

Treasure





Blood Vial

Consumable (potion)

Action (Consumable):

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

Treasure





Blood Vial

Consumable (potion)

Action (Consumable):

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

Treasure





Circlet of Vision

Head (circlet)
Cannot be removed

Property: You gain darkvision 50'.

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

Treasure






Circlet of the Bat

Head (circlet)
Cannot be removed

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

Treasure





Oculus of Comprehension

Head (oculus)
Cannot be removed

Property: You can read
and understand all written
languages.

Treasure





Dancing Blade

Weapon, Silvered (+1 longsword)

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

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

Treasure





Wand of Lightning

Spell Focus (+1 wand), 4 charges

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

Failure: 18 (4d8) lightning damage

Success: Half damage

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

Treasure





Potion of Healing

Consumable (potion)

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

Treasure





Potion of Healing

Consumable (potion)

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

Treasure





Potion of Healing

Consumable (potion)

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

Treasure





Amulet of Protection

Neck (amulet)
Cannot be removed

Property: You gain a +2
bonus to AC.

Treasure





Flask of Darkness

Consumable (flask)

Bonus Action (Consumable):

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

Treasure





Clockwork Magpie

Wondrous Item


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

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

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

Treasure





Adrenaline Boost

Consumable (injector)

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

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

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

Treasure





Pill Bottle

Consumable (pills)

Bonus Action

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

Treasure





Belt of the Bear

Waist (belt)
Cannot be removed

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

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

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

Treasure





Scroll of Recollection

Consumable (scroll)

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

The scroll crumbles to dust immediately after use.

Treasure





Serum of Recovery

Consumable (injector)

Action (Consumable):

You recover all spent hit dice and remove up to two levels of exhaustion.

Treasure





Shield of the Fallen

+2 shield

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

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

Treasure





Carnivorous Plant

Wondrous Item

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

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

Treasure





Holy Water

Consumable (flask)

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

Treasure





Holy Water

Consumable (flask)

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

Treasure





Elixir of Invisibility

Consumable (potion)

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

Treasure





Skeleton Tools

Wondrous Item

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

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

Treasure





Faded Journal

Draw one additional
rumor card.

Treasure





Faded Journal

Draw one additional
rumor card.

Treasure





Ring of Vitality

Ring
Cannot be removed

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

Treasure





Acrobat Boots


Feet (boots)
Cannot be removed

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

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

Treasure



A small, ornate amulet with a phoenix design is centered at the top of a decorative archway. The archway is made of multiple concentric lines, creating a frame for the text below.

Phoenix Amulet

Neck (amulet)
Cannot be removed

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

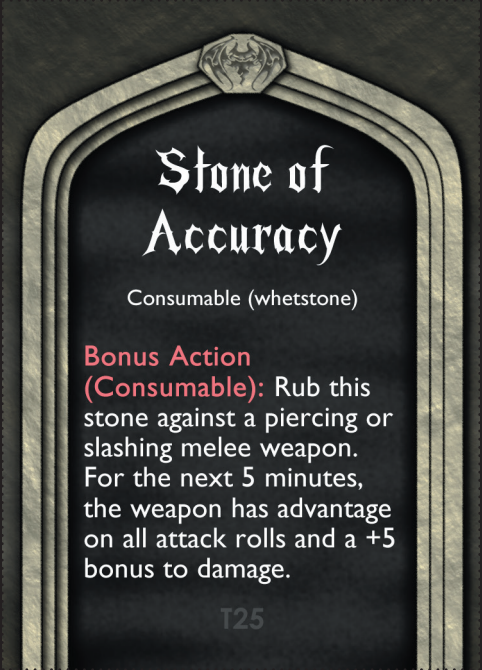
Free Action (Single Use):

Trigger: You are reduced to 0 hit points or fewer. This effect triggers automatically without the wearer choosing to trigger it.

Effect: You immediately gain hit points equal to half your maximum number of hit points (rounding down) and do not fall unconscious or prone. Every creature (except you) within 30' must make a DC 16 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save or half as much on a successful one.

Treasure



The card is set within a decorative, arched frame that resembles a stone archway. At the top center of the arch is a small, ornate crest or emblem. The background of the card is dark, and the text is primarily white, with some red text for emphasis.

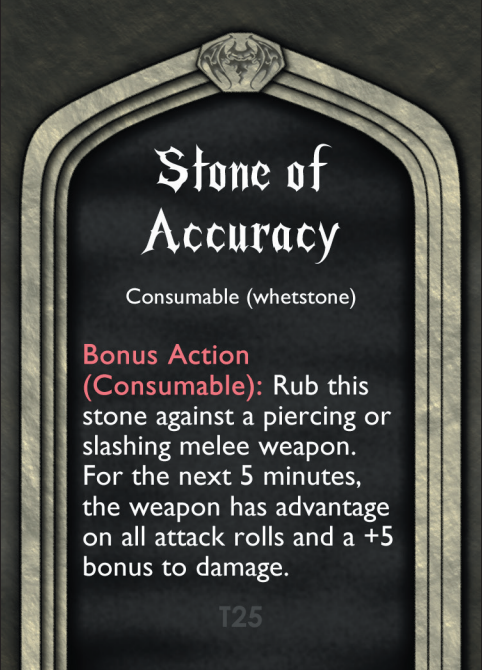
Stone of Accuracy

Consumable (whetstone)

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

Treasure



The card is set within a decorative, arched frame that resembles a stone archway. At the top center of the arch is a small, ornate crest or emblem. The background of the card is dark, and the text is in a stylized, gothic-like font. The title "Stone of Accuracy" is prominently displayed in the upper half. Below it, the type "Consumable (whetstone)" is written in a smaller, simpler font. The "Bonus Action" section is highlighted with red text for the action name and "(Consumable)". The description of the effect follows in white text. At the bottom, the card number "T25" is visible in a light gray font.

Stone of Accuracy

Consumable (whetstone)

Bonus Action

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

T25

Treasure



The card is set within a decorative, arched frame that resembles a stone archway. At the top center of the arch is a small, ornate crest featuring a dragon or similar mythical creature. The background of the card is dark, and the text is in a stylized, gothic-like font. The title 'Potion of Speed' is prominently displayed in the upper half. Below it, the type 'Consumable (potion)' is written in a smaller, simpler font. The main effect is described in a red and white font, starting with 'Bonus Action (Consumable):'.


Potion of Speed

Consumable (potion)

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

Treasure





Sword of the Immortals

Weapon (+1 longsword)

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

Treasure





Scroll of Restoration

Consumable (scroll)

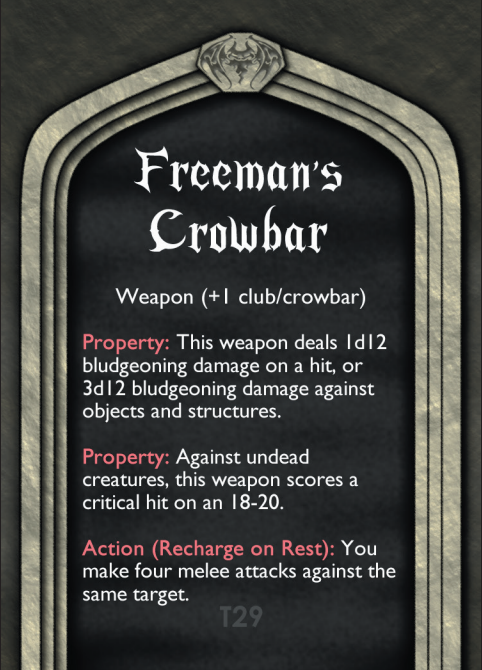
Action (Consumable):

You cast either the *remove curse* or the *greater restoration* spell on yourself.

The scroll crumbles to dust immediately after use.

Treasure





Freeman's Crowbar

Weapon (+1 club/crowbar)

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

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

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

Treasure





Thunderstone

Consumable (stone)

Action (Consumable):

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

Treasure





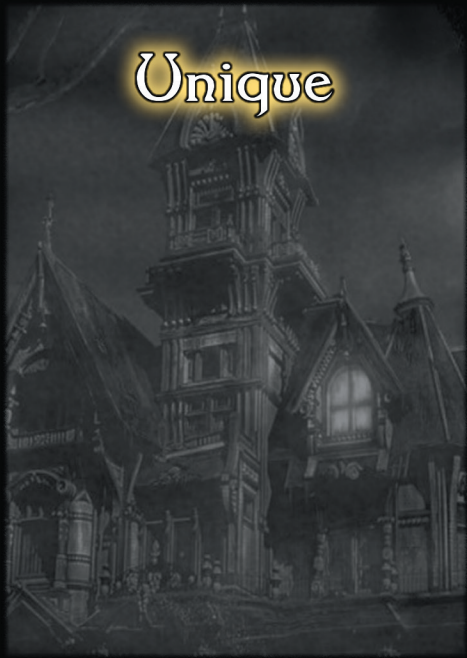
Thunderstone

Consumable (stone)

Action (Consumable):

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

Unique



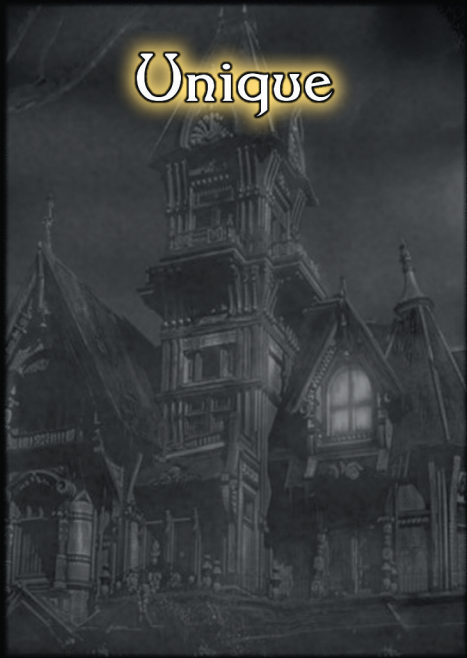


Platinum Key

A small platinum key that seems valuable.

U1

Unique





Platinum Key

A small platinum key that seems valuable.

U1

Unique



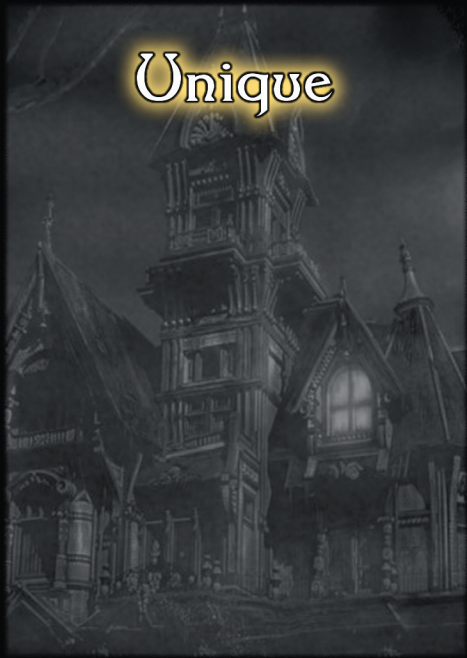


Platinum Key

A small platinum key that seems valuable.

U1

Unique



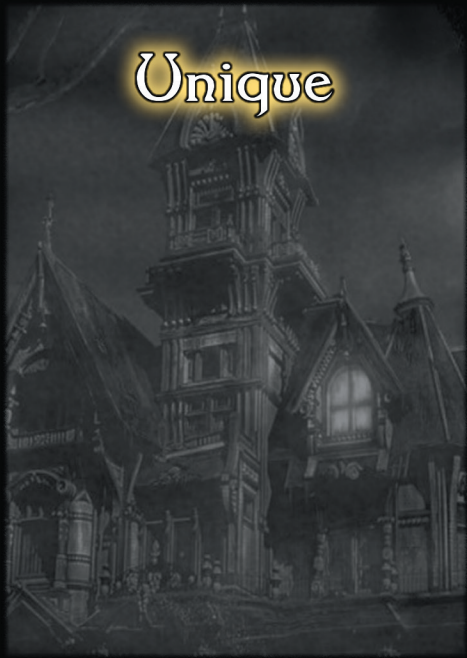


Platinum Key

A small platinum key that seems valuable.

U1

Unique



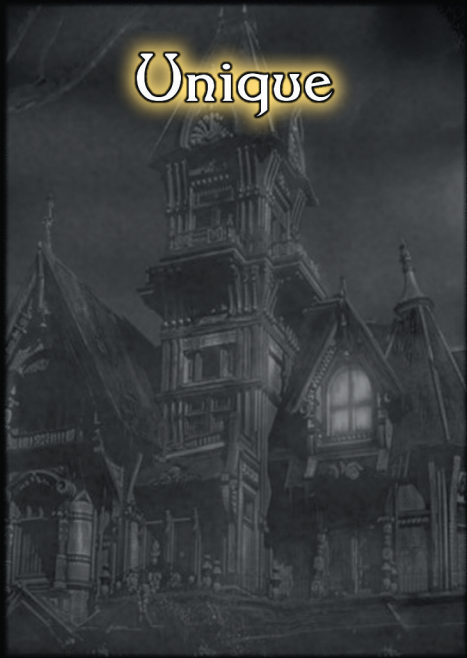


Stuffed Dolly

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

U2

Unique





Stuffed Dolly

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

U2

Unique



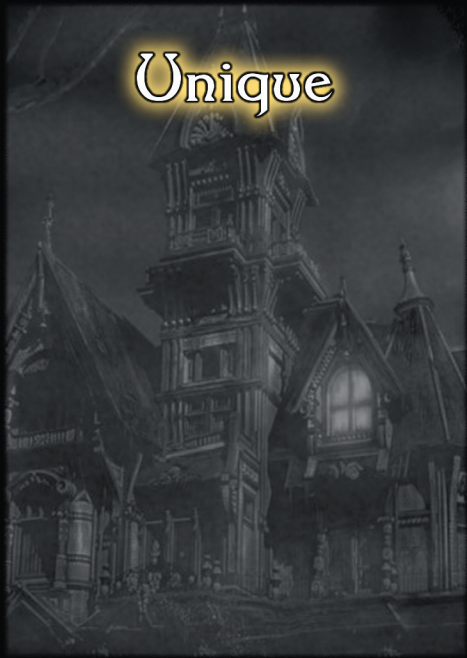


Stuffed Dolly

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

U2

Unique



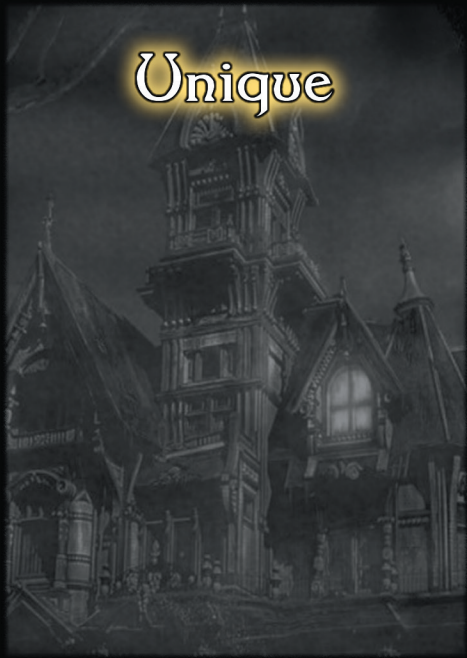


Stuffed Dolly

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

U2

Unique



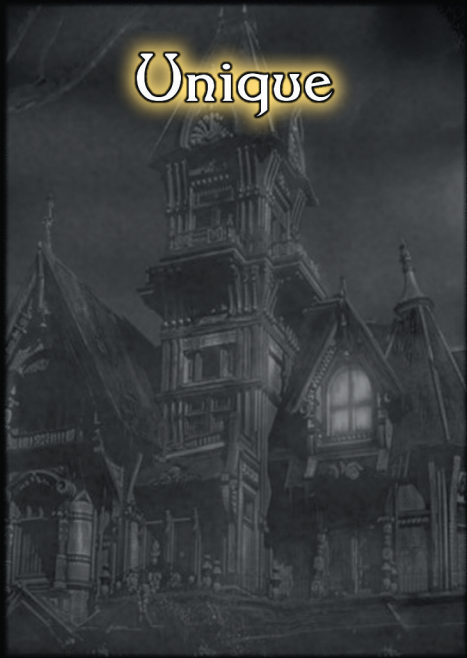


Stuffed Dolly

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

U2

Unique





Stuffed Dolly

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

U2

Unique



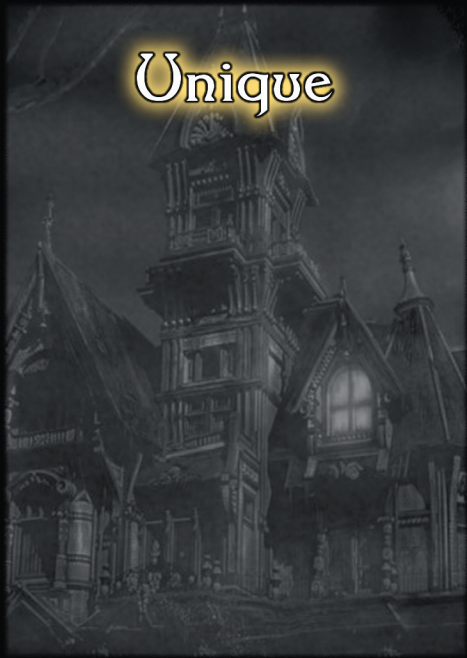


Talisman Fragment

This is one fourth of some
sort of holy talisman.

U3

Unique



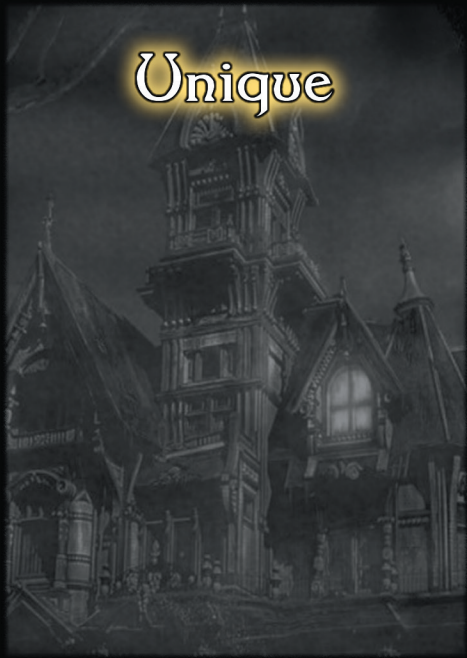


Talisman Fragment

This is one fourth of some
sort of holy talisman.

U3

Unique



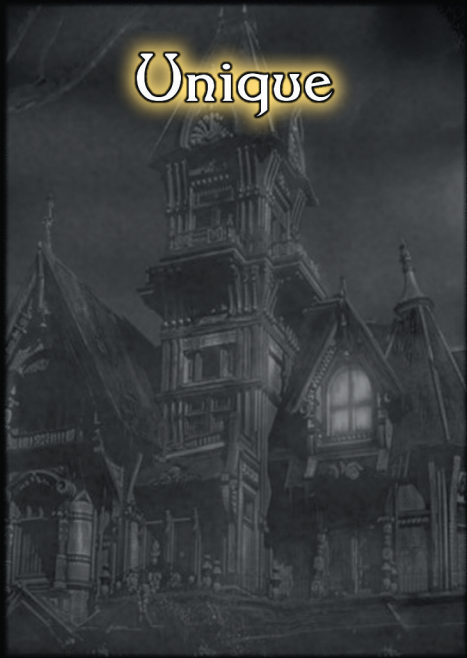


Talisman Fragment

This is one fourth of some
sort of holy talisman.

U3

Unique





Talisman Fragment

This is one fourth of some
sort of holy talisman.

U3

Unique





Talisman of the Sun

Holy symbol

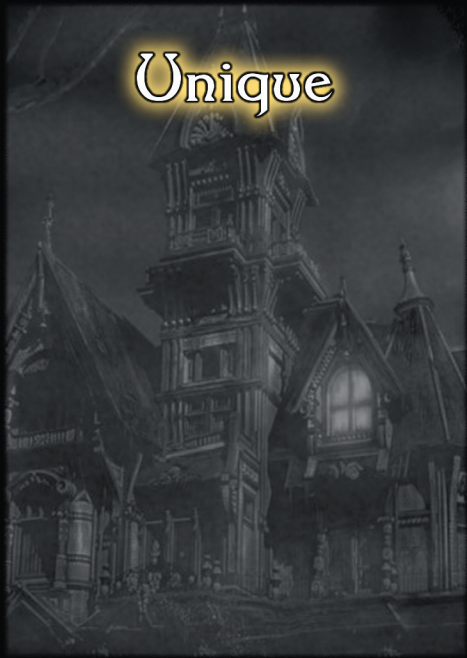
Property: When casting a spell from the cleric's spell list, you gain a +2 bonus on spell attacks and your spell save DC increases by 2.

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

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

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

Unique



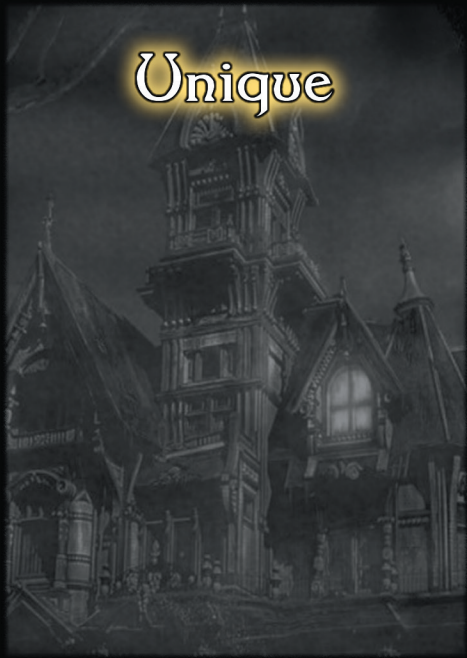


Fragment of Sheet Music

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

U5

Unique



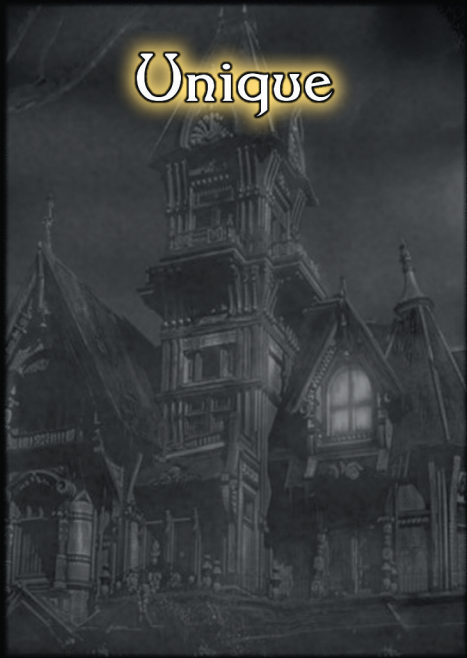


Fragment of Sheet Music

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

U5

Unique





Fragment of Sheet Music

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

U5

Unique



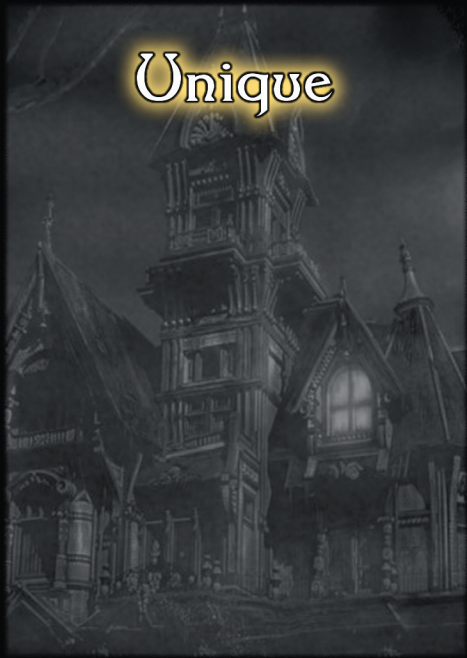


Iron Key

A heavy iron key.

U6

Unique



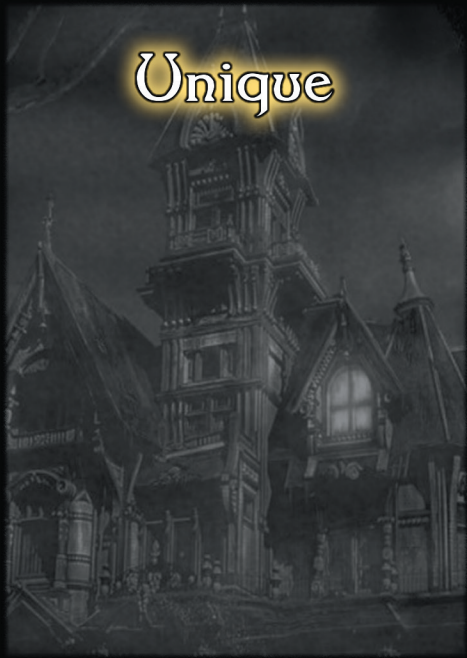


Enchanted Locket

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

U7

Unique





Bell of Summoning

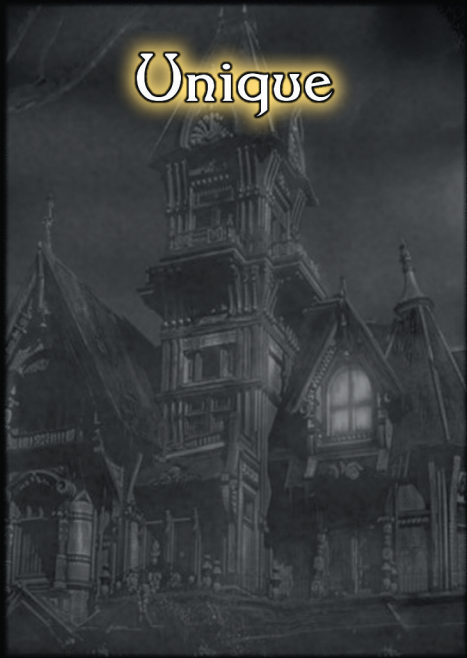
Consumable (bell)

Bonus Action (Consumable):

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

The bell disappears immediately after use.

Unique





Book of Dark Knowledge

Consumable (book)

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

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

Unique





Candle of Brilliance

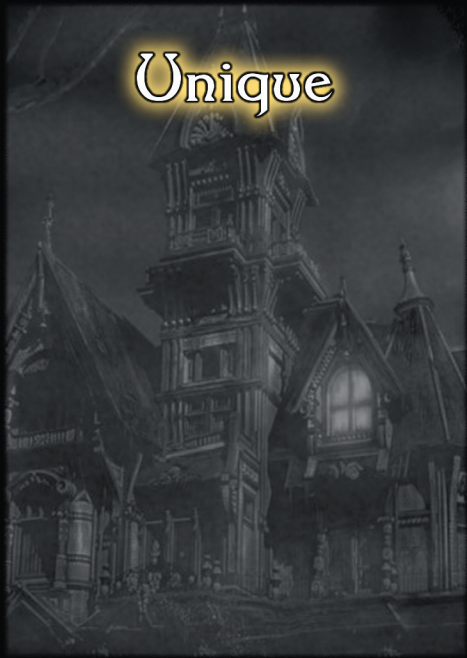
Consumable (candle)

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

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

U10

Unique





Sword of the Daywalker

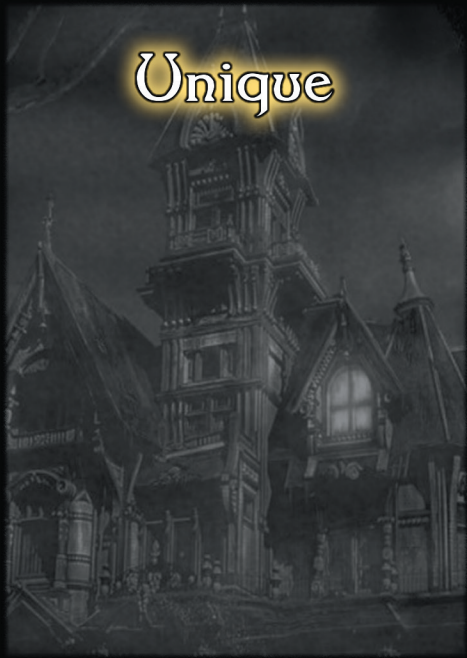
Weapon, Silvered (+2 longsword)

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

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

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

Unique





Axe of the Slayer

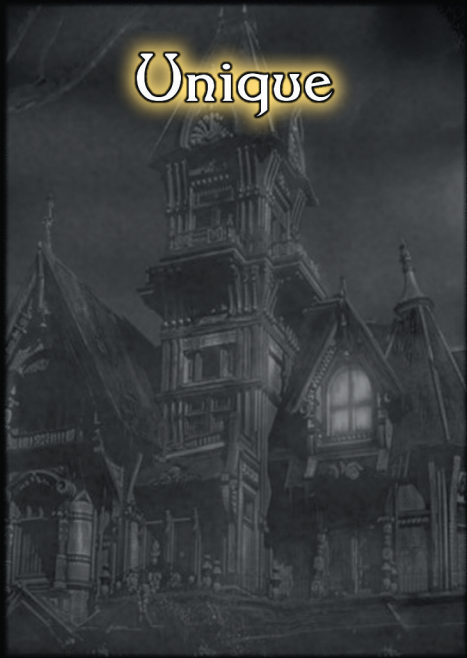
Weapon, Silvered (+2 battleaxe)

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

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

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

Unique





Nightmare Claw

Weapon, Silvered (+2 short sword)


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

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

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

Unique





Bow of Hunger

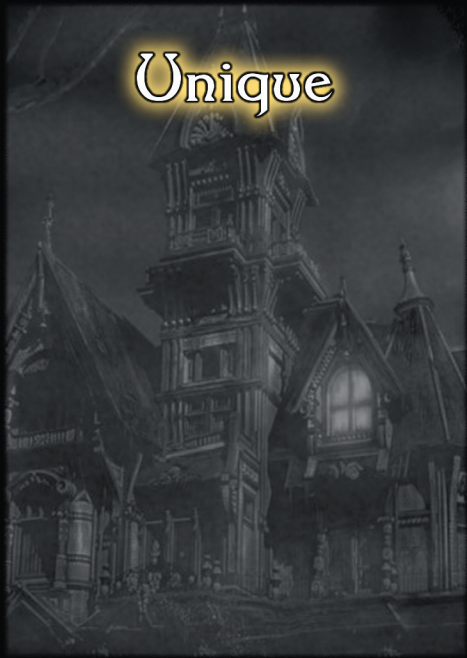
Weapon (+1 longbow), **Cursed**

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

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

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

Unique





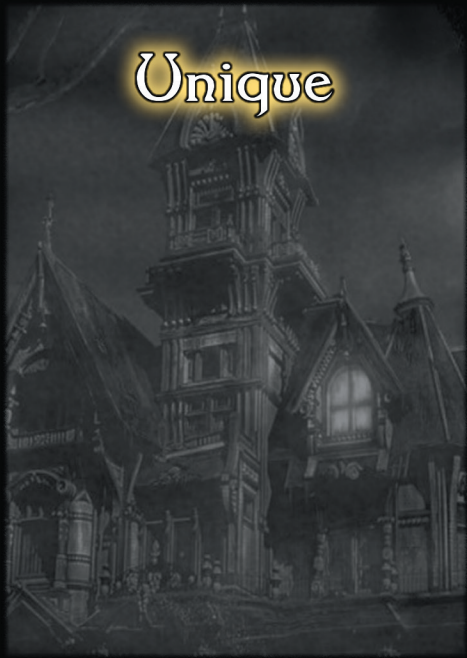
Golden Puzzle Box

Wondrous Item

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

U15

Unique





Whip of the Maiden

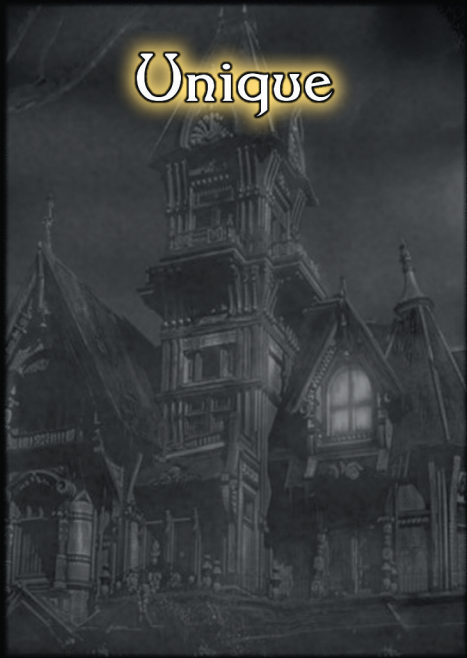
Weapon (+2 whip, 15' reach)

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

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

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

Unique





Machete of the Undying

Weapon, Silvered (+2 short sword)

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

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

Free Action (Single Use):

Trigger: You are reduced to 0 hit points while wielding this weapon. This effect triggers automatically without the wearer choosing to trigger it.

Effect: You immediately stabilize and do not need to make death saves. At the start of your next turn, you regain a number of hit points equal to half your maximum hit points (rounded down) and can stand up as a free action.

Unique



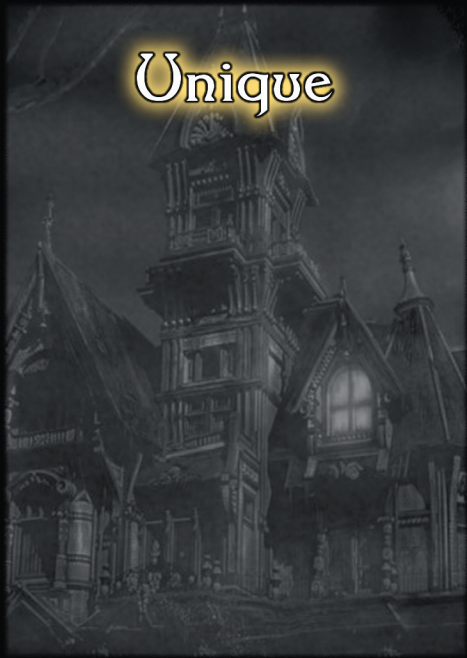


Void Stone

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

U18

Unique



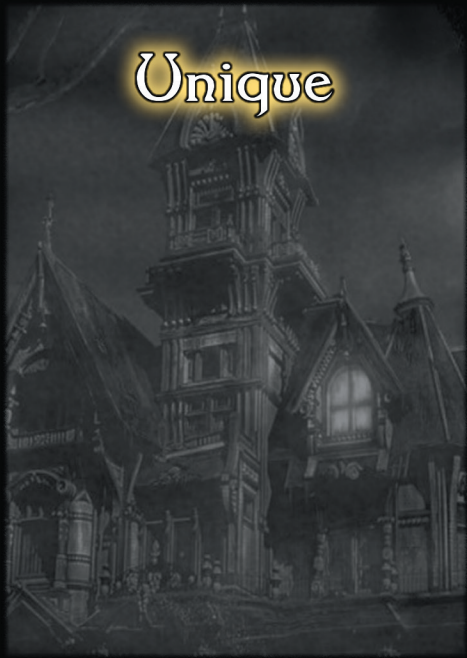



Golden Key

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

U19

Unique





Sword of Ill Omen

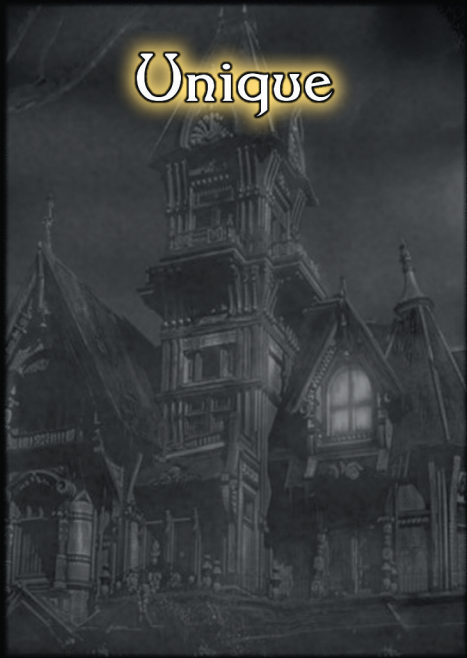
Weapon (-1 longsword), Cursed

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

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

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

Unique





Sword of Retribution

Weapon (+1 longsword)

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

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

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

Attribute





Blood of the Flame

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

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

Attribute





Blood of the Arachnid

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

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

Attribute





Blood of the Bat

Property: You gain blindsight 50'.

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

Attribute





Blood of the Storm

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

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

Attribute





Blood of the Undying

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

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

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

Attribute





Reanimated

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

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

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

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

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

Attribute





Gift of Music

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

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

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

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

Attribute





Djinn's Gift

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

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

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

Reaction (Recharge on Rest):

Trigger: You are hit by a melee attack.

Effect: The attacking creature takes 9 (2d8) lightning damage and 9 (2d8) thunder damage.

Maze





Progress!

+1 success

M1

Maze





Progress!

+1 success

M1

Maze





Progress!

+1 success

M1

Maze





Progress!

+1 success

M1

Maze





Progress!

+1 success

M1

Maze





Progress!

+1 success

M1

Maze





Progress!

+1 success

M1

Maze





Progress!

+1 success

M1

Maze



A green arched doorway with a red prohibition sign over a dark tunnel. The doorway is framed by a green archway with a decorative finial at the top. Inside the doorway is a dark, narrow tunnel with green, textured walls. A large red prohibition sign is centered over the tunnel. The text "Dead End" is written in a white, gothic-style font above the sign.

Dead End

M2

Maze



A green arched doorway with a red prohibition sign over a dark tunnel. The doorway is framed by a green archway with a decorative finial at the top. Inside the doorway is a dark, narrow tunnel with green, textured walls. A large red prohibition sign is centered over the tunnel. The text "Dead End" is written in a white, gothic-style font above the sign.

Dead End

M2

Maze





Dead End

M2

Maze



A green arched doorway with a red prohibition sign over a dark tunnel. The doorway is framed by a green archway with a decorative finial at the top. Inside the doorway is a dark, narrow tunnel with green, textured walls. A large red prohibition sign is centered over the tunnel. The text "Dead End" is written in a white, gothic-style font above the sign.

Dead End

M2

Maze





Dead End



M2

Maze



A green arched doorway with a bat emblem at the top. The interior of the doorway is dark and textured. A large red prohibition sign is centered in the doorway.

Dead End

M2

Maze



A green arched doorway with a bat emblem at the top. The interior of the doorway is dark and textured. A large red prohibition sign is centered in the doorway.

Dead End

M2

Maze



Lost!



+1 failure

M3

Maze



Lost!



+1 failure

M3

Maze



Lost!



+1 failure

M3

Maze



Lost!



+1 failure

M3

Maze



Lost!



+1 failure

M3

Maze



Lost!



+1 failure

M3

Maze



A decorative icon of a treasure chest with a dragon-like head on top, set within a green arched frame.

Treasure Chest



+1 treasure card

M4

Maze



A decorative icon of a treasure chest with a dragon-like head on top, set within a green arched frame.

Treasure Chest



+1 treasure card

M4

Maze



The card features a dark, textured background with a large, ornate green archway. At the top of the arch is a small, metallic, bat-like emblem. Inside the arch, a large, silver, skeleton key is positioned diagonally. The key has a circular head and a long shaft with a notched end. The text "Iron Key" is written in a white, gothic-style font in the upper center. Below the key, the text "+2 successes" is written in a white, sans-serif font. At the bottom center, the text "M5" is written in a white, sans-serif font.

Iron Key

+2 successes

M5

Rumor





Reliable

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

Rumor





Reliable

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

Rumor





Reliable

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

Rumor





Reliable

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

Rumor





Reliable

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

Rumor





Reliable

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

Rumor





Unreliable

All five of the vials in
the Laboratory are
lethal.

Rumor





Unreliable

Count Seyvoth and his
handmaidens are
immune to silvered
weapons.

Rumor





Unreliable

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

Rumor





Unreliable

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

R10

Rumor





Unreliable

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

Rumor





Unreliable

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