attempt a DC 15 Dexterity (Sleight of Hand) check as an action to remove one of the two keys from the belt. If the skill check beats a DC 20 or is a natural 20, the player can remove both keys in the same action. A failed check will alert the creature, starting the encounter.

***Mage Hand*:** A mage can use the *mage hand* spell to retrieve the keys from a distance. They can use a bonus action to attempt the same DC 15 Dexterity (Sleight of Hand) check to pull the keys, but no Stealth check is necessary to avoid detection, and the hand cannot remove both keys in a single action. If the hand enters the beast's line of sight at any time, it is alerted and attacks any other visible target.

The Platinum Chests

Along the wall at the eastern end of the hallway are four identical chests. Each chest has a small, platinum-plated lock on the lid.

The chests are impervious to all damage and cannot be unlocked by any means other than by using one of the four platinum keys (cards #U1) found throughout the manor (see below).

If any attempt to open the chest is made without using a key, an ear-piercing siren blasts forth from the chest: every non-deaf creature within 30' of the chest must make either a DC 15 Constitution or a DC 15 Dexterity (player's choice) saving throw. On a failed save, the target takes 14 (4d6) thunder damage and is deafened for 1 minute. A deafened creature must attempt the DC 15 Constitution saving throw again after one minute; if they succeed, the deafness ends; if they fail the second saving throw, the deafness is permanent and can only be removed with a *greater restoration* spell.

Each chest's trap can be disabled with a successful DC 15 Dexterity (Thieves' Tools) check, but a successful check does not unlock the chest.

Inside each chest is one **treasure card** and one **talisman fragment** (card #U3). Once all four chests are opened, the four fragments can be assembled into the **Talisman of the Sun** (card #U4).

The four keys can be found at the following locations:

- Hanging from the carrion golem's belt.
- At the bottom of the poisonous fountain in the Graveyard (see *Area B*).
- In a desk drawer of the Hidden Study (see *Area K*).
- Behind the crate in the second-floor storage room (see *Area L2*).

Encounter

If the carrion golem is alerted in any way (see above), it will attack relentlessly until it is dead. It is a brutal creature, and will take every opportunity to pick up a hapless adventurer and crush their spine with its powerful grip.

If any of the werewolves (including Valeria, the woman in human form) are released, they will attack immediately. Each of these werewolves is capable of inflicting the *curse of lycanthropy* on any creature it hits, quickly turning their victims into werewolves as well.

Area E1 – Cliff Overlook

Beyond the blockade, the cave turns north and extends to the side of the cliff overlooking the violent surf and jagged rocks below.

Features of the Area

- The opening in the side of the cliff is approximately ten feet wide and over a hundred and fifty feet above the turbulent ocean below.
- Lying on the ground at the edge of the tunnel is a stuffed doll.

Exploration

The tunnel exits the side of the cliff fifty feet below the Graveyard (*Area B*) above.

DC 15 Strength (Athletics): A player can climb the side of the cliff to reach the Graveyard (*Area B*) near the gazebo. A failed check causes the player to lose their grip and plummet to the ocean and rocks below, lost forever (dead, no further save).

The doll at the edge of the tunnel is a **stuffed dolly** (card #U2), one of the many dolls that can be brought to Crysta Seyvoth upstairs (see *The Stuffed Dollies* on page 5 for more information). If the party retrieves it, give them one of the six #U2 cards at random.

Carrion Golem

Large construct, unaligned

Armor Class 11
Hit Points 133 (14d10+56)
Speed 20 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Damage Immunities necrotic, poison
Damage Vulnerabilities radiant
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages of its creator but cannot speak

Traits

Aversion of Fire: If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Berserk: Whenever the golem starts its turn with 50 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Immutable Form: The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons: The golem's weapon attacks are magical.

Toxic Stench: At the start of each of the golem's turns, each living creature within 5 feet of it must make a DC 12 Constitution saving throw or take 7 (2d6) poison damage and be poisoned until the end of the next turn.

Actions

Multiattack: If the golem does not have a creature grabbed, the golem makes two *slam* attacks.

Slam, *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 16) and restrained until the grapple ends. The golem can only have one creature grappled at a time.

Crushing Slam: The golem slams a creature grappled by it into a solid surface. The creature must succeed on a DC 16 Strength saving throw or take 24 (4d8+6) bludgeoning damage and be stunned until the end of the golem's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Toxic Vomit (Recharge 5-6): The golem expels a stream of acidic bile in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 36 (8d8) acid damage on a failed save, or half as much damage on a successful one.

Trivia: The Bugaboo

The carrion golem is inspired by a creature known as "The Bugaboo", an epic-level "carrion golem" that patrols the grounds of the *Estate of Unrest* instance in *Everquest II*. At the time of the *Echoes of Faydwer* expansion's release (November 2006), the *Estate of Unrest* was arguably the most difficult non-epic instance in all of *Everquest II*.

Imprisoned Werewolf

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 11 in humanoid form, 12 in wolf or hybrid form
Hit Points 49 (9d8+9)
Speed 30 ft., 40 ft. in wolf form

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2, Stealth +3
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Senses darkvision 30 ft., passive Perception 12
Languages Common (cannot speak in wolf form)

Traits

Curse of Lycanthropy: A creature bitten by a werewolf must make a DC 13 Constitution saving throw or be cursed. Unless cured with a *remove curse* or *greater restoration* spell within 15 minutes of **real-world** playing time, or if they willingly accepts the curse's effect, the player becomes a werewolf.

A player character that becomes a werewolf gains a Strength of 15 (if their score isn't already higher), a +1 bonus to AC while in wolf or hybrid form, and the lycanthrope's speeds in nonhumanoid form, damage immunities, traits, and actions that don't involve equipment. The PC cannot speak while in animal form.

Keen Hearing and Smell: The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Shapechanger: The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed and falls to the ground where the creature stood. It reverts to its true form if it dies.

Actions

Multiattack (Wolf or Hybrid Form Only): The werewolf makes two attacks: one with its *bite* and one with its *claws*.

Multiattack (Humanoid Only): The werewolf makes two attacks with its *fists*.

Bite (Wolf or Hybrid Form Only), *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage. If the target is a living creature, it must succeed on a DC 13 Constitution saving throw or be cursed with werewolf lycanthropy (see *curse of lycanthropy* above).

Claws (Hybrid Form Only), *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4+2) slashing damage.

Fists (Humanoid Form Only), *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4+2) bludgeoning damage.

Area F – Laboratory

Possible Creatures: *Henry the Reanimated Creature*

While Count Seyvoth was alive he was, among other things, a brilliant scientist. In this basement laboratory is where he experimented with potions and other alchemical experiments, as well as attempted to reanimate dead tissue and create a new form of life.

Features of the Area

- Cobwebs and a thick layer of dust line the floor and walls of this long-abandoned laboratory.
- Alchemical items, vials, beakers, and other scientific equipment litter the two tables near the center of the room.
- Near the northeast corner are two large cabinets made of solid oak. Each cabinet is locked tight with a large iron padlock.
- The south side of the room is a raised platform. In the middle of the platform is an operating table made of stone. To the left of it is a table which contains two electrical conduits of copper wound around a ceramic core that lead up into the ceiling.
- To the east side of these conduits, against the wall, is a large throw lever with the word "DANGER!" written in bold red letters above it.
- Lying on the operating table is a large humanoid body wrapped in bloody gauze. Several parts of the body are exposed, revealing discolored skin joined together by thick stitches.
- The southern wall of the platform has a long workbench. To the left side is a small work area containing papers, books and other materials while the right side contains more vials and alchemical items.

Exploration

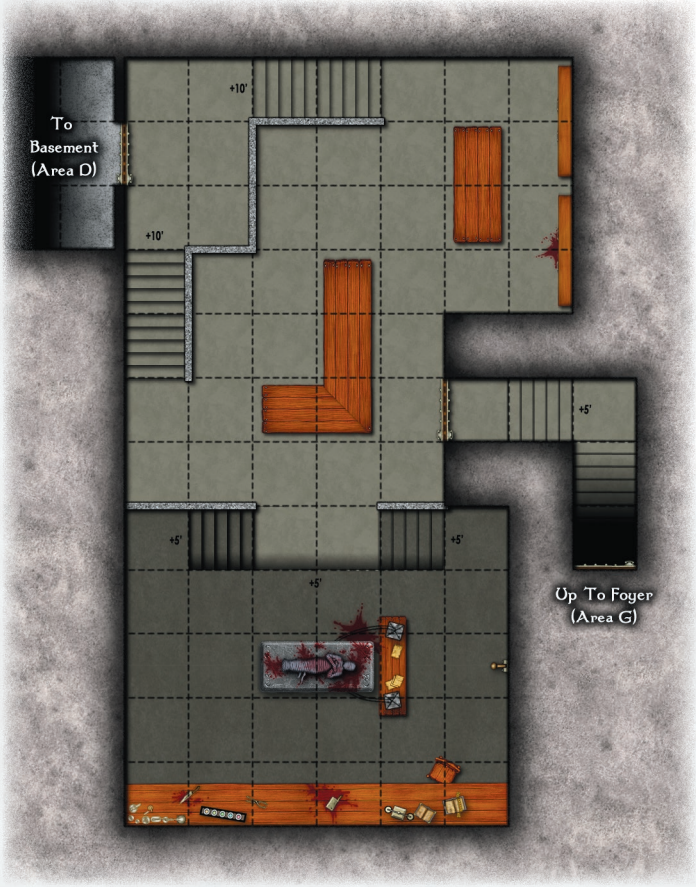
Tables: The tables are littered with scientific equipment, all buried under a fair amount of dust and debris. The reagents and other chemicals have long since evaporated.

> **DC 12 Wisdom (Perception):** An iron key is found among the debris; it can be used to unlock the storage cabinets to the northeast.

Cabinets: As the party approaches within 10 feet of the cabinets, they will notice that the air around them is significantly cooler, and touching the cabinets will make it apparent that they are somehow magically refrigerated.

Each cabinet is locked by a heavy iron lock. The lock can either be opened with the key found among the debris (see above), picked, or destroyed.

> **DC 12 Dexterity (Thieves' Tools):** A successful check removes one of the iron locks. Failing by more than 5 breaks the lock, preventing it from being picked or opened with a key.
>
> **Attack:** The locks themselves can be attacked (AC 10, 15hp), but every time the lock is hit there is a 1 in 4 chance one random brain inside that cabinet is damaged and unusable (use a d12 to determine which).



Inside each of the cabinets are twelve human brains perfectly preserved inside of glass jars filled with fluid. Each brain has a small label with a name written in Common. Refer to the *Supplemental Materials* included with this adventure or the image on page 20 for the sheet containing all the names in each cabinet.

Conduits: On the raised platform, next to the operating table, are two electrical conduits that feed copper wire up into the ceiling. These circuits are live (even if the lever on the wall is in the off position), and anything that comes in contact with them immediately takes 18 (4d8) lightning damage.

Operating Table: Although the base of the table is one solid stone block, the top of the table is covered with a thin sheet of metal. Four cables are attached to the metal and lead into the electrical conduits.

Body: Lying on the table is the body of a larger than normal human that is about 7' tall. The body is wrapped in bloody gauze and sheets, but the parts that are exposed reveal thick stitching and other medical procedures similar to cuts made in an autopsy.

> **DC 12 Intelligence (Investigation):** The body appears to have been surgically assembled using parts from multiple dead bodies.
>
> **DC 12 Wisdom (Medicine):** Despite them being dead tissue, they are somehow preserved and are not decomposing.

The body is intact except for the head; the skull has apparently been cut open with a precision instrument and the top of the head removed, revealing that there is no brain inside the cavity.

See *Reanimating the Creature* below for additional information.

Lever: If the lever on the eastern side of the platform is thrown, lightning will channel from the ceiling above down through the conduits and into the operating table.

After the lever is first thrown, it will get stuck in the "on" position and cannot be reset easily. A player can attempt a DC 12 Strength (Athletics) check to dislodge the lever; a successful check releases the lever and allows it to be used one more time, but on a failed check, the PC attempting to dislodge it immediately takes 18 (4d8) lightning damage. Once the lever is used a second time, it breaks off and cannot be repaired by any means.

See *Reanimating the Creature* below for additional information.

Documents: On the eastern side of the workbench are numerous documents and other medical papers, all of which are written in Abyssal.

One document is of note: a medical journal entirely written in Abyssal that details the numerous experiments – some simple, some barbaric – performed on living humans. In almost every case the subject became homicidal, extremely violent, or clinically insane. And in all cases, the experiment was simply "terminated" without further explanation.

If someone can read written Abyssal and attempts to compare the names to the brains in the cabinets, on a successful DC 10 Intelligence (Investigation) check, they will notice that every subject's name in the journal matches a name on a brain. There is only one name on a brain jar – that of "H. Clerval" – that does not appear anywhere in the journal.

See *Reanimating the Creature* below for additional information.

Vials: On the western side, amidst all the alchemical equipment, is a wooden rack that contains five vials of deep red liquid. Each vial is sealed and contains a different symbol painted on it in black ink: a fireball, a spider, a bat, a lightning bolt, and a skull and crossbones. The rack sits on top of a small sheet of torn paper, on which the only words legible on the paper are "...inconsistent results..." in Abyssal.

If a PC chooses to drink one of the vials, they must make an immediate DC 15 Constitution saving throw. Depending on whether they succeed or fail in the saving throw, the potion will have a different effect:

Symbol	Effect
Fireball	**Success:** The player receives the **Blood of the Flame** ability card (card #A1). **Failure:** The PC immediately takes 18 (4d8) fire damage, and afterwards gains a permanent vulnerability to fire.
Spider	**Success:** The player receives the **Blood of the Arachnid** ability card (card #A2). **Failure:** The PC immediately takes 18 (4d8) poison damage, and afterwards gains a permanent vulnerability to poison.
Bat	**Success:** The player receives the **Blood of the Bat** ability card (card #A3). **Failure:** The PC is permanently blinded. Vision can only be restored with a *greater restoration* spell.
Lightning Bolt	**Success:** The player receives the **Blood of the Storm** ability card (card #A4). **Failure:** The PC immediately takes 18 (4d8) lightning damage, and afterwards gains a permanent vulnerability to lightning.
Skull and Crossbones	**Success:** The player receives the **Blood of the Undying** ability card (card #A5). **Failure:** The PC is immediately reduced to 0 hit points and loses all their remaining hit dice.

NOTE: *If a PC sustains one of the negative effects of these vials and eventually dies later in the adventure, if they choose to re-enter the manor, they retain any of the detrimental effects acquired due to their failure.*

Unless otherwise specified, a *greater restoration* cannot be used to remove the adverse effects from failing a vial's saving throw.

Reanimating the Creature

In order to reanimate the creature, a PC must take a brain from the storage cabinets, place it in the body, seal the brain cavity, and flip the lever to charge the body.

1) Picking the Right Brain

All the brains from the cabinet fit the body, but they are all from unstable, violent patients except one: that of "H. Clerval".

There is no visible way to detect which brain is unstable and which is not; all the brains, at least on the outside, appear identical. "H. Clerval" is the only name that is not listed as a former patient in the medical journal lying on the workbench, and as such the brain has not been corrupted with urges of homicidal mania.

2) Place the Brain

The brain can be successfully placed inside the body by someone proficient in the Wisdom (Medicine) skill and succeeding in a DC 12 Wisdom (Medicine) check.

If the check fails by more than 5, the brain is seriously damaged during the procedure and can no longer be placed inside the body.

3) Throw the Lever

If the "H. Clerval" brain is placed in the body and reanimated, the creature – who refers to himself as "Henry" – will rise and speak perfect Common. He will thank the party for his return to life and will vow to help them in any way possible to exact vengeance against the lord of the manor. He will join the party and do anything and everything the party commands, however risky it may be for him.

NOTE: *If the creature is still with the party when they enter the Handmaiden's Room* (Area N)*, he will point out a secret compartment there. See Area N for additional information.*

The creature also has some anger issues towards his former girlfriend, Melanie Seyvoth, who is now one of the Count's handmaidens. If he is still with the party when they enter Count Seyvoth's Inner Sanctum (Area Q)*, he will fly into a rage and charge after Melanie, attacking her mercilessly. See* Area Q *for additional information.*

If the wrong brain is placed in the body and reanimated, the creature will rise but will be immediately unstable and violent, attacking the party without hesitation. Use the stat block for **Henry, the Reanimated Creature** provided in the *Supplemental Materials* or on page 19.

If the lever is thrown without a brain in the body, the body will not be affected.

If the lever is thrown without any body on the table, lightning will blast across the room uncontrolled, attacking everyone near: everyone within 20' of the table must make a DC 12 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed save, or half as much on a successful one.

Reanimating a Player

If the body of a dead player character is placed on the table and the lever thrown, they will be brought back to life with some side effects. Give that player the **Reanimated** attribute card (card #A6).

The player character's body must be intact and otherwise unharmed in order to revive it. It cannot be petrified, turned to dust, missing limbs, etc.

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, ability checks and saving throws 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.

Trivia: The Brains

Each of the twenty-four brains bears a name from an iconic work of fiction – be it a film, play, or short story – in the horror genre. Those very familiar with Mary Shelley's *Frankenstein* may be able to pick out the correct brain without even comparing the names to those in the medical journal.

Name On Brain	Source
C. White	Carrie White from Stephen King's *Carrie* (1974 novel, 1976 film)
J. Harker	Johnathan Harker from Bram Stoker's *Dracula* (1897 novel, 1992 film)
L. Talbot	Lawrence Stuart "Larry" Talbot from *The Wolf Man* (1941 film)
R. Asakawa	Reiko Asakawa from *Ringu* (1991 novel, 1998 film)
S. Hardesty	Sally Hardesty from *The Texas Chain Saw Massacre* (1974 film)
S. Loomis	Dr. Sam Loomis from *Halloween* (1978 film)
H. West	Herbert West from H.P. Lovecraft's *Herbert West - Reanimator* (1922 short story)
J. Torrance	Jack Torrance from Stephen King's *The Shining* (1977 novel, 1980 film)
H. Clerval	Henry Clerval from Mary Shelley's *Frankenstein* (1818 novel)
R. Thorn	Robert Thorn from *The Omen* (1976 film)
S. Prescott	Sydney Prescott from *Scream* (1996 film)
M. Crane	Marion Crane from *Psycho* (1960 film)
R. Woodhouse	Rosemary Woodhouse from *Rosemary's Baby* (1968 film)
N. Thompson	Nancy Thompson from *A Nightmare on Elm Street* (1984 film)
C. A. Freeling	Carol Anne Freeling from *Poltergeist* (1982 film)
W. Dyer	William Dyer from H. P. Lovecraft's *At the Mountains of Madness* (1931 novella)
C. Daaé	Christine Daaé from *The Phantom of the Opera* (1909 novel, 1986 musical)
A. Williams	Ashley J. "Ash" Williams from *Evil Dead* (1981 film)
K. Cotton	Kirsty Cotton from *Hellraiser* (1987 film)
C. Redfield	Chris Redfield from the *Resident Evil* video game series.
L. Merrin	Father Lankester Merrin from *The Exorcist* (1971 novel, 1973 film)
A. Hardy	Alice Hardy from *Friday the 13th* (1980 film)
L. Gordon	Dr. Lawrence Gordon from *Saw* (2004 film)
R. Usher	Roderick Usher from Edgar Allen Poe's *The Fall of the House of Usher* (1839 short story)

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

Area G – Foyer

The manor's foyer is the central hub that interconnects all the rooms on the first floor.

Features of the Room

- The room has a high vaulted ceiling that is over 20' high and elegantly decorated with wood carvings and other artistic highlights.
- Two staircases flank the room, both leading up to the second-floor mezzanine. A lone candelabra stands at the end of the railing, illuminating the area in a pale yellow light. Underneath the left staircase is a wooden door.
- Large wooden doors lead to the east, west, and north.
- As soon as the party enters, a ghost of a man materializes into view just to the left of the entry doors. He appears to be wearing an elegant suit and bow tie, and is holding a serving tray in his right hand. He clears his throat and smiles at you.

Exploration

Doors: All the doors are oversized, spanning between five and ten feet across. They are heavy but unlocked, and can be pushed open easily.

The doors to the west lead to the Conservatory (*Area H*), the doors to the east to the Library (*Area I*) and the doors to the north open up on the Grand Ballroom (*Area J*).

The door underneath the leftmost staircase leads down to the basement Laboratory (*Area F*).

Stairs: The two stairs lead up to the manor's second-floor mezzanine (*Area L*).

The Eternal Servant

The ghost is the manor's former butler named Maximillian, or "Max" for short, who continues to do his duty even in death.

When players first acknowledge his presence, he will introduce himself:

> *"My name is Maximillian, but you may call me Max. May I take your coat?"*

He will wait a few seconds to see how the party reacts, then continue:

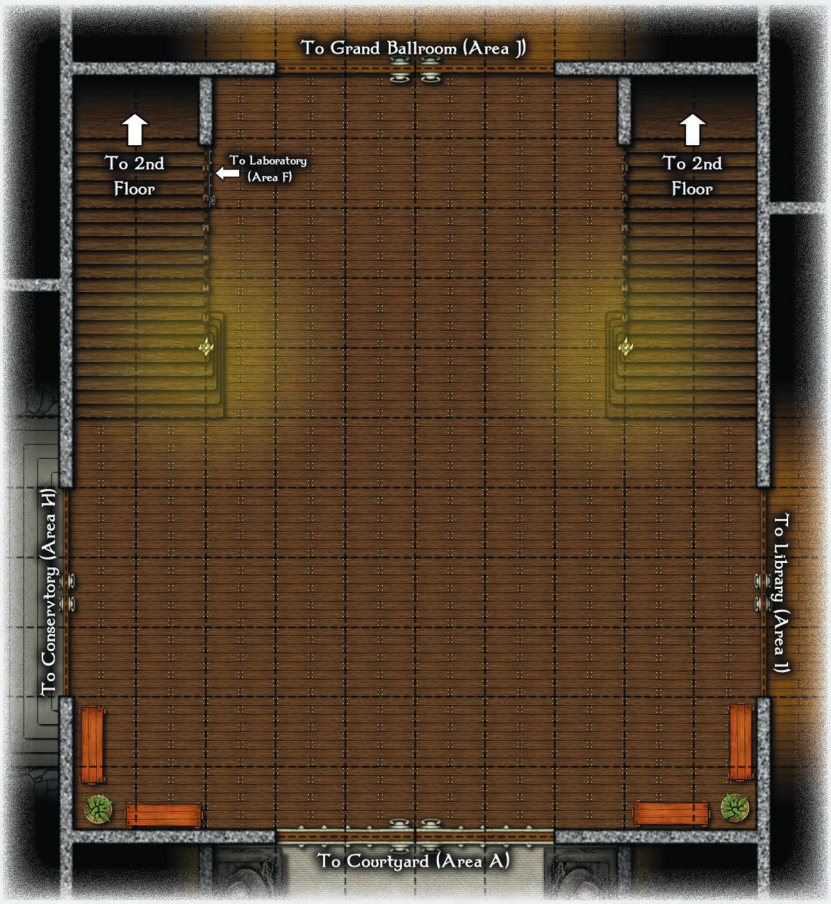
> *"You are early for the party, but you can make your way to the ballroom if you like. Lady Seyvoth stepped out for a moment, and Lord Maltus will join the festivities later on in the evening. If there is anything you need, do not hesitate to ask."*

With that, Maximillian will disappear, never to be seen again unless the **bell of summoning** (card #U8) from the Conservatory (*Area G*) is used.

Dropping In

If the party activates the trap in Crysta's Room (*Area M*), anyone who gets sucked into the closet will appear 20' above the center of the room and immediately plummet towards the hardwood floor below, taking 7 (2d6) bludgeoning damage.

See Crysta's Room (*Area M*) for additional information.



Area H – Conservatory

Possible Creatures: *Vine Network, multiple Vine Tentacles*

Once a beautiful, flourishing greenhouse, this conservatory has been corrupted by the terrible evil that haunts the manor. The plants here have a life of their own, suffering from the same thirst for blood as that of the other residents of the manor.

Features of the Area

- This long room has a high vaulted ceiling that is made of solid glass, allowing the pale light of the full moon to shine in.
- Stone steps lead down to a cobblestone floor that is overgrown by vines and other vegetation.
- A stone pool of dirty green water stands in the center of the room. It appears to be only a few inches deep and is bordered by a low stone wall.
- At the far end of the room is a large statue of a woman in an elegant dress. At the base of the statue is a small altar, and you can see a bright light all around it.

Exploration

Pool of Water: The water is highly toxic; any creature that comes in contact with it or starts their turn within the water takes 7 (2d6) poison damage, and any creature that drinks from it must make an immediate DC 20 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much on a successful one.

The pool is considered difficult terrain.

Plants: The perimeter of the room is covered in thick, twisted plants and vines with razor-sharp spines.

> **DC 12 Wisdom (Perception) or Wisdom (Nature):** You sense that there is something moving within the maze of twisted vines.

The conservatory is actually home to a large system of interconnected vines referred to as the "network". When combat begins, these vines will seal off the entrance and begin to attack the players with dangerous vine stalks. See the *Encounter* section below.

Altar: On top of the altar there are three items: a silver bell, an ornate leather book with gold highlights, and a large wax candle.

As soon as any player approaches to within five feet of the altar, all PCs present will hear a ghostly voice clearly say the word "Choose..." in Common.

The three items are, in order, the **bell of summoning** (card #U8), the **book of dark knowledge** (card #U9), and the **candle of brilliance** (card #U10).

Once any one of the three is taken from the altar, the other two will disappear, and the encounter will begin (see *Encounter* below).

Statue: The statue is of Lady Seyvoth, Count Seyvoth's former wife. Anyone who has seen her in the Graveyard (*Area B*) can easily recognize the statue, and the statue is virtually identical to the statue in the Grand Ballroom (*Area J*).

Trivia: Bell, Book, and Candle

The three items in the Conservatory - the *bell of summoning*, the *book of dark knowledge*, and the *candle of brilliance* – are inspired by the phrase "bell, book and candle" which were traditional symbolic elements used in an excommunication ceremony performed by the medieval Roman Catholic Church: a bell would be rung to represent a death toll, a book would be slammed shut to signify separation from the church, and a candle would be snuffed out to represent the extinguishing of the condemned individual's soul.

The presence of the three items is also influenced by three artifacts – the Bell of Courage, the Book of Truth, and the Candle of Love – found in the *Ultima* video game series (specifically, *Ultima IV* thru *Ultima VI*) by Origin Systems.

> **DC 12 Wisdom (Perception):** If the party has inspected the statue in the Grand Ballroom (*Area J*), they will notice that this statue is almost identical except for one noticeable difference: the statue here is wearing a necklace, but the statue in the ballroom is not.
>
> Leaning against the base of the statue is a **stuffed dolly** (card #U2), one of the many dolls that can be brought to Crysta Seyvoth upstairs (see *The Stuffed Dollies* on page 5 for more information). If the party retrieves it, give them one of the six #U2 cards at random.

Encounter

The encounter begins when:

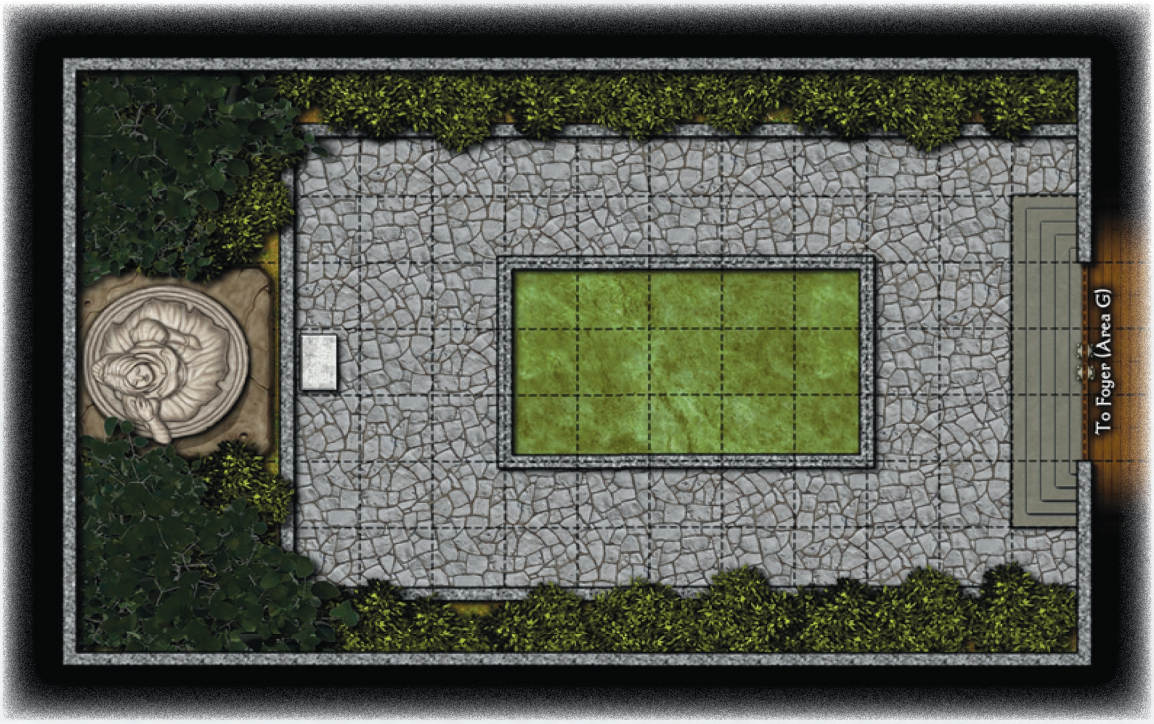
- Any of the items on the altar are disturbed in any way.
- Any of the perimeter vines and other plants in the room are disturbed in any way.
- The party spends more than 5 minutes in the room.

As soon as the encounter begins, thick vines with razor-sharp thorns will blast forth from the eastern corners and completely blockade the exit. The **vine network** (see below) will immediately spawn four **vine tentacles** (see below) randomly in the room, which roll initiative separately.

While the network is alive and active, the entire room is considered difficult terrain to any non-flying creature that is not a plant. The vine network has line of sight and line of effect to every creature in the room, allowing it to attack any target it chooses.

In order to exit the room, players must destroy the vine network. The network exists in the entire room – thick vines along the walls and floor, the vines blocking the eastern doorways, the trees along the perimeter wall, etc. – so players may choose to target the network at any time. They may also damage the network by destroying the vine stalks that it spawns.

Once the network is reduced to 0 hit points, all the other tentacles wither away, and the vines blocking the doors to the east disperse, allowing the party to exit. Any vine stalks active when the network dies fall flat on the ground and pose no further threat.



Vine Network

Gargantuan plant, neutral evil

Armor Class 14 (natural armor)
Hit Points 124 (8d20+40)
Speed immobile

STR	DEX	CON	INT	WIS	CHA
20 (+5)	3 (-4)	20 (+5)	4 (-3)	8 (-1)	3 (-4)

Damage Immunities psychic
Damage Vulnerabilities fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, petrified, prone, stunned, unconscious
Senses blindsight 60 ft. (blind beyond this radius), tremorsense 120 ft., passive Perception 9

Traits

Central Controller: When the vine network is reduced to 0 hit points, all vine tentacles in the room are destroyed.

Immobile: The vine network cannot move or be moved. It automatically fails all Dexterity saving throws.

Immutable Form: The network is immune to any spell or effect that would alter its form.

Omnipresent: The vine network occupies the entire room. It has line of sight and line of effect to everything inside it, and everything in the room has line of sight and line of effect on the vine network. All creatures in the room are considered to be in range of its *tentacle slam* attack.

Actions

Multiattack: The network makes up to three *tentacle slam* attacks, each attack against a different creature in the room.

Tentacle Slam, *Melee Weapon Attack:* +7 to hit, one target. *Hit:* 14 (2d8+5) bludgeoning damage.

Spawn Stalks (Recharge 5-6): The network creates four *vine tentacles* (see below) in random, unoccupied spaces anywhere in the room, and the tentacles act immediately. It can control no more than eight tentacles at a time.

Vine Tentacle

Medium plant, neutral evil

Armor Class 12 (natural armor)
Hit Points 13 (2d8+4)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	5 (-3)	10 (+0)	3 (-4)

Damage Immunities psychic
Damage Vulnerabilities fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, prone, unconscious
Senses blindsight 60 ft. (blind beyond this radius), tremorsense 60 ft., passive Perception 10

Traits

Immutable Form: The tentacle is immune to any spell or effect that would alter its form.

Interconnected: When a vine tentacle is reduced to 0 hit points, the vine network takes 15 damage.

False Appearance: While the tentacle remains motionless, it is indistinguishable from a tangle of vines.

Actions

Slam, *Melee Weapon Attack:* +4 to hit, one target. *Hit:* 5 (1d6+2) bludgeoning damage.

Constrict, *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6+2) bludgeoning damage, and a Large or smaller target is grappled (escape DC 12) . Until this grapple ends, the target is restrained, and the tentacle can't constrict another target.

Area I – Library

Possible Creatures: *Angel of Justice*

Count Seyvoth and his sisters were, at least in life, scholars that loved literature and the arts. They maintained this vast library of rare and unique books, at least until the tragic events that befell the manor took place. The library has remained undisturbed ever since.

Features of the Area

- Pale light from a candelabra on each table illuminates this abandoned library.
- Racks of old, tattered books line the walls, and two rows of eight-foot-high bookshelves flank the center of the room.
- At the far end of the room, on a raised platform in front of a stained-glass window, is a lectern with an open book on top of it.

Exploration

Books: The bookshelves are filled mostly with illegible books that have faded away due to neglect and the passage of time, but in each shelf there may be one or two books that can be salvaged.

DC 10 Wisdom (Perception): A PC recovers a single, legible book from the shelf. This check can only be made once per shelf; subsequent checks reveal nothing further.

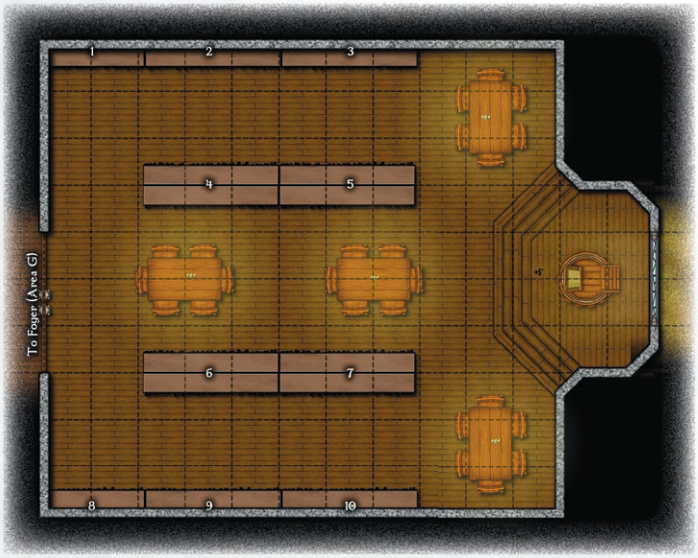
> ***NOTE:*** *If the PC chooses to retrieve a book from shelf #8 (Arts and Music), have them automatically succeed the skill check to ensure they find the sheet music.*

DC 12 Intelligence (Arcana), requires proficiency: You detect various types of magical traces within the bookshelf, allowing you to focus your search. The subsequent Wisdom (Perception) check to search the shelf is with advantage.

Each section has a label written in Abyssal across the top of the bookshelf that identifies the contents of section (see map):

1. Non-fiction, Biographies, News Reports
2. Parapsychology and the Occult
3. Religion and Religious Worship
4. Sociology, Law, and Commerce
5. Language and Linguistics
6. Science, Mathematics, Chemistry, and Other Sciences
7. Medical Sciences
8. Arts and Music
9. Fiction
10. History

If a PC manages to recover a book from a section, they can attempt to read it. Spending 5 minutes studying it creates a different effect depending on the section from which it was recovered:



Section	Effect
1: Non-Fiction, Biographies	All future Intelligence (History) skill checks made by the reader are with advantage.
2: Parapsychology and Occult	The reader is attacked by the **book of forbidden lore** and must make an immediate DC 15 Intelligence saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much on a successful one. If this attack reduces the reader to 0 hit points, instead of falling unconscious, they remain awake with 1 hit point and are permanently dominated, under the GM's full control. They will then immediately attack the party, and once they are reduced to 0 hit points, the domination will end, and they will fall unconscious and be dying as normal.
3: Religion and Religious Worship	All future Intelligence (Religion) skill checks made by the reader are with advantage.
4: Sociology, Law and Commerce	An **angel of justice** (see below) appears in an unoccupied space anywhere in the library and attacks. See the *Encounter* section on page 25.
5: Language and Linguistics	The player must make a DC 15 Intelligence saving throw. *Success:* The reader learns how to read, write, and speak any one of the core languages of their choice. *Failure:* The reader forgets how to read, write, and speak one language besides Common that they know and are not granted by a magical item. If they only know Common, they lose that.
6: Science, Mathematics, Chemistry	The book violently explodes into a **wave of alchemical fire**. All creatures within 30' must make a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much on a successful one. If a target fails the save by more than 5, they take the maximum damage (24 fire damage). This attack ignores fire resistance but not fire invulnerability.
7: Medical Sciences	All future Wisdom (Medicine) skill checks made by the reader are with advantage.
8: Arts and Music	The reader finds a **fragment of sheet music** (card #U5) wedged between the pages, which can be given to the musician in the Grand Ballroom (see *Area J*).
9: Fiction	The reader's mind is assaulted by **hallucinations** of being attacked by their allies. They must make an immediate DC 16 Intelligence saving throw. On a failed save the target is compelled to attack their allies; every round the target must either make an attack against one or more allies or suffer 9 (2d8) psychic damage. If the target falls unconscious or makes a successful DC 16 Intelligence saving throw at the end of their turn, the effect ends.
10: History	The reader finds some information regarding the mansion. Allow the player to pick one additional Rumor card.

Each section only contains one usable book, and once the book is used, it will not have any effect on subsequent readings.

Trivia: The Bookshelves

The bookshelf classifications listed above are loosely based on the **Dewey Decimal System**. Bookshelf 1 is 000-099, bookshelf 2 is 100-199, etc.

Lectern: On top of the lectern is an ornate ritual book. The book is magically bonded to the lectern and cannot be removed.

A character proficient in Intelligence (Arcana) can attempt to read it with a DC 16 Intelligence (Arcana) skill check. If they succeed in the skill check, look at the time and give the player **exactly one minute of real time** to choose one single spell they don't already know that is level 8 or lower and – assuming they were high enough level – would be available to their given class. Let the player know their character has exactly one minute to make the decision, and start the clock immediately after telling them.

> ***NOTE:*** *At your discretion, do not allow them to use reference materials. Have them come up with a spell off the cuff, and verify whether the spell is a valid choice or not after the fact.*

If they choose a spell in time, they are subsequently able to cast that spell once, at any time, without using up any spell slots or any spell components.

If the player fails to choose a spell in time or fails the initial Intelligence (Arcana) skill check, they immediately lose 2 hit dice and must choose one spell they already have memorized and have not used yet. They immediately unlearn the spell they chose and, if applicable, would lose an appropriate spell slot as if they had cast it. Even if the spell is kept in the character's spellbook, the character will be unable to cast it by any means.

The book can only be used once; subsequent attempts to read it have no effect.

Encounter

The only encounter that could happen in this area is if the party discovers the "Sociology, Law, and Commerce" book from the shelf (shelf #4) and read it, causing an **angel of justice** (see below) to appear and attack. The angel will remain active for three full rounds, after which it will vanish without a trace and never return.

The angel will appear in a vacant space anywhere in the room and focus almost exclusively on the PC that summoned it, imposing its *marked for judgment* ability as soon as it can. It will then pummel that target until slain before moving on to the remainder of the party.

> ***NOTE:*** *Every time the angel assigns its* marked for judgment *against a target, it should do so in an over-the-top dramatic fashion, as angels do. It will point to the target, call them out (by name, if necessary), and declare that they are about to "receive divine judgment" before striking with all its might.*

If the party successfully defeats the angel before it vanishes, deal the party two **treasure cards**.

Angel of Justice

Medium celestial, lawful neutral

Armor Class 16 (natural armor)
Hit Points 85 (10d8+40)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+3)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws Wis +8, Cha +8
Skills Insight +8, Perception +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities radiant
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious
Senses darkvision 120 ft., passive Perception 18
Languages all, telepathy 120 ft.

Traits

Angelic Weapons: The angel's weapon attacks are magical.

Divine Awareness: The angel knows if it hears a lie.

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

Marked for Judgment: At the end of each of its turns, as a bonus action the angel can choose one target it can see to mark it for judgment. From that point on, any attack the angel makes against that target deals an additional 10 (3d6) radiant damage.

The angel can only have one target marked at a time.

Actions

Multiattack: The angel makes two *mace* attacks. If both attacks hit the same creature, the creature must succeed a DC 15 Constitution saving throw or be stunned until the end of the angel's next turn.

Mace, *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.

Area J – Grand Ballroom

The grand ballroom was once the focal point of the manor, where the elite came to mingle and dance the night away. It has been years since there has been a proper party here, but the ghosts insist on keeping the festivities going.

Features of the Area

- This large ballroom is brightly lit by two massive chandeliers that hang from the high ceiling. Each chandelier has around two dozen candles that flood the room in pale yellow light.
- The northern and western walls are adorned with large stained-glass windows. You can barely make out the manor's yard on the other side.
- To both sides are several dining tables. All of them are covered in fine dust and cobwebs, but each still has a lit candelabra at its center.
- Near the west wall is a four-foot-high bar that has numerous bottles and other drinks scattered across it.
- In the northeast corner stands a statue of an elegant woman wearing a long, flowing dress.
- To the northwest, across an empty dance floor, is a raised platform with a large grand piano.

Exploration

Illumination: All the candles are everburning candles and cannot be extinguished.

Windows: The windows are inch-thick stained glass. A PC that looks through the large northern window will be able to make out the cemetery in the back of the house (*Area B*).

Bar: Near the western wall is a bar with a variety of bottles and other glassware scattered across it. Some of the bottles do still appear to have liquid, but it is extremely unwise to drink; anyone doing so must make an immediate DC 20 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much on a successful one.

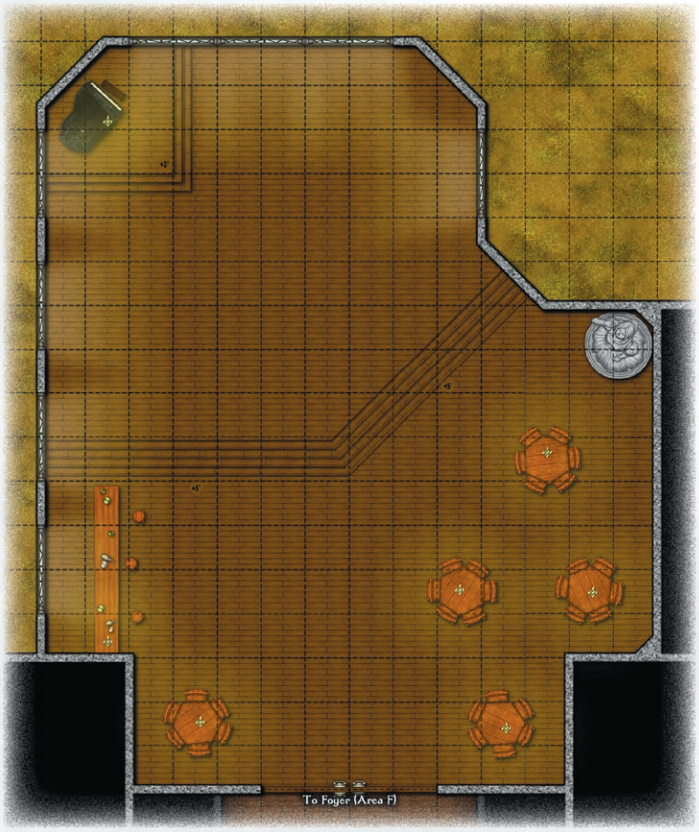
Statue: If the party has already seen the statue in the Conservatory (*Area G*) or met the ghost in the Graveyard (*Area B*), they will easily be able to identify the statue as Lady Seyvoth. It is virtually identical to the statue found in the conservatory.

> **DC 12 Wisdom (Perception), if compared to statue in Conservatory:** You notice that this statue is almost identical to the statue in the other room, but there is one noticeable difference: the statue here is not wearing a necklace.
>
> **DC 15 Intelligence (Arcana) or *detect magic* spell:** The statue has a strong aura of evocation and transmutation magic surrounding it.

If the **enchanted locket** (item #U7) is placed on the statue after it is empowered by Lady Seyvoth in the Graveyard (see *Area B*), a blue portal will appear just to the right of the statue. Any player passing through the portal will be immediately transported to the Hidden Study (*Area K*).

If Lady Seyvoth's locket is placed on the statue before it is enchanted by her, or if any of the jewelry from the Handmaiden's Room (*Area N*) is placed on it, a deep red portal will appear. The portal is noticeably unstable (DC 15 Intelligence (Arcana) to realize it), and any player that tries to pass through it must make an immediate DC 15 Dexterity or DC 15 Constitution (player's choice) saving throw or be instantly eviscerated by the portal's powerful energies (dead). On a successful saving throw, they are thrown clear across the room by a powerful **blast of concussive force** and take 14 (4d6) force damage.

Either portal will remain active so long as the necklace remains in place, and the necklace can be removed at any time. If the portal is not active, any player that attempts to return from the Hidden Study will materialize where the portal once stood with no ill effects.



Piano: When the party steps down to the lower dance floor, a ghostly figure will materialize and begin to play the piano. As he plays, he will occasionally stop, shouting and groaning in frustration.

The piano player is Gavin, the manor's musician and former lover of Deirdre Seyvoth. He has been trying to rehearse a special musical piece he had written for the party but has misplaced the sheet music. The party is very important to him because the woman he loves will be there, so he would do anything to have the sheet music so he can properly play the song.

Sheet Music Fragments

If asked he will recollect where he last remembers the three parts he needs:

> *"I remember putting one piece in my vest pocket this morning, but it must have fallen out somewhere..."*

The piece actually is still in his vest pocket, which his body is still wearing where it was buried. His body can be found in one of the stone sarcophagi of the Graveyard (*Area B*), and if the sarcophagus is opened, the piece of sheet music will still be in the side pocket of his tattered vest.

"I gave one piece of it to Deirdre... She liked it so, and I really wanted to make her happy..."

Unbeknownst to him, Deirdre is now one of the Count's vampire handmaidens that stands at his side in his Inner Sanctum (see *Area Q*) and has no need for pointless sheet music or a dead musician's love. The fragment she once held can be found tossed aside underneath Deirdre's bed in the Handmaiden's Room (*Area N*).

"I had written a beautiful finale to the piece while I was reading this wonderful book... I must have absentmindedly left it as a bookmark or something..."

The fragment is still among one of the books in the Library (*Area I*).

If all three fragments are brought to him, he will assemble them into one piece and begin playing. Applause will start to rise up from the room around him as ghostly images of party guests begin to funnel into the room and onto the dance floor.

As a result of giving him the sheet music, several things happen:

- Every character present receives the **Gift of Music** ability (card #A7).
- Every character present recovers up to 2 spent hit dice.
- The spirits that seal the doors leading in to Lady Seyvoth's room upstairs disperse, preferring to come downstairs and join the festivities. PCs can now enter Lady Seyvoth's Room (*Area O*) without difficulty.
- The spirits of the scouts that lie dead in Count Seyvoth's Inner Sanctum (*Area Q*) have also come down to join the party, preventing Count Seyvoth from reanimating them as zombies during the final encounter. See *Area Q* for more information.

The Seyvoth Sisters

The Seyvoth family was a big one. Maltus Seyvoth – or Count Seyvoth, as he is known now – was the only son. But there were also six sisters who, in one way or another, met with an untimely death or an eternity as a creature of the night:

Alexa Seyvoth: Oldest of the sisters. After bedding a man Sheila Seyvoth lusted after, she was poisoned one night by her vengeful sister. She is buried in the family graveyard behind the manor.

Deirdre Seyvoth: Was once engaged to Gavin, the musician whose ghost haunts the Grand Ballroom. When Maltus became a vampire, having a member of his immediate family mingle with a less-than-noble street musician was unthinkable, so he killed Gavin and turned Deirdre into one of his vampire handmaidens. She stands at his side upstairs in the Count's Inner Sanctum (*Area Q*).

As a tribute to Gavin and a strike against her brother Maltus, Deirdre had Gavin buried in the family graveyard with the Seyvoth name. When the Count discovered this, he violently scratched off the Seyvoth name from the sarcophagus. See the Graveyard (*Area B*) for more information.

Elise Seyvoth: The most artistically gifted of the group, Elise was a talented artist, musician, and writer. One day while she was touring the countryside, wild animals attacked her carriage (some rumors state they may have been werewolves, but no proof was ever found), and she was violently eviscerated and killed. What remained of her body was buried in the family graveyard behind the manor.

Jenni Seyvoth: The most emotionally troubled of the sisters, considered by many to be the least attractive of the sisters and ostracized as a result. After a long, difficult struggle with loneliness and depression she leapt over the edge of the cliff into the ocean below. Her body was never found.

Melanie Seyvoth: Arguably the most attractive of the sisters, she too was turned by Maltus and is now one of his handmaidens that stands next to the Count and her sister Deirdre upstairs.

Sheila Seyvoth: After several confrontations with her other sisters involving men she desired as her own, she flew into a violent homicidal rage. After being found guilty of poisoning her sister Alexa, she was executed by hanging and buried in the family graveyard behind the manor.

Trivia: The Seyvoth Clan

All the members of the Seyvoth family – including the Count (whose first name is Maltus) – are named after members of the Everling family from the *Nektropos Castle* instance in *Everquest II*.

Area K – Hidden Study

While Count Seyvoth was still alive, this room was his personal study where he came to be alone. In addition to storing some of his trophies, he also performed dark rituals here, some of which ultimately led to what he is now.

Features of the Room

- The blue portal through which you entered stands on a dais against the western wall of the room.
- In the center of the room is a circle approximately forty feet wide that appears to have been painted in blood. Six unlit candles stand around its perimeter.
- Seven display cases stand against the northern wall. Each has a wooden base about three feet high, and the trophies inside are protected by a thick glass covering.
- A coffin stands on a raised platform against the southern side of the room.
- At the eastern end of the room is a desk and two dressers.
- In each of the four corners of the room stands the stone statue of a man apparently dressed as a hunter, wearing leather armor and with a longbow and quiver slung across his back.

If the party has the **void stone** (card #U18) from the attic, they will notice that the stone begins to vibrate slightly and become warm to the touch as soon as the party enters the room.

Exploration

Blue Portal: The portal leads back to the Grand Ballroom (*Area J*). This side of the portal is always active and stable, and will not close even if the locket is removed from the statue in the Grand Ballroom.

Ritual Circle: The circle is drawn in dried blood and is a little under forty feet wide. The six candles are currently unlit, but there are signs that they have been used at least a few times in the past. The circle radiates strong conjuration magic.

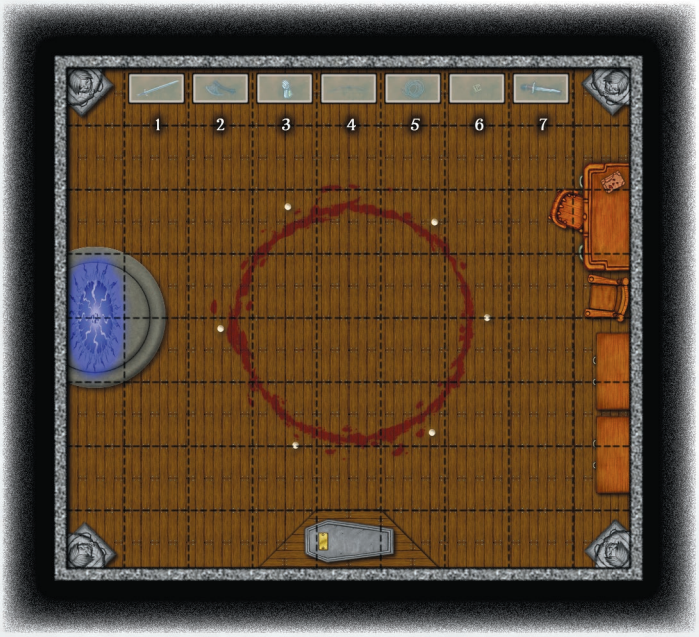
If players attempt to perform the summoning ritual (see *Performing the Ritual* below), while they stand within the circle and all six candles remain lit, they are warded from and invulnerable to any demonic attacks.

Statues: Each of the four corner statues is capable of firing an **enervating ray** when the players do something they are not supposed to do (such as attempting to force a display case open; see below). When each ray fires, the target must succeed on a DC 16 Dexterity saving throw or take 14 (4d6) necrotic damage and lose 1d4 hit die. If the target fails the saving throw by more than 5, they also gain one level of exhaustion.

DC 12 Intelligence (Arcana): You detect powerful necrotic energies emanating from each of the four statues.

DC 15 Dexterity (Thieves' Tools): A statue can be disabled with a successful check from an adjacent character. A failed check causes the statue to make an *enervating ray* attack against every player in the room (see above).

If all four statues are disabled, attempts can be made to gain access to the display cases without risk (see below).



Display Case: Each of the display cases holds some sort of prize. They are:

- **Case 1:** The **Sword of the Daywalker** (card #U11)
- **Case 2:** The **Axe of the Slayer** (card #U12)
- **Case 3:** The **Nightmare Claw** (card #U13)
- **Case 4:** The **Bow of Hunger** (card #U14, cursed item; see below) and 20 mundane arrows inside of a leather quiver.
- **Case 5:** The **Golden Puzzle Box** (card #U15)
- **Case 6:** The **Whip of the Maiden** (card #U16)
- **Case 7:** The **Machete of the Undying** (card #U17)

Each of the trophies is under a thick, magically protected layer of glass that is impervious to all damage. If a player attempts to gain access to the contents by force, all four of the corner statues (except any statues that has been disabled, as above) will each fire an *enervating ray* at the attacking character as a reaction to the attack (see above).

If the party has the **void stone** (card #U18) from the attic, as soon as they step close to the display cases they will feel the stone begin to vibrate wildly. When the stone is touched against any single display case's glass, the stone completely consumes the glass and allows the item underneath to be recovered. The stone disappears immediately after use.

Coffin: The coffin was a recent addition to the room, added by the Count when he spent more time than he should have performing his rituals. It is currently closed.

If the party opens the coffin, deal the party one **treasure card**.

Dressers: The dressers contain a variety of clothes and other miscellaneous items. They contain nothing of value or importance.

Desk: Sitting on top of the desk is a flesh-bound tome (see below), which contains an assortment of information and a ritual, all of which are written in Abyssal. See the section on the Flesh-Bound Tome below.

On a chair next to the desk is a small **stuffed dolly** (item #U2), one of the many dolls that can be brought before Crysta

Count Seyvoth and The Djinn

When Count Maltus Seyvoth was still alive, he did everything: he was a gentleman and a scholar, a lover and a fighter, a scientist and a sorcerer.

In an effort to gain more power, Count Seyvoth did extensive research about demons and other elemental creatures, specifically how to summon them, control them, and compel him to do his bidding. After numerous attempts – some with great success and others with violent, bloody failures – he managed to summon an extremely powerful djinn skylord named Shalif, brought forth from another plane of existence.

The Count thought he could control the djinn, but the being resisted the Count's attempt to control it and bind it against its will. Fearing that the creature might lash out against the house and his family, the Count banished the djinn to a pocket dimension and bound him to the very same flesh-bound tome he used to summon it.

There the djinn has remained for decades, since long before the day Count Seyvoth was turned into a vampire. It has waited patiently for its release, and although there was a time when it sought revenge against he who imprisoned it, it's moved beyond that and seeks only to return to the realm from which it came.

Seyvoth upstairs (see *The Stuffed Dollies* on page 5 for more information). If the party retrieves it, give them one of the six #U2 cards at random.

If the desk drawers are searched, the party will find a **platinum key** (card #U1) that can be used in one of the chests in the Jail Cells (*Area E*) and – if it has not already been found elsewhere – the **golden key** (card #U19) that can be used to unlock the doors in Area L5 that lead to Count Seyvoth's Inner Sanctum (*Area Q*).

Flesh-Bound Tome: The tome is a collection of arcane research involving summoning or banishment of powerful demonic creatures. It is written entirely in Abyssal.

> **DC 12 Intelligence (Arcana or History), must be proficient and requires ability to understand written Abyssal:** The end of the book contains a ritual that summons a creature from another plane of existence. The description of the ritual describes the circle of blood and six candles similar to what is in the room.

The party can attempt to perform this arcane ritual if they wish. See *Performing the Ritual* below.

The book is bound to this room and cannot be removed from it. If a PC attempts to exit through the portal with the book, the book teleports back to the desk on which it was found.

Performing the Ritual

To perform the ritual, the player character holding the ritual book must stand within the circle of blood, light all six candles, and begin the incantation. Success or failure is determined by an Intelligence (Arcana) skill challenge: they must make 4 successful skill checks before 3 failures in order to successfully complete the ritual. The skill check starts at a DC 13 and increases by 1 after every check, regardless of success or failure.

While the ritual is being performed (prior to every skill check), every creature in the room could choose to stand either within the circle of blood or outside of it.

For each failed skill check, the ritual caster and every other creature within the circle of blood is struck by a **wave of arcane feedback**, taking 10 (3d6) force damage due to feedback from the failing ritual.

Success

If the ritual is successful (4 successful skill checks before 3 failures), a djinn will materialize in the room just outside of the ring. As soon as he appears, the rest of the room will be consumed by a **wave of thunder and lightning**, and any creature standing outside of the ring of blood immediately takes 13 (3d8) thunder damage and 13 (3d8) lightning damage. Anyone standing within the circle is protected from the elemental forces and takes no damage.

The djinn was once trapped by Count Seyvoth in a pocket dimension bound to the ritual book (see the *Count Seyvoth and the Djinn* sidebar), and upon being released will thank the party for his freedom.

The djinn will agree to answer one question. The players can ask one "yes" or "no" question of you as the GM, and you GM must answer the question truthfully.

After answering the question, the djinn will then grant every character in the room – regardless of whether they are within the circle or not – the **Djinn's Gift** attribute (card #A8) before disappearing in a flash of smoke and thunder, returning to the plane of existence from where it came.

Once the djinn is released, attempting to repeat the ritual will have no effect.

Failure

If the ritual caster fails the skill challenge (3 failures before 4 successes), the circle erupts into a **column of boiling blood and flame**. Every creature within the circle immediately takes 27 (6d8) fire damage, while every creature outside the circle is unharmed.

The party can attempt the ritual as many times as they like until they succeed, but they must start the ritual over from the beginning if they choose to do so.

Area L – Second Floor

The second floor of the manor contains the rooms of Lady Seyvoth (the Count's former wife), Deirdre and Melanie Seyvoth (the Count's two handmaidens), and Crysta Seyvoth (daughter of the Count and Lady Seyvoth). The area has been long abandoned and is covered in thick cobwebs and dust.

Features of the Area

- The walls are mostly stone with decorative wood paneling. The ceiling is a little over ten feet high.
- Numerous paintings and other artwork adorn the walls at irregular intervals.
- The halls are brightly lit by candles in wall sconces.

Walls: Besides the decorative exterior, the walls are solid stone that have been infused with magic. They are immune to all damage and block any attempt to teleport or phase through them.

Candles: The candles are magical, sustaining a permanent continual flame, and cannot be extinguished by any means. Removing them from their sconces causes them to go out.

Exploration

As the PCs move through the halls, they will come across numerous unsettling sounds. Hideous laughter, rattling of chains, clawing... typical sounds one would find in your average haunted mansion. Use your discretion and your imagination in describing the environment.

When the PCs near the door to Crysta's Room (*Area M*), they will hear the distinct sound of a music box playing and a child's playful laughter coming from inside the room.

L1 – Silver Pool

- A four-foot-wide, waist-level-high stone basin contains a pool of thick silver liquid.

The pool is filled with alchemical quicksilver. If a metallic weapon is inserted into it, the quicksilver adheres to the weapon, which is subsequently treated as a silvered weapon for the next 10 attacks, regardless of whether the attacks hit or miss. There is only enough quicksilver to treat a maximum of three weapons. If the party chooses to use the quicksilver to coat ranged ammunition, instead of a single weapon, they can coat a total of 8 pieces of ammunition (arrows, bolts, or bullets).

Attempting to drink the quicksilver is extremely hazardous; anyone who attempts it must make a DC 16 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much on a successful one.

L2 – Blood Pool

- A four-foot-wide, waist-level-high stone basin contains a pool of crimson red blood.

If a living creature drinks from the pool of blood, they immediately gain 10 temporary hit points. An undead creature that drinks from the pool gains 20 temporary hit points.

The effect can only be used once per player character, and there is enough liquid in the pool for only four creatures to drink from.

Trivia: The Crate

The "monster in the crate" is loosely inspired by the 1979 short story *The Crate* by Stephen King, which was made into a segment in the 1982 film *Creepshow* written by King and directed by George A. Romero.

L3 – Eastern Storage Room

Creatures: *Monster in the Crate*

- Several crates and other containers are stacked against the southern wall.
- In the northern corner of the room is a lone crate about four feet high and five feet wide with the words "ARCTIC EXPEDITION" written across it in bold black letters.

The southern crates contain miscellaneous mundane items and other things common to your average household; nothing is of value.

The northern crate looks extremely aged and worn, and shows signs that it has been moved around a considerable amount. The lid is hinged and unlocked.

DC 10 Wisdom (Perception): You see something shiny on the floor behind the left side of the crate.

DC 15 Wisdom (Perception): You sense something moving inside the crate.

If the crate is touched in any way, the lid will open slightly, and the **monster in the crate** (see stat block on page 32) will lash out with its claws to try to grab the nearest living creature and pull them inside.

NOTE: *The "monster in a crate" is considered both an object and a creature, so weapons such as* ***Freeman's Crowbar*** *(card #T29) deal extra damage when used.*

If the crate is destroyed, the creature inside dies and any player held inside at the time is released. Grant the party one **treasure card** if they destroy the creature.

The shiny object behind the crate is one of the four **platinum keys** (card #U1) that can be used to open one of the chests in the Jail Cells (*Area E*). In order to retrieve the key, the crate will either have to be moved (which will activate the monster) or some other means of retrieving it must be used. If they want to use something like *mage hand* or some form of telekinesis, make the caster make a DC 12 Dexterity (Sleight of Hand) check; on a failure, the monster in the crate attacks.

Allow the players to get creative with it if they don't want to risk getting near or possibly touching the crate.

L4 – Western Storage Room

- Three large wooden barrels stand on the south side of this virtually empty storage room. Against the northern wall a rickety ladder leads up to a hatch in the ceiling.

Each of the barrels is waterproof and sealed tightly. If opened, the PC will find ancient, cheap wine that's gone bad after many years of being stored here. Anyone who attempts to drink the rancid wine must make a DC 16 Constitution saving throw, taking

14 (4d6) poison damage on a failed save, or half as much on a successful one.

The ladder and hatch lead up to the Attic (see *Area P*).

L5 - Door to Third Floor

- A large bronze statue of a knight stands on the northern side of the hallway, facing a set of reinforced wooden doors.
- In the center of each door is a large pull ring hanging from a gargoyle's mouth, and there is a large chain tightly looped through the pull rings. From them hangs a large, gold lock.

The chain that binds the two sides of the door together radiates powerful abjuration magic (DC 12 Intelligence (Arcana) check or *detect magic* spell) sealing the doors tight; even though the chain is slightly loose, neither door will budge until the chain is completely removed. The door is impervious to all damage, creatures cannot teleport or phase through it, and is immune to spells such as *knock*.

The bronze statue to the north can fire an **enervating ray** identical to the statues in the Hidden Study (*Area K*). Any creature that attempts to get through the doors without using the key is fired upon and must make a DC 18 Dexterity saving throw. On a failed save, the target takes 14 (4d6) necrotic damage and loses 1d4 hit dice. If the target fails the save by more than 5, they also gain one level of exhaustion.

DC 12 Intelligence (Arcana, Investigation, or Religion): You detect powerful necrotic energies emanating from the statue.

DC 18 Dexterity (Thieves' Tools): The statue can be disabled with a successful check from an adjacent character. A failed check causes the statue to make an *enervating ray* attack against the PC who attempted to disarm it (see above).

Even if the statue is disabled, the doors still remain impenetrable and cannot be opened or bypassed without the **golden key** (card #U19), but any attempt to get through the doors will not result in an *enervating ray* attack.

The doors can only be opened by using the **golden key** (card #U19) to unlock them. The golden key is a unique item and can be found in only one location, depending on which location the party first discovers it:

- Inside the desk in the Hidden Study (*Area K*).
- Dropped by the ghost of Crysta Seyvoth after giving her the correct stuffed doll in Crysta's Room (*Area M*).
- Inside the chest in Lady Seyvoth's Room (*Area O*).

See the *Special Items* section for more information.



If any attempt is made to pick the lock, open the door by force, teleport through or phase through the door, the attempt will automatically fail, and the statue will fire upon the creature that attempted to gain entry.

Once the lock is removed, the doors will automatically swing open, allowing the party to enter Count Seyvoth's Inner Sanctum (*Area Q*).

L6 - Door to Lady Seyvoth's Room

- As you round the corner, you see a pair of double doors that are bathed in a pale blue light. The images of ghostly spirits move back and forth randomly across its surface.

The door to Lady Seyvoth's Room (*Area O*) is sealed by the ghosts that still haunt the manor, struggling to protect the Lady's body that still rests inside.

Any creature who comes in contact with the door before attempting to deal with the ghosts (see below) will be assaulted by a **group of protective spirits** that swirl out from the door and attack: the target must make a DC 16 Dexterity saving throw, taking 18 (4d8) cold and necrotic damage on a failed save, or half as much on a successful one. If the target fails the save by more than 5, they also gain one level of exhaustion.

> **Gift of Music:** If the party has claimed the **Gift of Music** ability (card #A7), the spirits protecting the door will have been drawn to the ballroom downstairs. The door can be opened without risk of retaliation.

Besides being protected by the spirits, the door is securely locked. Close inspection of the lock will reveal that the key has apparently broken off inside the lock, rendering the lock inoperative.

> **DC 15 Dexterity (Thieves' Tools):** A successful check unlocks the doors. If the spirits still protect the door and have not been dispelled, the spirits will attack after each attempt, regardless of whether it is a success or a failure.
>
> **Attack:** The doors are particularly sturdy but can be destroyed (AC 12, 40hp). If the spirits are still protecting the door and have not been dispelled, the spirits will attack the PC after each attack a PC makes on the door, regardless of whether the attack is a hit or miss (see above).

Once the doors are opened, the spirits disperse and pose no further threat. The party can then enter Lady Seyvoth's Room (*Area O*).

Monster in the Crate

Large monstrosity, chaotic evil

Armor Class 12 (natural armor)
Hit Points 76 (8d8+40)
Speed 0 ft. (see *Immobile*)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	4 (-3)	20 (+5)	8 (-1)	12 (+1)	6 (-2)

Damage Immunities poison
Damage Vulnerabilities bludgeoning
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrification, poisoned, prone, unconscious
Senses blindsight 30 ft., passive Perception 11
Languages -

Traits

False Appearance: While the crate remains motionless, it is indistinguishable from an ordinary crate.

Grappler: The crate has advantage on attack rolls against any creature grappled by it.

Immobile: The crate cannot move or be moved. It automatically fails all Dexterity saving throws.

Immutable Form: The crate is immune to any spell or effect that would alter its form.

Magic Resistance: The crate has advantage on saving throws against spells and other magical effects that originate from outside it.

Magic Weapons: The crate's weapon attacks are magical.

Actions

Multiattack: The crate makes two *claw* attacks.

Claw, *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target outside the crate. *Hit:* 14 (2d8+5) piercing damage and the target is grappled (escape DC 15).

Engulf (Bonus Action): As a bonus action, unless there's a creature already inside it the crate can attempt to engulf one creature it has grappled; the grappled creature must succeed a DC 15 Strength saving throw or be immediately pulled inside the crate, taking an additional 18 (4d8) slashing damage.

Once inside the crate, the creature is restrained and loses line of sight and line of effect to anything except for the crate itself. If the creature is still inside the crate at the end of its turn, it takes 18 (4d8) slashing damage.

An engulfed creature can try to escape by taking an action to make a DC 15 Strength check. On a success, the creature escapes and enters a space of its choice adjacent to the crate.

Area M – Crysta's Room

This room belongs to a small child and is currently haunted by the ghost of the Count's youngest daughter Crysta Seyvoth. It also has a powerful supernatural presence lurking in the corner closet.

Features of the Area

- Dolls, plush animals, toys, and other items lie scattered atop two dressers on either side of the room, and numerous other toys are scattered sporadically across a large elliptical carpet.
- At the far end of the room is a relatively small bed with old, tattered sheets that are stained with dry blood in numerous places.
- To the northeast is a closed white door that leads to a closet.
- Sitting on top of the bed, in a kneeling position, is a ghostly child with blonde hair. She is crying as you enter, but then she pauses to look up at you. "Have you seen Billy?" she asks.

Exploration

Decoration: The furniture contains aged, cobweb-ridden clothes. The toys are scattered recklessly throughout the room, and some of them lie broken or simply crumbled over the years. There is nothing of value in the room.

Ghost: The child is Crysta Seyvoth, daughter of Count Maltus Seyvoth and Lady Seyvoth, who was killed by her father while sleeping in that very same bed. She remains here upset at losing her friend, a stuffed doll she affectionately named "Billy".

If any further attempt to communicate with her is made, she will simply repeat her initial question – "Have you seen Billy?" – without giving any further explanation as to who or what "Billy" is.

She is immune to all damage and spell effects, but any attack or threatening gesture will be sufficient to trigger the supernatural force that lurks inside the closet (see below).

The Billy Dolls

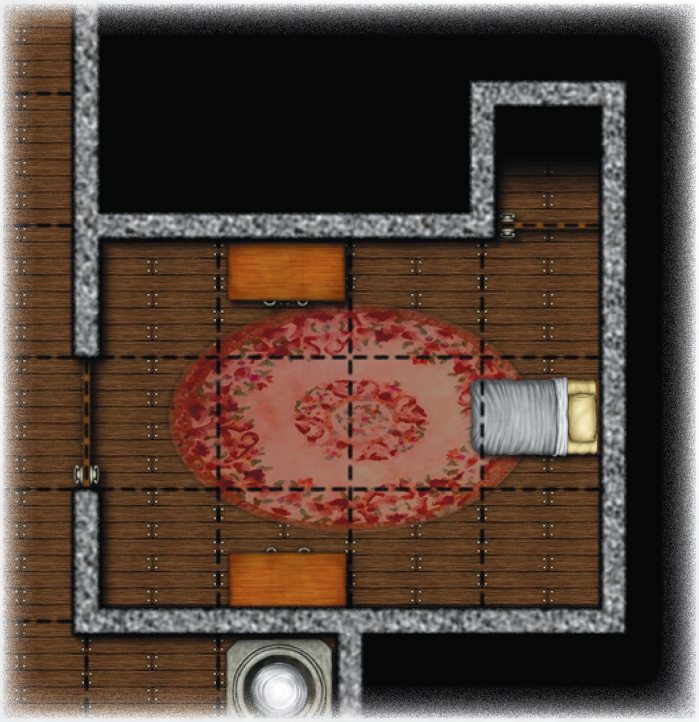
There are several **stuffed dollies** (card #U2) scattered throughout the manor. Only one of the dolls is the "real" Billy doll, and this could be determined by discovering drawings or paintings elsewhere in the manor. See the *The Stuffed Dollies* section at the beginning of this adventure for more information.

At any time, the party may present to Crysta one or more of the stuffed dollies for her to choose. Since Crysta will not move from the bed, the PC presenting the dolls to her must do so in an space adjacent to the bed; Crysta will ignore any attempt to do so by a PC that is not adjacent to the bed.

Players can offer one doll at a time to Crysta or show her all the dolls they have accumulated at once. Crysta will only look at the dolls presented to her – however many there may be – and if the doll she wants is amongst the group, she will pick it out.

Success

If the correct doll is among the ones presented to Crysta she will take it and smile happily. As she hugs the doll profoundly,



she will say a meek "Thank you..." as she slowly disappears. The feeling of dread will fade away from the room, and the closet door will slowly open, the supernatural forces lurking inside the closet dispersing and posing no further threat.

The party receives the following:

- Every character present gains a permanent +1 bonus to all saving throws, including death saves.
- Two **treasure cards**, which can be recovered from inside the closet.
- If the players have not acquired the **golden key** (card #U19) yet from elsewhere in the manor, it will appear on the bed where Crysta once stood. This key is needed to open the double doors leading up to the third floor (see *Area L5*).

Failure

If none of the dolls presented is the correct one, Crysta will look angry and state in a deep, terrifying voice, "That's not Billy!"

At this point the outer door will slam shut and will require a DC 16 Strength check (as an action) in order to force open. The closet door will then open to reveal a bright light and a powerful vortex of necrotic energy that will begin to pull every player still in the room towards it.

The closet acts on an initiative count of 10. On its turn, each PC in the room must make a DC 15 Dexterity or DC 15 Strength saving throw. On a failure, they are pulled 10' towards the closet. If a PC fails the saving throw by more than 5, they fall prone and are pulled into the closet.

If a character is pulled through the closet door and inside, they immediately take 18 (4d8) necrotic damage and are immediately teleported 20' above the center of the manor's Foyer (*Area G*), where they fall to the hardwood floor below and take an additional 7 (2d6) bludgeoning damage.

While the vortex is in effect, the entire room is considered difficult terrain.

Countermeasures

There are multiple ways to deal with the vortex.

DC 15 Intelligence (Arcana) or Intelligence (Religion), proficient only: A character can attempt to disrupt the forces within the closet. On a success, all subsequent saving throws to resist the vortex's effect are made with advantage.

After the first attempt, PCs can continue trying to make Intelligence (Arcana) or Intelligence (Religion) skill checks on their turn. For each success, the DC to resist the vortex's effect is reduced by 2. After four successful checks, the vortex is temporarily disrupted, the force holding the outer door will subside, and the PCs in the room can exit.

Radiant attacks: If more than 15 radiant damage is dealt on the closet in a round, the vortex will be suppressed on its next turn. The outer door will still be sealed, but at least they will not be pulled towards the closet until the following turn, when the vortex may act again.

Opening the outer door: An adjacent character, from either the inside or the outside, can open the door with a DC 16 Strength check. A success will overpower the force holding the door shut, opening it and allowing the PCs inside to exit.

Once the room is empty of all living creatures – either by all the characters making it to the outer door and exiting or by all the characters being sucked into the closet and deposited in the Foyer (*Area G*) – the closet door will close, the outer door will open and the room will reset, ending the effect. The party can then re-enter the room to find Crysta still waiting on the bed, and they may attempt giving Crysta another doll.

Trivia: They're Here...

This area is inspired by one of the more memorable scenes in Steven Spielberg's *Poltergeist* (1992). Crysta Seyvoth plays the part of Carol Anne Freeling (portrayed in the film by the late Heather O'Rourke), the sweet little blonde girl that is taken into the light by some really bad things in her TV and in her closet.

"Carol Anne Freeling" is also a name on one of the brain jars in the Laboratory (*Area F*).

The Billy Dolls

The "Billy Doll", sometimes referred to as a "doll of Nyth", is a moppet that appears in several instances of *Everquest II*, specifically in the *Estate of Unrest* and *Nektropos Castle* instances. Most of the time it appears as an animated doll that is trying actively to kill you.

Area N – Handmaiden's Room



This bedroom was once shared between two of the Seyvoth sisters, Deirdre and Melanie. Once Count Seyvoth turned them into his personal vampire handmaidens in undeath, they did not inhabit this room for long before moving upstairs to stand alongside the Count.

Features of the Area

- Two identical beds stand next to each other against the western wall, their bedspreads stained with blood and ripped in several places.
- A full-length mirror with an ornate gold frame stands in the northeast corner.
- Against the south wall are two identical desks with large mirrors. Each one contains an assortment of cosmetics and other beauty products. Above the mirrors, etched in an elegant script, are the names "Deirdre" on the left and "Melanie" on the right.
- A partially open closet door leads west, and there is the notable smell of decomposition emanating from it.

Exploration

Beds: The beds are stained with blood, but they look as if they haven't been used in several years.

If anyone looks under Deirdre's bed, they will find a **fragment of sheet music** (card #U5) that has been crumpled up into a ball and seemingly discarded. This is one third of the symphony the musician downstairs is trying to complete. See the Grand Ballroom (*Area J*) for more information.

Mirror: When any PC steps in front of the mirror and looks into it, the form of a ghostly woman will appear in the mirror. She will make no attempt to speak, but she will raise her hand and point to the make-up tables at the far end of the room.

If the party has already seen Lady Seyvoth in the Graveyard (*Area B*) or the two statues in the Conservatory (*Area G*) or Grand Ballroom (*Area J*), they will be able to tell that the ghost appears to be Lady Seyvoth. The ghost is actually not her, but an evil spirit that knows what will happen if the necklace on the table is given to the real Lady Seyvoth in the Graveyard (see below and *Area B*).

Make-Up Table: Each table has a large mirror and an assortment of beauty products across its surface, all with a fine layer of dust that has collected on them. On the rightmost table, near the edge of the table top, is an ornate gold necklace with diamond and ruby highlights.

If the party has already seen the ghostly image in the full-length mirror, as they approach this desk, the ghost will appear in the desk's mirror and point at the necklace.

The PCs cannot communicate with, attack, or dispel the ghost in the mirror. Once the necklace is retrieved from the table, the ghost disappears.

The necklace was formerly owned by one of the handmaidens – Melanie Seyvoth – and was given to her by the Count. This act infuriated the jealous Lady Seyvoth, and ultimately led to the series of tragic events that befell the Seyvoth family.

If the necklace is seen by Lady Seyvoth in the graveyard, she will immediately fly into a rage and attack the party. See the Graveyard (*Area B*) for additional information.

Secret Compartment: If the party has successfully reanimated Henry, the creature in the basement Laboratory (see *Area F*), and arrives at this room with him in the group, Henry will point out a secret compartment on the southern wall that was once revealed to him by one of the handmaidens. He is not sure how to open it, but a player can successfully open it with a DC 15 Dexterity (Thieves' Tools) skill check. Inside the compartment is the equivalent of two **treasure cards**.

If Henry is not with the party, the secret compartment cannot be detected or opened by any means.

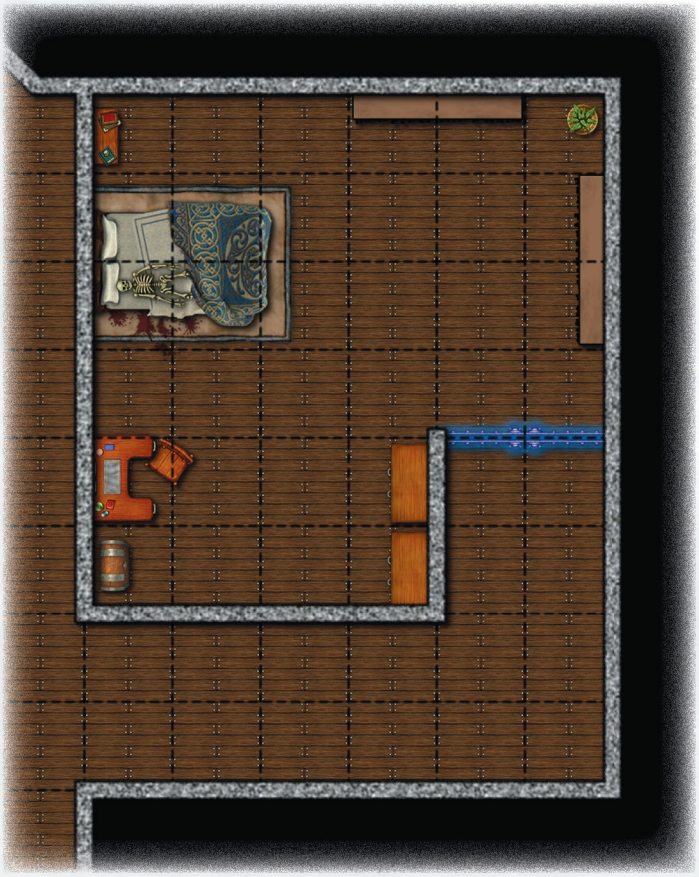
Closet: Inside the closet to the southwest are two large cages meant to keep prisoners. The leftmost cage has the rotting remains of an unidentified male, one of the many victims of the Seyvoth sisters, who was sucked dry and left here to rot.

Between the two cages is a large chest. The chest is unlocked but trapped. It can be detected with a DC 15 Intelligence (Investigation) or DC 15 Intelligence (Arcana) check and subsequently disarmed with a DC 16 Dexterity (Thieves' Tools) check. If anyone attempts to open the chest without disarming it, a **chain lightning trap** will trigger and arc across every creature nearby: every creature within 20' of the chest must make a DC 16 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed save, or half as damage on a successful one.

Inside the chest are two **treasure cards**.

Area O – Lady Seyvoth's Room

This elegant chamber is where Lady Seyvoth was viciously murdered by Count Seyvoth. Her body still remains, virtually untouched since the day she died decades ago.



Features of the Area

- Mist a few inches deep covers the floor of the entire room.
- Against the west side is a large four-poster bed. Decorative curtains are in tatters, and there are numerous cobwebs hanging from the posts.
- An aged skeleton lies partially under the sheets. Dried blood covers the area around the body and the ground off the side of the bed.
- Lying next to the skeleton, propped up against the pillows, is a stuffed doll.
- A make-up table stands to the southwest next to a chest in the corner.

Exploration

Mist: The mist is numbingly cold, but otherwise poses no hazard.

Skeleton: The skeleton is that of Lady Seyvoth, who was killed in her sleep by Count Seyvoth when he turned and became a vampire.

When the players approach they will notice a gold locket hanging around the skeleton's neck. This is the correct locket to take to Lady Seyvoth in the Graveyard (*Area B*) so that she may create the **enchanted locket** (card #U7), and once its enchanted can be placed on the statue in the Grand Ballroom (*Area J*) to access the Hidden Study (*Area K*).

Dolly: The **stuffed dolly** (card #U2) is another one of the many dolls that can be brought to Crysta Seyvoth in her room (see *The Stuffed Dollies* on page 5 for more information). If the party retrieves it, give them one of the six #U2 cards at random.

Make-Up Table: A great many make-up cases and vials of make-up lie scattered across the desktop, all covered in a thick layer of dust.

> **DC 10 Wisdom (Perception):** In a side drawer is a drawing apparently made by a child. The drawing was made by Crysta Seyvoth in her youth, and the drawing is of her and Billy – her stuffed dolly. The appearance of the doll in the drawing will identify which of the dolls found throughout the manor is the correct Billy doll one to give Crysta in her room (*Area M*). See the *The Stuffed Dollies* on page 5 for more information.
>
> **DC 14 Wisdom (Perception):** Buried under the drawing and several other papers is a small key that can be used to unlock the chest in the corner.

Chest: The chest is locked and can be opened with the key that is inside the make-up table, or it can be picked with a DC 16 Dexterity (Thieves' Tools) skill check.

If the chest is opened by force or if the skill check to open it fails by 5 or more, a **swarm of protective ghosts** will rise through the ground and assault the person that triggered them: +8 to hit, *Hit:* 18 (4d8) cold and necrotic damage on a hit. On a critical hit, the target also gains one level of exhaustion.

Inside the chest are two **treasure cards**. If the party has yet to discover the **golden key** (card #U19), it too will be found inside the chest.

Speaking with the Dead

If any party member attempts the *speak with dead* spell while Lady Seyvoth is still in the Graveyard (*Area B*), they will be not get a response from the body, but they will sense that the spirit is nearby. In this case, the PC does not expend the use of the *speak with dead* spell and may attempt it again in the future.

If the *speak with dead* spell is used on the body after Lady Seyvoth is gone from the Graveyard (either through combat or by giving her the locket), her spirit will be able to answer here. In this case, the players can ask up to 5 questions, but the body is so decomposed it can only answer "yes" or "no" questions. In each case, the GM must answer truthfully.

Area P – Attic

The upper floor of the manor is used mostly for storage, but there are still a few magical items kept here as far away from prying eyes as possible.

Features of the Area

- Numerous crates, boxes, and other storage containers are scattered throughout the room. One container catches your attention: a large steamer trunk sits atop a crate in the northwest corner of the room.
- Stained-glass windows fill the room with the pale white light of the full moon outside.
- A wooden door is in the center of the wall to the west.
- A large red curtain obscures the southeast corner of the attic.

Exploration

Crates: The crates contain miscellaneous household items, ranging from clothes to silverware. There is nothing of value.

Steamer Trunk: The large steamer trunk is unlocked. Inside, piled among several small dresses and a child's clothing, is a **stuffed dolly** (card #U2). This is one of the many dolls that can be brought to Crysta Seyvoth in her room (see *The Stuffed Dollies* on page 5 for more information). If the party retrieves it, give them one of the six #U2 cards at random.

Curtain: The curtain is of thick, red cloth, and pushing it aside reveals steps leading up to an altar (see Area P1 below).

Door: The door to the west is unlocked and leads to a smaller storage room, which also contains a secret door that leads to the **void sphere** (see Area P2 and Area P3 below)

Area P1 – Altar

Behind the red curtain are wooden steps leading up to a stone altar set into the southern wall. On either side of the statue is a large bronze statue of a demon in an attack pose.

Sitting atop the altar are three old books, each with a leather cover and a gold clasp that keeps them shut, and a candelabra with four lit candles. The books are – from left to right – red, gray and blue.

DC 12 Wisdom (Perception): On the ground in front of the altar is the faint trace of what was once a pentagram. Time and the elements have worn away the symbol, but the discoloration is still visible.

DC 15 Intelligence (Arcana) or *detect magic*: Each of the three books on the altar radiate a multitude of different forms of epic level abjuration and transmutation magic.

Command Words: If the candelabra is extinguished and the room is completely dark, the words "*nemo omnia novit*" (Latin for "no one knows everything", which can be understood by any character that knows Celestial) will appear on the southern wall. They appear to have been written by hand in large bluish-green letters that glow eerily in the darkness. If a light source of any kind is anywhere on the south side of the curtain, the text will not appear.

Trivia: Hail to the King, Baby

If it isn't painfully apparent, these three books are inspired by what is arguably the single greatest hero in the genre: **Ashley J. "Ash" Williams** (portrayed by the legendary Bruce Campbell) from the *Evil Dead* movie franchise, specifically from his attempt to retrieve the Necronomicon in the film *Army of Darkness* (1992).

Ashley's brain could be also found in the Laboratory (*Area F*).

The Command Words

Rather than use the obvious and most likely expected command words as they were recited by Ash in the 1992 film *Army of Darkness*, "*klaatu verada nikto*" (which were originally taken from the 1951 sci-fi classic *The Day The Earth Stood Still*), we decided to go with Latin. The words "*nemo omnia novit*" are Latin for "no one knows everything".

The words hidden on the wall are the command words to suppress the powerful magical wards that protect the books. If any of the three books is opened without speaking the words aloud, they will have serious consequences.

The Three Books

Which book the players choose is irrelevant; if the PCs do not speak the correct command words, the first two books they pick will attack as indicated below. The third book – the "real" book – will not attack.

> ***NOTE:*** *When the players are trying to decide which book they intend to take, make it seem like it actually matters which book they choose. Ask them to confirm which book they intend on taking, repeatedly asking "are you sure?", even if which book they choose is irrelevant. Introduce the possibility of doubt in their choice, even if it ultimately doesn't matter.*

First Incorrect Book: Opening the first book will cause a **wailing spirit** to rise out of the book and release an ear-piercing scream: every non-deaf creature within 30' of the book must attempt a DC 15 Constitution saving throw, taking 18 (4d8) thunder damage on a failed save, or half as much on a successful one. If the saving throw is failed by more than 5, the target is also deafened for 1 hour. If the saving throw is failed by 10 or more or is a natural 1 on the die, the deafness is permanent.

After the attack, the spirit will withdraw back into the book and the book will close itself. If the book is reopened without the command word, the spirit will attack again.

Second Incorrect Book: Attempting to open the second book will cause it to explode in a **burst of concussive energy**; everyone within 10-feet of the book must make a DC 15 Dexterity saving throw, taking 21 (6d6) force damage on a failed save, or half as much on a successful one.



Picking the Right Book

If PCs say the command words "*nemo omnia novit*" out loud, whatever book they pick will always be the correct book, and the other books will be harmless and blank.

If they do not speak the command word, the third book will be completely blank until the command words are spoken aloud. The command words only have an effect if spoken in the presence of the altar.

Once the command words are spoken and the book read, the PCs can invoke an incantation written inside it. If they do, every PC present will receive the following boons:

- A permanent +1 bonus to AC.
- Permanent resistance to necrotic damage. If the target already had resistance to necrotic damage that was not permanent, they are now immune to it.
- Advantage on all Intelligence and Wisdom-based skill checks in which the player is already proficient.
- Recover up to 2 spent hit dice.

Once the book is read and the incantation cast, all three books disappear.

Area P2 – Secondary Storage

The small room to the west contains the more expensive merchandise and household items that have been put into storage: fine cloth, fancy silverware, exquisite dresses, and more.

The chest against the western wall is unlocked and untrapped, and inside there is the equivalent of one **treasure card**.

The south wall is almost completely obscured with crates, barrels, and junk. A PC that searches the debris and succeeds on a DC 12 Intelligence (Investigation) or DC 12 Wisdom (Perception) skill check will discover that there is a door hidden behind all the crates. It takes about fifteen minutes to clear all the debris blocking the door, and the door itself is unlocked.

Area P3 – The Void Stone

- In the center of this room stands a stone pedestal approximately four feet high.
- Hovering a few inches above the pedestal is a black sphere approximately two inches wide that gives off an aura of intense darkness.

Examining the area around the pedestal and succeeding in a DC 12 Intelligence (Investigation) skill check will reveal small fragments of glass around the base of the pedestal. These shards of glass match the glass in the display cases of the Hidden Study (*Area K*).

The sphere is the **void stone** (card #U18), a relic acquired by Count Seyvoth. It is a jet-black sphere that, when inspected, looks remarkably similar to a *sphere of annihilation*. It has some similar characteristics, but a DC 12 Intelligence (Arcana) check is necessary to discern the difference between the void stone and a true *sphere of annihilation*.

So long as the sphere remains floating above the pedestal it is warded; any living creature making physical contact with the sphere must attempt a DC 18 Dexterity saving throw, taking 21 (6d6) necrotic damage on a failed save. If the save is failed by more than 5, the target takes the maximum damage (36 necrotic damage) and gains 1 level of exhaustion.

If the necrotic damage taken from making contact with the sphere reduces a target to 0 hit points, the target's body is instantly vaporized as per the *disintegrate* spell. All the target's possessions fall into a pile where they once stood.

Retrieving the Void Stone

The protective ward that covers the sphere is not actually generated by the sphere; it is generated by the pedestal. Inspecting the pedestal and succeeding in either a DC 15 Intelligence (Investigation) or DC 15 Intelligence (Arcana) skill check will reveal this.

In order to retrieve the sphere, it must be separated from the darkness surrounding it:

***Dispel Magic*:** Casting a *dispel magic* spell will immediately negate the necrotic energies surrounding the sphere, making it safe to take (no skill check necessary).

Pushing It Off: The sphere has no effect on inorganic objects, so pushing it with a weapon or even a stick will cause it to simply roll off the pedestal, separating it from the protective ward.

Radiant Damage: Attacking the pedestal (AC 10, +0 on all saves) and dealing more than 10 radiant damage to it will temporarily suppress the ward for one round. The sphere can then be safely retrieved before the ward re-establishes itself the following round.

Once the protective ward is dispelled or the sphere is separated from the pedestal, it will fall to the ground lifeless and seemingly inert, not causing any more harm to those that touch it. If players retrieve it, give the players the **void stone** card (card #U18).

The void stone can be used to retrieve one unique treasure from the Hidden Study (see *Area K*).

Area Q - Count Seyvoth's Inner Sanctum

Creatures: *Count Maltus Seyvoth, multiple Vampire Handmaidens*

The party has finally made it to Count Maltus Seyvoth's Inner Sanctum, where they must face the lord of the manor – Maltus Seyvoth, Master Vampire – and his two vampire handmaidens, Deirdre and Melanie Seyvoth.

Features of the Area

- Stone steps descend to the brick floor of this large chamber with a high vaulted ceiling.
- To the east is a raised platform with three wooden coffins. A thick mist covers the floor around them.
- Numerous bodies lie scattered across the floor of the chamber. Some look to be recent kills while others have been here for quite some time. All the bodies appear to lie in pools of their own blood, indicating that they died where they fell.
- Large stained-glass windows line the walls of the room, letting in the pale white light of the moon overhead.
- The roof of the chamber has hundreds of vampire bats hanging from the rafters. They all appear to be watching your every move.
- In the back of the chamber, behind the coffins, is a blonde woman in the fetal position, crying softly and shaking. Her arms are visibly scratched, and her clothing has numerous patches of blood on it.

Exploration

Jessi Hawthorne: If the players have managed to reach this room before **four hours of real-time play**, Jessi remains in human form and awaits rescue.

If the party arrives after the four hours have passed, Jessi has already been turned into a vampire and is trying to trick the party into advancing into the chamber. She will call out for help and beckon the party to come forward. It takes a DC 16 Wisdom (Insight) check to realize something is amiss about her behavior.

If she is a vampire, once combat begins, she joins in on the attack as a third vampire handmaiden, using the same stat block as Deirdre and Melanie (see page 40).

Mist: Each coffin is surrounded by thick mist. The mist is **entropic mist**; if any living creature within 10' of the three coffins attempts any form of healing, the amount of hit points healed is half (rounded down) of what they would normally receive.

Windows: The large stained-glass windows are magically reinforced and immune to all attacks. They also block any form of direct sunlight that might enter the chamber during the day.

Vampire Bats: If any player attempts to fly or levitate more than 5 feet above the ground, the bats overhead will descend down on them and attack: +9 to hit, Hit: 13 (3d8) slashing damage, Miss: half damage.



NOTE: *If the PC is wearing the* ***Circlet of the Bat*** *(card #T3) or has acquired the* ***Blood of the Bat*** *ability card (card #A3), the bats will not attack them.*

Bodies: The seven bodies are members of the multiple search parties from Ravenshire sent here to investigate. They are all long dead and appear to have been drained of all their blood.

During the encounter, Count Seyvoth can command one or more of these bodies to rise up as a **zombie thrall** and attack the party (see *Lair Actions* below). If the zombie is destroyed, the body crumbles to a pile of bone and rotted flesh that can no longer be summoned.

Coffins: Each coffin is sealed and cannot be opened by anyone except Count Seyvoth and his handmaidens until they are destroyed. There is nothing of value in them.

Encounter

When any one of the players steps forward, Count Seyvoth and his two handmaidens will materialize from within the mist surrounding the coffins and speak:

> *"You have come a long way mortals, but your journey ends now! Time to die like the rest of them!"*

They will then attack immediately and relentlessly until the party is killed or Count Seyvoth falls.

Threats

Count Seyvoth: The Count is vicious, leading with the most powerful attack he can think of. He will cast his spells in the hope of maximizing damage to as many party members at a time, and if necessary, will move in close to try and heal with his bite attack.

Deirdre and Melanie Seyvoth, the Vampire Handmaidens: The handmaidens will target the strikers and the mages with

their beguiling gaze, hoping to lessen their effect during combat.

Jessi Hawthorne: If the party arrives late and she has been turned, she will be a third handmaiden that joins the encounter, using the same stat block as Deirdre and Melanie.

Additional Boons

If the players completed other quests in the manor, they get some additional support:

The Musician's Symphony

If all three fragments of sheet music are given to the musician in the Grand Ballroom (*Area J*), his music is powerful enough to attract almost every undead spirit in the manor, including those that still linger amidst the bodies here. As a result, when Count Seyvoth attempts to revive one of the bodies in the room with his *summon zombie* ability, it will have no effect.

Henry and Melanie

If Henry, the reanimated creature from the Laboratory (see *Area F*), is here with the rest of the party, as soon as he sets eyes on Melanie he will become enraged and attack her.

- Melanie has disadvantage on all attack rolls against Henry.
- Henry has advantage on all attack rolls against Melanie.
- The creature will attack Melanie exclusively until one or the other is dead.

Djinn's Revenge

If the party managed to complete the ritual in the Hidden Study (*Area K*) and freed the imprisoned djinn, when the encounter starts and after Count Seyvoth speaks, the djinn will appear floating over the center of the room and speak:

> *"It is time for you to pay for imprisoning me, but you shall not be destroyed by my hands. Let these adventurers show you the true meaning of power!"*

At that point Count Seyvoth and the handmaidens will be struck with a **wave of thunder and lightning**, gaining vulnerability to lightning and thunder for the remainder of the encounter.

Upon casting the wave, the djinn will then turn to the party and speak before disappearing:

> *"Strike now, and let the power of the storm guide your hand. Be this foul creature's undoing!"*

Conclusion

If Count Seyvoth is slain first, the vampire handmaidens will collapse and soon return to human form. If Jessi was turned by the Count, she too will revert to her human form.

Deirdre and Melanie, Vampire Handmaidens

Medium undead (elf, vampire), chaotic evil

Armor Class 15 (leather armor)
Hit Points 65 (10d8+20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	13 (+1)	12 (+1)	14 (+2)

Saving Throws Dex +7, Int +4, Wis +4
Skills Deception +5, Perception +4, Stealth +10
Damage Immunities necrotic, poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common, Abyssal

Traits

Assassinate: During her first turn, the handmaiden has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the vampire handmaiden scores against a surprised creature is a critical hit.

Beguiling Gaze: As a bonus action, the handmaiden fixes her gaze on a creature she can see within 30 feet of her. If the target can see the handmaiden, the target must succeed on a DC 13 Wisdom saving throw or the handmaiden gains advantage on attack rolls against the target. The effect lasts until the target takes damage or until the start of the handmaiden's next turn. A creature that can't be charmed is immune to this effect. A creature that successfully saves against the handmaiden's gaze is immune to it for 1 hour.

Fey Ancestry: The handmaiden has advantage on saving throws against being charmed, and magic can't put her to sleep.

Preternatural Cunning: The handmaiden can use a bonus action to take the Dash, Disengage, or Hide action.

Regeneration: The handmaiden regains 8 hit points at the start of her turn if she has at least 1 hit point and isn't in sunlight or running water. If the handmaiden takes radiant damage, this trait doesn't function at the start of her next turn.

Spider Climb: The handmaiden can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sneak Attack: Once per turn, the handmaiden deals an extra 7 (2d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of a vampire ally that isn't incapacitated and the handmaiden doesn't have disadvantage on the attack roll.

Sunlight Hypersensitivity: The handmaiden takes 20 radiant damage when she starts her turn in sunlight. While in sunlight, she has disadvantage on attack rolls and ability checks.

Actions

Multiattack: The handmaiden makes two *shortsword* attacks or two *throwing knife* attacks.

Shortsword, *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6+4) piercing damage plus 7 (2d6) necrotic damage.

Throwing Knife, *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one creature. *Hit:* 7 (1d4+4) piercing damage.

Count Maltus Seyvoth, Vampire Lord

Medium undead (elf, vampire), chaotic evil

Armor Class 18 (chain mail, shield)
Hit Points 105 (14d8+42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)

Saving Throws Dex +6, Int +7, Wis +5
Skills Arcana +7, Athletics +8, Deception +6, Perception +5, Stealth +10
Damage Immunities necrotic, poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Condition Immunities exhausted, frightened, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Common, Abyssal

Traits

Fey Ancestry: The Count has advantage on saving throws against being charmed, and magic can't put him to sleep.

Innate Spellcasting: The Count's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At-will: *dancing lights, minor illusion, vicious mockery*
3/day: *misty step, invisibility*

Legendary Resistance (3/day): If the Count fails a saving throw, he can choose to succeed instead.

Legendary Turn Resistance: The Count is immune to any effect that turns undead.

Preternatural Cunning: The Count can use a bonus action to take the Dash, Disengage, or Hide action.

Regeneration: The Count regains 10 hit points at the start of its turn if he has at least 1 hit point and isn't in sunlight or running water. If the Count takes radiant damage, this trait doesn't function at the start of his next turn.

Spellcasting: The Count is a 6th level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The Count has the following wizard spells prepared:

Cantrips: *chill touch, prestidigitation, ray of frost, thunderclap*
1st level (4 slots): *fog cloud, magic missile, shield*
2nd level (3 slots): *hold person, mirror image, scorching ray*
3rd level (3 slots): *counterspell, hypnotic pattern, lightning bolt*

Spider Climb: The Count can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Stake to the Heart: The Count is destroyed if a piercing weapon made of wood is driven into his heart while he's incapacitated in his resting place.

Sunlight Hypersensitivity: The Count takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls, ability checks and saving throws.

Weakening Attack: When the Count scores a critical hit on a target, the target becomes vulnerable to all damage until the end of his next turn.

Actions

Multiattack: The Count makes two *longsword* attacks. If both attacks hit the same target, the Count can make a *bite* attack as a free action.

Bite, *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) piercing damage and 14 (4d6) necrotic damage.

If the target is a living creature, it must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken, and the Count regains an equal number of hit points. This reduction lasts for the duration of the adventure. The target dies if this effect reduces its hit point maximum to 0.

Longsword, *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) piercing damage plus 14 (4d6) necrotic damage.

Lair Actions

On initiative count of 20 (losing initiative ties), the Count can take a lair action to cause one of the following magical effects; the Count can't use the same effect two rounds in a row.

- Four of the bodies lying around the room rise up as **zombie thralls** (see below), each appearing in an unoccupied space anywhere in the room and acting immediately. The zombies remain for 1 minute, until the Count dies, or until the Count dismisses them as a bonus action or as a use of this lair action.

  If the party has acquired the **Gift of Music** ability (card #A7), this lair action fails to have any effect.

- The Count calls forth a swirling cloud of vampire bats in a 20' radius. Every living creature within the cloud must make a DC 16 Dexterity saving throw, taking 21 (6d6) slashing damage on a failed save, or half as much as a successful one.

  The cloud lasts until the end of the next turn. The Count and his allies has advantage on attack rolls against any living creature within the cloud, and any living creature inside the cloud has disadvantage on all attack rolls. If a living creature ends their turn within the cloud they take 10 (3d6) slashing damage (no save).

  If a PC is wearing the **Circlet of the Bat** (card #T3) or has the **Blood of the Bat** ability (card #A3), they are immune to any and all of the cloud's effects.

- The Count innately casts *darkness,* requiring no components. He and any other vampires are not affected by the spell and can see normally through the darkness.

Zombie Thrall

Medium undead, neutral evil

Armor Class 8
Hit Points 15 (2d8+6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	3 (-4)	8 (-1)	5 (-3)

Saving Throws Wis +1
Damage Immunities necrotic, poison
Condition Immunities charmed, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 9
Languages -

Traits

Undead Fortitude: If damage reduces the zombie to 0 hit points, the zombie must make a Constitution saving throw against a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam, *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage.

Scoring

The players can increase or decrease their score in a variety of ways:

Action	Bonus
Each treasure card acquired	+2
Each unique item card acquired	+5
Each attribute card acquired	+10
Successfully retrieving and returning the locket to Lady Seyvoth in the Graveyard (*Area B*)	+25
Each chest that is unlocked in the underground Jail Cells (*Area E*)	+10
Successfully gathering all four talisman parts and assembling the *Talisman of the Sun*	+50
Successfully giving the correct stuffed doll to Crysta Seyvoth (*Area M*)	+25
Giving all three fragments of sheet music to the musician in the Grand Ballroom (*Area J*)	+25
Using the golden key to enter Count Seyvoth's Inner Sanctum (*Area Q*)	+10
Successfully choosing the right brain and reanimating the creature in the Laboratory (*Area F*)	+25
Using Lady Seyvoth's locket to access the Hidden Study (*Area J*)	+25
Successfully completing the ritual and releasing the djinn in the Hidden Study (*Area K*)	+25
Acquiring the right book in the Attic (*Area P*)	+10
Successfully rescue Jessi Hawthorne before she is turned into a vampire	+50
Successfully rescue Lyssa Hawthorne before she is turned into a werewolf	+50
Defeating Count Seyvoth	+150
Killing Count Seyvoth by using the *Talisman of the Sun*	+100
Defeating Count Seyvoth in under two hours of real time	+200
Defeating Count Seyvoth in under three hours of real time	+100
Defeating Count Seyvoth in under four hours of real time	+50
Action	**Penalty**
Each PC that dies	-50
Giving the wrong jewelry to Lady Seyvoth in the Graveyard (*Area B*)	-25
Giving at least one wrong doll to Crysta Seyvoth (*Area M*)	-25
Failing to rescue Jessi Hawthorne before she is turned into a vampire	-25
Failing to rescue Lyssa Hawthorne before she is turned into a werewolf	-25

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