

BLOODSTONE MANOR

BY DMDAVE

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Bloodstone Manor

Bloodstone Manor is a Fifth Edition adventure designed for three to five characters with an average party level of 7. Following a lead that it may hold immeasurable wealth, the characters enter Bloodstone Manor, the long-abandoned home of a deceased wizard named Samorion the Illuminated. They soon learn that the manor is far from empty.

Running the Adventure

To run this adventure, you need the three Fifth Edition core rulebooks.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

The Fifth Edition manual for monsters contains most of the stat blocks featured in this adventure. When a creature's name appears in **BOLD** type, that's a visual cue pointing you to its stat block within that manual. Make sure to get the monster ready to run, as there is likely an associated combat encounter with that monster. If the monster doesn't appear in the 5e manual for monsters, the text points you to the location of its stat block, typically in a sidebar.

Spells and equipment mentioned in the adventure are described in the Fifth Edition handbook for players. Magic items are described in the Fifth Edition guide for gamemasters.

For the Gamemaster

In the heart of Evernight, the silhouette of a three-story manor casts a long shadow, a haunting reminder of the past. This is Bloodstone Manor, once the home of the renowned wizard, Samorion the Illuminated. Legends whisper of Samorion's vast libraries, filled with arcane knowledge and treasures of untold power.

However, time has not been kind to Bloodstone Manor: decades of neglect have left it a shell of its former glory, with decaying furniture and rooms choked with dust and cobwebs. Adventurers from all corners have scoured its halls, drawn by tales of hidden wealth. Yet, each has left empty-handed, convinced that the manor's treasures are nothing more than myths. But now, the party possesses something different: an ornate, arcane key, said to open a chamber deep within the manor untouched by time and looters. Is this the key to unveiling Samorion's hidden legacy? Only the brave and clever will unlock the secrets of Bloodstone Manor and claim the treasures that lie within.

Backstory

In the heart of Evernight stands the enigmatic Bloodstone Manor, the home and final refuge of the master illusionist, Samorion the Illuminated. With unparalleled expertise in the arcane arts, Samorion held an obsession: to conjure an army of duplicates using the simulacrum spell. Yet, despite his unmatched prowess, a vexing puzzle eluded him. Each attempt to create a second simulacrum resulted in the dissolution of the first. Three decades of relentless pursuit and failures left him weary and despondent.

As age and illness took hold of Samorion, he chose to eschew dark magics for a chance at solitude and recovery. He retreated to a magically hidden chamber beneath Bloodstone Manor, safeguarded by his constructs, summoned creatures, and the most loyal of his creations, Samorion-7,677. But the legacy of the duplicates did not end within the manor's walls. Unknown to Samorion, every simulacrum he'd crafted had a second life, reconstituting within the astral plane. Among these, a faction bore resentment for their creator, feeling abandoned and wronged. Trapped within the astral confines, these vengeful duplicates hatched a plan. Recreating the key to Samorion's hidden sanctuary from distant memories, they passed it into the hands of unsuspecting adventurers, hoping they might unwittingly aid in their revenge against the very one who gave them existence.

Adventure Hook

At the start of the game, read the following:

As you weave through the bustling streets of Evernight, a man in a nondescript cloak approaches, his eyes darting cautiously. The ambient noise fades, replaced by an air of intrigue. "Adventurers," he begins, voice low, "I have been told of your talents, and I require your services." He produces a finely crafted, ornate key, its design unlike any you've seen. It appears to be made of marble. "This key," he continues, "unlocks a secret passage in Bloodstone Manor. Rumor has it, it's somewhere on the first floor, but its exact location eludes me.

"Find the chambers beneath the manor, and you can claim any treasures you stumble upon. As a token of my gratitude, I'll also provide 1,000 gp for your efforts." He leans in closer, "Should you discover the remains of the manor's original owner, whom legends say still rest within, I will pay five times that sum."

Seeing the questions forming in your eyes, he hurriedly adds, "The origins of this key are unknown to me. I was merely hired, handed this key and the information I've shared. My employer remains a shadow. But, I assure you, the rewards I've promised are genuine."

Questions and Answers

Although the man, Elric, does know much more than what he's shared, he can answer a few questions to get the characters on their way.

On Being Questioned About His Identity and Contact:

"You can call me Elric Thorne. Should you have news or need to reach me after your endeavor, visit 'The Silent Siren' in Evernight. Hand a sealed note addressed to 'E.T.' to the barkeep there. I'll ensure we meet within the next 48 hours."

Regarding His Knowledge of Bloodstone Manor:

"I've heard tales... many tales. Every adventurer, every curious soul who's tried to decipher the manor's mysteries has come back with empty hands. Some even whisper of hidden chambers and concealed doors that remain unexplored. As for the valuables? It's a widely held belief that the upper floors, and perhaps even more, have been picked clean over the decades. But, a word of caution," Elric leans in, his voice a hushed whisper, "There are rumors, dark ones, suggesting that the manor is haunted. Some claim to have seen shadows move, heard ghostly whispers, and there's talk of undead wandering its halls, guarding the secrets within."

On the Topic of Samorion the Illuminated:

"Ah, Samorion the Illuminated... who hasn't heard of him in these parts? A master illusionist, they say. His library was legendary, brimming with arcane tomes and mystical knowledge. While many valuables might be gone, I, like many in Evernight, believe that the true worth of Bloodstone Manor isn't in gold or jewels. It's in the secrets, the lost spells, and the hidden knowledge that Samorion once possessed."

Bloodstone Manor

When the characters arrive at Bloodstone Manor, read the following:

As you make your way through a quieter section of town, the looming silhouette of Bloodstone Manor comes into view. The three-story edifice stands with an aura of long-forgotten grandeur, its architecture twisting into a rough L-shape. Gothic touches embellish its façade: pointed arches, intricate stonework, and tall, narrow windows that seem to peer back at you like darkened eyes. Above, a steeply sloped roof rises, crowned with weathered gargoyles that silently watch over the manor's domain.

An overgrown courtyard, choked with wild vines and rare flora, encircles the mansion, its beauty lost to time but retaining a wild charm. A once-black wrought iron fence, now speckled with rust, borders the property, its ornate gates hanging slightly ajar, as if inviting you to uncover the manor's hidden secrets.

If the characters think to search the courtyard, they find nothing but vines, old trees, vermin, and mud. Two doors lead into the old manor. The front entrance is at the manor's west side and the rear entrance is at its south side. Both doors are locked with chains and padlocks. It takes a successful DC 13 Dexterity check using proficiency in thieves' tools to pick the lock, or a successful DC 15 Strength (Athletics) check to break it open. Failing that, the characters can use their tools or weapons to pry the boards covering the windows around the building. Scaling the wall to the higher floors requires a successful DC 15 Strength (Athletics) check per floor.

Manor General Features

Unless stated otherwise, the actual Bloodstone Manor has the following features in common.

Architecture. Within the walls of Bloodstone Manor, the old Gothic charm reigns supreme. Each room and hallway is a testament to the bygone era of grandeur and opulence. Tall, vaulted ceilings adorned with intricate moldings stretch overhead, while stone walls, cold and imposing, bear the weight of history. Dominating the space, however, are the numerous towering bookshelves, crafted from dark woods and weathered by time. These relics stand as silent sentinels, each choked with countless volumes. From ancient tomes detailing arcane rituals to treatises on esoteric subjects, the library of Bloodstone Manor is a treasure trove of knowledge, with books spilling onto tables, floors, and every available surface.

Doors. The passage of time and the hands of looters have not been kind to the doors of the manor.

While once they might have been grand, masterfully carved entrances, they now bear scars of intrusion. Gouge marks, splintered wood, and bent hinges are evidence of countless break-ins. Some doors hang precariously from a single hinge, while others lie discarded, removed from their frames entirely. Each door tells a silent story of those who came before, searching for treasures and secrets, and the lengths they went to in their quests.

Sounds and Smells. The quiet within Bloodstone Manor is profound, a silence that feels almost palpable. Every footstep on the stone floor echoes, and the occasional distant drip of water from a leaky roof can be heard. The stillness is occasionally broken by the rustle of a page, disturbed by the ever-present drafts that meander through the halls. The air carries the heavy scent of old books, a mingling of aged paper and leather. There's also a faint mustiness, the result of years without fresh air or sunlight, and the occasional hint of mildew.

Illumination. Darkness envelops the interior of Bloodstone Manor. With windows long boarded up or choked by overgrowth, not a hint of natural light penetrates the gloom. The rooms, hallways, and grand chambers lie in total darkness, making it nearly impossible to navigate without a source of light. Shadows play tricks on the eyes, and the absence of illumination adds to the manor's enigmatic and foreboding atmosphere.

Mansion in the Manor. Samorion is actually hidden within a permanent magnificent mansion (as the spell) tied to the manor. An old seal in area 7 serves as the magical mansion's entrance. However, the mansion won't appear unless six important ingredients are combined and utilized:

- Three parts of a spell scroll of magnificent mansion disguised as three books with the titles *Magnifi*, *Centman*, and *Sion*
- A tiny silver spoon
- An ivory replica of a portal
- The marble key given to them by Elric Thorne

The Spy. The characters aren't the only ones that the simulacra hired to investigate the mansion. After learning that the characters were hired, they sent one of their spies, an assassin named Tella, to keep tabs on them. She waits in area 20 until the characters come that way. From then on, she stalks them through the hallways. Characters with passive Wisdom (Perception) scores of 19 or higher might notice her stalking them through the halls and old chambers. Otherwise, she is nearly invisible thanks to her high Stealth. If they happen to corner her, she flees. If they catch her, she lies about her involvement. Should the characters find a way to force the truth out of her, like Elric Thorne, she explains that she doesn't know who hired her, only that she is supposed to follow the characters and

report to her source if the characters discover the entrance to the lower levels of the manor.

Phantasms. The adventure frequently references illusory duplicates of Samorion the Illustrated. These **PHANTASMS** are new monsters; their stat blocks are listed below.

Phantasm

Medium construct, unaligned

Armor Class 11

Hit Points 45 (10d8)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
7 (-2)	13 (+1)	10 (+0)	17 (+3)	12 (+1)	7 (-2)

Damage Resistances acid, fire, lightning, thunder

Damage Immunities cold, necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 2 (450 XP)

Proficiency Bonus +2

Special Traits

Constructed Nature. The phantasm does not require air, food, drink, or sleep.

Actions

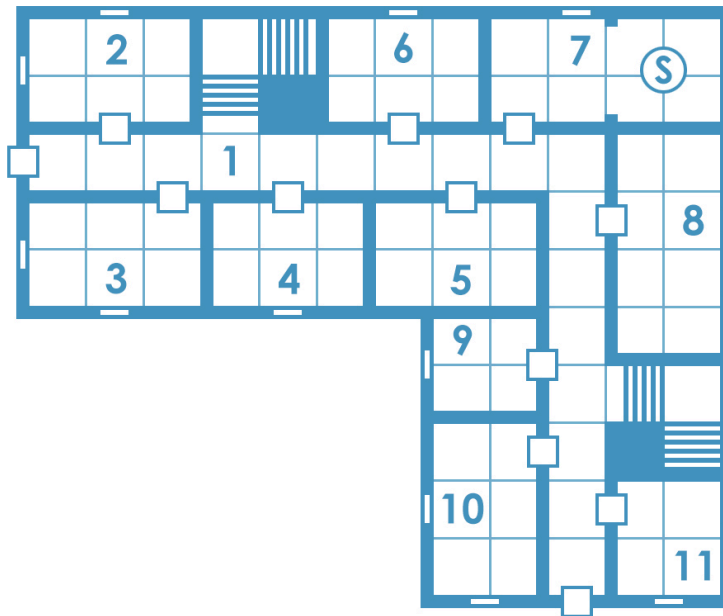
Psychic Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) psychic damage.

Psychic Blast (Recharge 6). The phantasm emits a wave of psychic energy in a 30-foot cone. Each creature in the cone must succeed on a DC 13 Intelligence saving throw or take 14 (4d6) psychic damage and become stunned for 1 minute. A stunned creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

Terrifying Visage. Each non-construct creature within 60 feet of the phantasm that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a target's saving throw is successful or the effect ends for it, the target is immune to the Terrifying Visage of all phantasms for the next 24 hours.

Bloodstone Manor | Level 1

1 square = 10 feet



Manor Keyed Locations

The following locations are keyed to the three floors on the map of Bloodstone Manor, as shown on pages 5, 7, and 9.

1—Roaming

Collapsed Shelves. Bookshelves once lined the walls of this long hallway, many of which have been toppled, creating difficult terrain throughout. Old books lie everywhere. A quick investigation of the books reveals that many of them are on history, but otherwise seem unimportant.

Staircases. The western staircase leads upstairs to area 12, and the southern one upstairs to area 20.

2—Millstone

Giant Rats. A pair of GIANT RATS scurry from out of the mess.

Millstone. Curiously, there are two old circular stones here. Characters with proficiency in cooking, baking, or related fields immediately recognize them as millstones used for crushing grain.

Baking Books. The bookshelves here are jammed with books on cooking and baking.

Centman. A character with a Wisdom (Perception)

score of 13 or higher notices that one of the books looks relatively new. The book is titled *Centman*. It has an image of a tiny spoon on its cover that shimmers in light like actual silver.

It seems to be a cookbook, but its pages don't hold recipes. Instead, the pages are covered in incomplete magical text, the same phrases repeating over and over again throughout its entirety. A character who examines the text and succeeds on a DC 17 Intelligence (Arcana) check recognizes that it is part of the incantation required for the spell *magnificent mansion*. Allow the players to read a description of the magnificent mansion spell, so they recall the material components needed for the spell.

3—Nodule

Webs. Sticky webs littered with dead animals cover the inside of this room.

Giant Spider. A GIANT WOLF SPIDER makes its nest here.

4—Laboratory

Smashed Alchemical Equipment. Judging by the broken glass and tables, this area was once a laboratory for an alchemist. The characters will be hard-pressed to find anything of use here.

Rat Traps. There are rat traps hidden among the rotting parchment and broken glass. Any Medium or smaller creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving and take 1 bludgeoning damage. This damage is nonlethal for creatures Small or larger. . Until the creature regains at least 1 hit point, its walking speed is reduced by 5 feet. Spotting the traps requires a successful DC 12 Intelligence (Investigation) check. Once spotted, they are easy to avoid.

5—Aqueduct

Drinking Water. Three 10-foot-wide covered barrels of water covered in mold stand against the northern wall.

Angry Fellow. When the characters first enter the area, one of the barrels explodes. Each creature standing within 5 feet of the barrel must make a DC 15 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed saving throw, or half as much damage on a successful one. An angry **WATER ELEMENTAL** emerges from the barrel's wreckage and attacks.

6—Trickle

Dripping Water. Constant drops of water fall from the yellowed ceiling in this old study.

Spoon Rat. As soon as the characters enter the room, the character with the highest Wisdom (Perception) score spots a **RAT** holding something in its paws—a tiny silver spoon. Given the chance, the rat runs into a nearby hole in the wall. If the characters fail to catch the rat here, each time they enter a room on floors 2 and 3, roll a d6. On a result of 6, the rat reappears with the spoon still in its paws.

7—Regret

Invisible Stalker. An **INVISIBLE STALKER** hides in this room, hidden near the ceiling. It doesn't attack anyone unless they try to open the seal or they attack it first. Creatures with truesight and the see invisibility spell instantly spot the creature.

The Old Seal. The moldy rug that covered this old library's floor has been peeled back to reveal a circular, 10-foot-wide seal made of heavily oxidized tin bolted to the floor. There is an "S" emblazoned on it (just as it appears on the map). The seal does not seem important unless the characters have combined the six items needed to open the hidden chamber (see *Mansion in the Manor* in *General Features*). However, if they combine the items needed, the seal returns to its original pristine state and then serves as the entrance to the lower levels of Bloodstone Manor.

8—Observatory

Derelict Camp. There is an old mattress here with a blanket. It looks relatively new compared to the rest of the room. A leather backpack rests atop it. A successful DC 12 Wisdom (Survival) check reveals that this area was recently used (see area 11).

Backpack Trap. If the backpack is lifted from its place on the mattress, it snags a tripwire which fires a crossbow hidden nearby in a hole in the wall. The crossbow makes a +4 attack against the target. If it hits, the bolt deals 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake. Spotting this trap in advance requires a successful DC 13 Intelligence (Investigation) check either on the bag or on the crossbow shoved into the wall. The tripwire is easily cut by dealing 1 slashing damage to it.

Backpack Contents. The backpack contains the contents of a burglar's pack.

9—Oozing

Old Desk. A large desk covered in dust is all that remains of this old office.

Acid Damaged Floor. The floor here is heavily damaged by acid. When a creature weighing 50 lbs or more walks into the room, the floor collapses. Every creature in the area must succeed on a DC 13 Dexterity saving throw or fall into the crawlspace below the manor, landing prone.

Black Pudding. A **BLACK PUDDING** hides under the floorboards of this room.

Where's the Basement? Characters who observe the crawlspace under the manor might notice that the manor seems to lack lower levels.

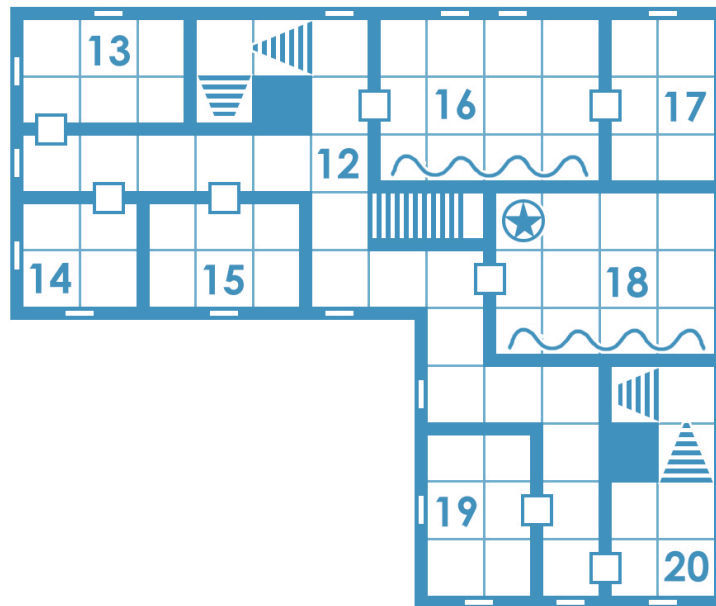
10—Eyeballs

Old Workshop. Old tables covered in rusty, useless tools crowd this area.

Arcane Eye. Invisible eyes created by Samorion-7,677's crystal ball (see area [x]) lurk here. They function like the arcane eye spell. The eyes are harmless, but are there to keep watch for potential trespassers. Unless the characters have found the majority of the items needed to discover the magnificent mansion, Samorion-7,677 pays them no mind and lets them go about their business, thinking that they're just another band of dimwitted opportunists.

Bloodstone Manor | Level 2

1 square = 10 feet



11—Ludicrous

Fancy New Desk. This room, like the rest, is covered in dust and cobwebs. However, there is a nice-looking desk at its center. A character who succeeds on a DC 13 Wisdom (Insight) check immediately senses that the desk is very out of place. And they're right—it's a **MIMIC**.

Treasure Belly. The mimic recently devoured a derelict who was staying in the old manor (see area 8). Nothing is left of the derelict save for bits of his skull and a golden candlestick he was carrying when he died. The candlestick is worth 150 gp.

12—Velvet

Hallway. This cobweb-cluttered hallway snakes through the second floor.

Frigid. The first time the characters enter this area, they immediately notice that it's unnaturally cold in this part of the house.

Brown Mold. The 10-foot-square area directly above the door to area 18 is covered in brown mold, hence the cold. When a creature moves within 5 feet of the mold for the first time on a turn or starts its turn there, it must make a DC 12 Constitution saving throw, taking 22 (4d10) cold damage on a failed save, or half as much damage on a successful

one. A character who observes the mold and succeeds on a DC 14 Intelligence (Nature) check knows that the mold is immune to fire, and any source of fire brought within 5 feet of a patch causes it to instantly expand outward in the direction of the fire, covering a 10-foot square area (with the source of the fire at the center of the area). Brown mold exposed to an effect that deals cold damage is instantly destroyed.

Staircases. The northernmost staircase leads downstairs to area 1, while the central staircase leads upstairs to area 21.

13—Butler

The Butler's Head. When the characters first enter the area, it seems that there is a severed head lying in the northeastern corner of the room. Upon closer inspection, the head is actually made of wood and iron. It is fashioned to look like a mustachioed man's head.

A character who examines the head and succeeds on a DC 12 Intelligence (Investigation) check finds a piece of paper jammed into the head's mouth. There are blood stains on the note. It reads, "Do not reattach the head!!!" The word not is underlined three times. See area 18 for more information.

Magnifi. The only other thing in the room of note is a

book that's been shoved into a hole in the western wall. Curiously, the book is in excellent condition. It's titled *Magnifi*, and it bears an image of an ivory portal embossed onto its front cover. It seems to be a book on stargazing, but its pages don't hold images of constellations. Instead, the pages are covered in incomplete magical text, the same phrases repeating over and over again throughout its entirety. A character who examines the text and succeeds on a DC 17 Intelligence (Arcana) check recognizes that it is part of the incantation required for the spell *magnificent mansion*. Allow the players to read a description of the *magnificent mansion* spell, so they recall the material components needed for the spell. See the Mansion in the Manor in Manor General Features for more information.

14—Restraints

Stuck Door. The door to this room is stuck shut, requiring a successful DC 14 Strength (Athletics) check to force it open.

Storage Area. Large crates and barrels crowd this room. Like the rest of the house, they are old and covered in cobwebs and mold.

Phantasm. After the characters have spent a few rounds searching this room, a PHANTASM (see page [x]) appears. Although it might seem undead, it is actually an illusion. A character who spends a round observing it can make a DC 14 Intelligence (Investigation) check to tell the difference. The phantasm looks exactly as Samorion did in life.

15—Statuary

Warning. There are words painted on the door to this room: "DON'T GO IN."

Broken Statues. Broken bits of statues and gothic gargoyles litter the floor of this otherwise empty room. The broken statue bits radiate transmutation magic.

Defender. If a living creature enters this room, the bits of statue covering the floor lift from their resting places and form a massive construct. This creature uses the **STONE GOLEM** stat block. It fights until destroyed; however, it won't leave this area.

16—Rabbits

Tapestry. A huge tapestry depicting rabbits in a field covers the southern wall. Water damage has rendered it totally worthless.

Locked Door. The door leading to area 17 is locked. It requires a successful DC 15 Dexterity check using proficiency in thieves' tools to unlock, or a successful DC 18 Strength (Athletics) check to break open.

17—Happy

Locked Door. The door to this room is locked (see area 16).

Old Library. Despite the dust and cobwebs, this room is in relatively good condition. Bookshelves crowd the walls, faded curtains hang over the windows, and an impressive desk dominates its center.

Phantasm. A PHANTASM (see page [x]) of Samorion sits at the desk reading an illusory copy of a book titled *The Ultimate Guide to Conjuraton and Pocket Dimensions*. If the characters are careful not to disturb the phantasm, they can catch a glimpse of the page he's reading, detailing the spell *magnificent mansion*. If the characters attack the phantasm, it fights back. Otherwise, it continues to read.

18—Loom

Brown Mold. There is a patch of brown mold clinging to the ceiling directly above the doorway that leads into this room. See area 12 for details.

Broken Loom. The broken frame of a massive loom lies on the floor of this room.

Toppled Shelves. Bookshelves lie everywhere, creating an area of difficult terrain.

Unfinished Tapestry. A tapestry, only one-third the way complete, hangs on the southern wall.

Headless Butler Statue. A headless statue made of wood and iron stands in the corner. It's dressed like a butler and carries a serving tray. A character who examines the statue and succeeds on a DC 14 Intelligence (Investigation) check notices that the statue is clutching something in its free hand. The fingers are locked in place with strong abjuration magic. A dispel magic spell or knock spell unlocks the fingers, as does a successful DC 30 Strength check.

Reattaching the Head. If the characters attach the head from area 13 onto this statue, it animates as a **SHIELD GUARDIAN** and attacks. The shield guardian has the spell *greater invisibility* stored inside it, which it uses in the first round. It then fights until destroyed or until its *greater invisibility* spell ends. Once the spell ends, its head falls off, and it returns to its inactive state.

The Ivory Portal. If the characters destroy the shield guardian, it releases its grip on a carving of an ivory portal. This is one of the ingredients necessary to find Samorion's *magnificent mansion*—see the Mansion in the Manor in Manor General Features for more information.

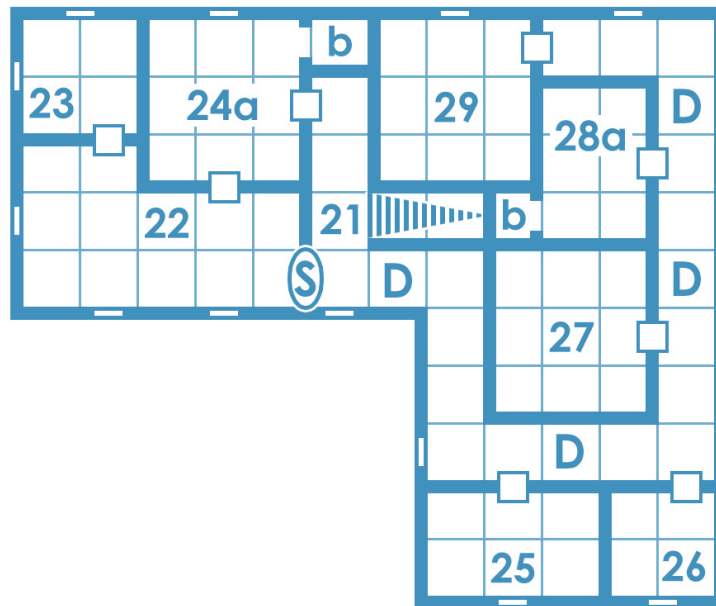
19—Vault

Destroyed Door. The door to this room has been torn off its hinges. It lies just inside the frame.

Empty Chests. A half dozen wooden chests stand

Bloodstone Manor | Level 3

1 square = 10 feet



around this area, all of which seem to be empty.

Phantasm. One of Samorion's PHANTASMS (see page [x]) lingers here. When it sees the characters, it draws an illusory sword and howls, "Begone, thieves!" It then attacks.

False Bottom. A character who thoroughly searches the chests and succeeds on a DC 17 Intelligence (Investigation) check discovers a false bottom. There is a *wand of secrets* stored inside.

20—Deranged

Locked Door. The door to this area is barred from within. Characters in area 12 will need to force it open with a successful DC 18 Strength (Athletics) check.

Stairway. The stairs here lead downstairs to the south end of area 1.v

Stalker. The ASSASSIN (see Manor General Features) hired to keep tabs on the characters starts in this area. Unless the characters are extremely careful, she hears them coming before they enter this area, slips out the southernmost window, and climbs the ivy down to the garden, where she quickly hides.

21—Decrepit

Stairway. The stairs in this hallway lead downstairs to

the center of area 12.

Bad Floors. Various sections of the floor in this hallway are damaged. Whenever a creature weighing 50 pounds or more crosses through a 10-foot-square marked D on the map, roll a d6. On a roll of 1 or 2, the floor collapses. Each creature in the square must make a DC 13 Dexterity saving throw. A creature that fails its saving throw falls 10 feet down into the area directly below the square, taking 1d6 bludgeoning damage from the fall. Characters with proficiency in carpenter's tools can automatically detect damaged floor sections.

Secret Door. There is a door hidden in the western wall catty-corner to the stairs. It leads to area 22. Finding the passage from this side requires a successful DC 20 Wisdom (Perception) check.

Bones. The remains of the last person who tried to open the fake door to area 21 (see below) lies directly in front of the door.

Fake (Trapped) Door. The door to area 24 doesn't open, as it's built directly into the wall. To make matters worse, the door is trapped. A creature that touches the door must make a DC 13 Constitution saving throw. The target takes 4d6 necrotic damage on a failed saving throw, or half as much on a successful one. Pass or fail, the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. A creature dies if its hit

point maximum drops to 0. Otherwise, the reduction lasts until the creature finishes a short or long rest.

Spotting this trap requires a successful DC 13 Intelligence (Arcana) check. Necromancers make this check with advantage. A dispel magic spell removes the trap, but still doesn't open the fake door.

22—Voluminous

Missing Window. The westernmost window in this room was broken from the outside years ago. The unseen servants (see below) cleaned the glass, but never replaced the window.

Intact Library. Not only is this library still intact, but it's very clean. There are three unseen servants (as the spell) here, keeping it tidy. Most of the books have been stolen by thieves, but a few remain. Most of the books here are books on magic, particularly illusion and conjuration.

23—Tunnel

Empty Closet. This large room is completely empty save for a lone book lying on the floor. The book is titled *Sion*. It has an image of a marble key on its cover that looks exactly like the one Elric Thorne gave to the party.

It seems to be a history book, but its pages don't recount historical events. Instead, the pages are covered in incomplete magical text, the same phrases repeating over and over again throughout its entirety. A character who examines the text and succeeds on a DC 17 Intelligence (Arcana) check recognizes that it is part of the incantation required for the spell *magnificent mansion*. Allow the players to read a description of the *magnificent mansion* spell, so they recall the material components needed for the spell. See Mansion in the Manor in Manor General Features for more details.

24—Blind

Magical Darkness. This entire room is covered in magical darkness, as the 2nd-level spell.

Ghost in the Dark. A phantasm of Samorion lurks here. It mutters to itself over and over again, "They're alive. My god, they're all still alive. How? Why? I must know. I must!" It won't attack the characters unless they provoke it.

Chapel. The closet on the east side of the room (24b) contains a small stone altar.

25—Alter

Gargoyle. A shattered gargoyle statue lies on the wooden floor, cleaved down its center by an axe still

embedded within it. The **GARGOYLE** still functions, using its unusual state to trick the characters. The gargoyle can draw the axe from its own body and use it (+4 to hit, 2d6 + 2 slashing damage).

Surrendering Gargoyle. If the characters drop the gargoyle to half its hit points or fewer, it surrenders, and offers them information about the manor, speaking in Terran or broken Common. It doesn't know the exact location of the "lower levels," but intuitively knows that it's not in the earth. It suspects that the manor is hidden in a pocket dimension somewhere. The gargoyle believes that the old tin seal in area 7 has something to do with it. Unless they've already been to area 26, the gargoyle lies and suggests that there may be a clue there.

26—Perfidious

Collapsing Floor. The floor of this empty room is trapped. When a creature weighing 50 pounds or more sets foot in here, the floor collapses. Each creature in the area must make a DC 15 Dexterity saving throw. A creature that succeeds on its saving throw can choose to leap into the hallway. If a creature fails its saving throw or chooses not to leap into the hallways, it falls 10 feet into area 20, taking 1d6 bludgeoning damage from the fall. Then, the weight of the collapsed floor causes area 21 to collapse into area 11, dealing an additional 1d6 bludgeoning damage from that fall plus another 2d6 bludgeoning damage from the collapsing debris.

Spotting this trap in advance requires a successful DC 13 Intelligence (Investigation) check. If the **GARGOYLE** from area 26 led the characters here, it uses this opportunity to attack any creatures who are still in area 21.

27—Fur

Owlbearskin Rug. An impressive owlbearskin rug covers the floor of this room. However, it is actually a **RUG OF SMOTHERING**. While smothering a target, it can use its bonus action to make one beak attack against a grappled target as a melee weapon attack (+5 to hit, 1d4 + 3 piercing damage).

28—Stadium

Yellow Mold. Yellow mold grows on the walls and floor of this dark room. If a creature moves through the room, the mold ejects a cloud of spores that fills the area. Any creature in the area must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute. While poisoned in this way, the creature takes 5 (1d10) poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns,

ending the effect on itself on a success.

Sunlight or any amount of fire damage instantly destroys a 10-foot-square patch of yellow mold.

Dead Rat. Unless they've already caught the spoon RAT from area 6, the characters discover it here, dead. The poor little bugger inhaled the yellow mold and died.

29—Faint

Phantasm Fight. Two of Samorion's PHANTASMS (see page [x]) are wrestling with each other. These illusions pay the characters no mind unless they interfere.

Magnificent Mansion General Features

Unless stated otherwise, the Magnificent Mansion has the following features in common.

The Magnificent Mansion. The lair is an interdimensional dwelling created by a particularly powerful variant of the *magnificent mansion* spell.

The manor far exceeds the dimensions typical for the *magnificent mansion* spell. Unlike a typical *magnificent mansion*, Samorion's mansion cannot be dispelled except by a *wish* spell or similar magic. It is also protected by *private sanctum* spell, creating the following effects:

- Sound can't pass through the front entrance to the magnificent mansion (area 30).
- The entrance to the manor appears dark and foggy, preventing vision (including darkvision) through it.
- Sensors created by divination spells can't appear inside the magnificent mansion or pass through the entrance.
- Creatures in the magnificent mansion can't be targeted by divination spells.
- Nothing can teleport into or out of the magnificent mansion. The only way to enter and exit the mansion is through the main entrance.
- Planar travel is blocked within the magnificent mansion. Creatures cannot access the mansion via the Astral Plane, Ethereal Plane, Feywild, Shadowfell, or plane shift spell.

The only way to enter the magnificent mansion is by combining the three books and three components as described in the Manor General Features section on page [x]. Creatures that do this enter the magnificent mansion via the location marked "C" on the map. Characters may exit the mansion the same way they came in.

Architecture. Each room in the magnificent mansion boasts fine craftsmanship, with walls adorned in silk tapestries and floors of polished marble or rich mahogany. But what truly captivates are the false

windows, masterpieces of illusion magic. To peer through one is to gaze upon a serene sunlit hillside, alive with wildflowers and fluttering butterflies, while its neighboring pane may reveal a breathtaking coastal scene where waves lap against pristine sands and distant isles beckon on the horizon. The grand chambers expand even more impressively, their 20-foot-high ceilings often painted with intricate murals of skies, creating a sense of infinite space. In this concealed mansion, every detail has been considered, crafting an ambiance of unparalleled luxury and wonder.

Doors. The doors within this hidden mansion are no mere barriers; they are masterpieces of art and craftsmanship. Seemingly made from the finest woods—mahogany, teak, and oak—each door boasts a unique design. Some are inlaid with delicate mother-of-pearl patterns that shimmer in the ambient light, while others feature elaborate marquetry depicting intricate scenes from myths or nature. Brass and gold handles, often shaped into ornate forms like serpents or vines, offer a cool, weighty feel to the hand. Above many doorways, transom windows of stained glass cast a myriad of colors onto the floors, telling stories of their own. Though heavy, the doors swing on their hinges with surprising ease, a testament to their fine construction. All locked doors in the magnificent mansion are locked via magical means. They cannot be picked with thieves' tools but can be forced open with a successful DC 30 Strength check. They are virtually indestructible.

Secret Doors. The secret doors marked with an "S" on the map are nearly impossible to detect, as they were designed as part of the magnificent mansion. Only a character with proficiency in Arcana can detect these doors, and only if they succeed on a DC 25 Intelligence (Investigation) check.

Teleportation Doors. Scattered within the opulent expanse of the hidden mansion are a series of truly exceptional doors: the teleportation portals. Unlike the other finely crafted doors of the residence, these portals are ever so slightly aglow, emanating a soft luminescence that hints at their extraordinary nature. Upon approach, the door offers a tantalizing glimpse of another location on the material plane, as if it were a window rather than a door. The scenes vary—a bustling marketplace alive with color and movement, a serene lakeside at sunset with ripples gently lapping at the shore, or a dense forest where sunlight pierces through the canopy, creating a dance of light and shadow on the forest floor. When a creature steps through the door, they are teleported without error to the shown location. These teleportation doors are one-way; once a creature steps through the door, they cannot return to the magnificent mansion the same way they left.

The GM decides where the doors go. If you aren't sure where you want a door to go, use the table below

TELEPORTATION DOORS

D10	DESTINATION
1	The Arcane Library: A vast repository of magical knowledge, with towering shelves filled with ancient tomes, scrolls, and manuscripts on myriad magical subjects.
2	The Elemental Nexus: A convergence point of the elemental planes, where raw elemental energies ebb and flow, perfect for harnessing and studying.
3	The Enchanted Grove: A secluded forest clearing, where potent magical herbs and rare ingredients grow in abundance, guarded by ancient treants and spirits.
4	The Crystal Caverns: Deep underground chambers glittering with a variety of magical crystals and gemstones, each with unique arcane properties.
5	The Astral Observatory: Situated at a high altitude, this observatory offers an unobstructed view of the night sky, celestial bodies, and astral phenomena, facilitating study and divination.
6	The Alchemical Lab: A state-of-the-art laboratory equipped with advanced alchemical tools, cauldrons, and apparatus, ideal for potion-making and experimentation.
7	The Summoning Circle: A fortified chamber with intricate runes and protective wards, designed specifically for summoning and communing with extraplanar entities.
8	The Mystic Marketplace: A bustling bazaar where magical artifacts, relics, and rare components are bartered and sold, frequented by magical beings from across the realms.
9	The Silent Sanctum: A peaceful, soundproof retreat floating in a void, providing an undisturbed environment for meditation, spell research, or recuperation.
10	The Guardian's Archive: A secured vault containing dangerous or forbidden magical artifacts, guarded by golems and protective enchantments, allowing for safe study and containment.

to generate ideas for each teleportation door the characters discover:

Sounds and Smells. The hidden mansion within Bloodstone Manor is a sanctuary for the senses, a symphony of gentle echoes and comforting aromas. As one traverses the polished halls, the soft murmur of distant conversations can occasionally be discerned, blending seamlessly with the faint hum of the mansion's underlying magic. Every now and then, the mellifluous notes of a harp or the dulcet tones of a flute waft through the air, evoking an aura of timeless serenity.

The air is perfumed with an array of delicate fragrances. The subtle scent of polished wood mingles with the soft aroma of old parchment from concealed libraries. Drifting from the many illusory windows are fragrant breezes — the sweet, heady scent of blooming meadows from one, the briny tang of the sea from another. Underlying these is the ever-present, gentle note of lavender, accompanied occasionally by the spicy hint of sandalwood or the rich sweetness of vanilla. Breathing in the mansion's air is like inhaling the very essence of luxury and tranquility.

Illumination. Exquisite chandeliers hanging from the 12-foot-high ceilings cast a golden light, accentuating intricate carvings in the walls and floor patterns.

Phantasmal Items. A lot of the furniture, items, and art objects in the magnificent mansion are part of the spell. These items function as their real-world counterparts would while inside the mansion, but vanish as soon as they are removed.

Phantasmal Creatures. Many of the creatures in the magnificent mansion are phantasmal. A phantasmal creature uses its listed stat block, except its type is construct, and it is immune to poison and psychic damage as well as the charmed, frightened, paralyzed, and poisoned conditions.

Samorion-7,677. While the majority of the creatures inhabiting the magnificent mansion are mindless automatons, one of Samorion the Illuminated's simulacra—**SAMORION-7,676**—still resides here. Most days, the simulacrum toils away in area 39, studying ways to prolong his own existence. However, the presence of the characters has caused him to go on the defense. When the characters enter the magnificent mansion, Samorion-7,677 retreats to area 45 to gather two of the bags of holding stashed there. Equipped with a *ring of invisibility*, Samorion-7,677 tracks the characters around the mansion, hoping that they don't discover the passage leading to area 51, where his master slumbers in his sequestered state. However, if the characters are clever enough to discover his master's resting place, Samorion-7,677 appears, ready to sacrifice himself in order to preserve his master. See area 51 for more information.

Magnificent Mansion Locations

The following locations are keyed to the map of the Magnificent Mansion, as shown on the right.

30—Whispers

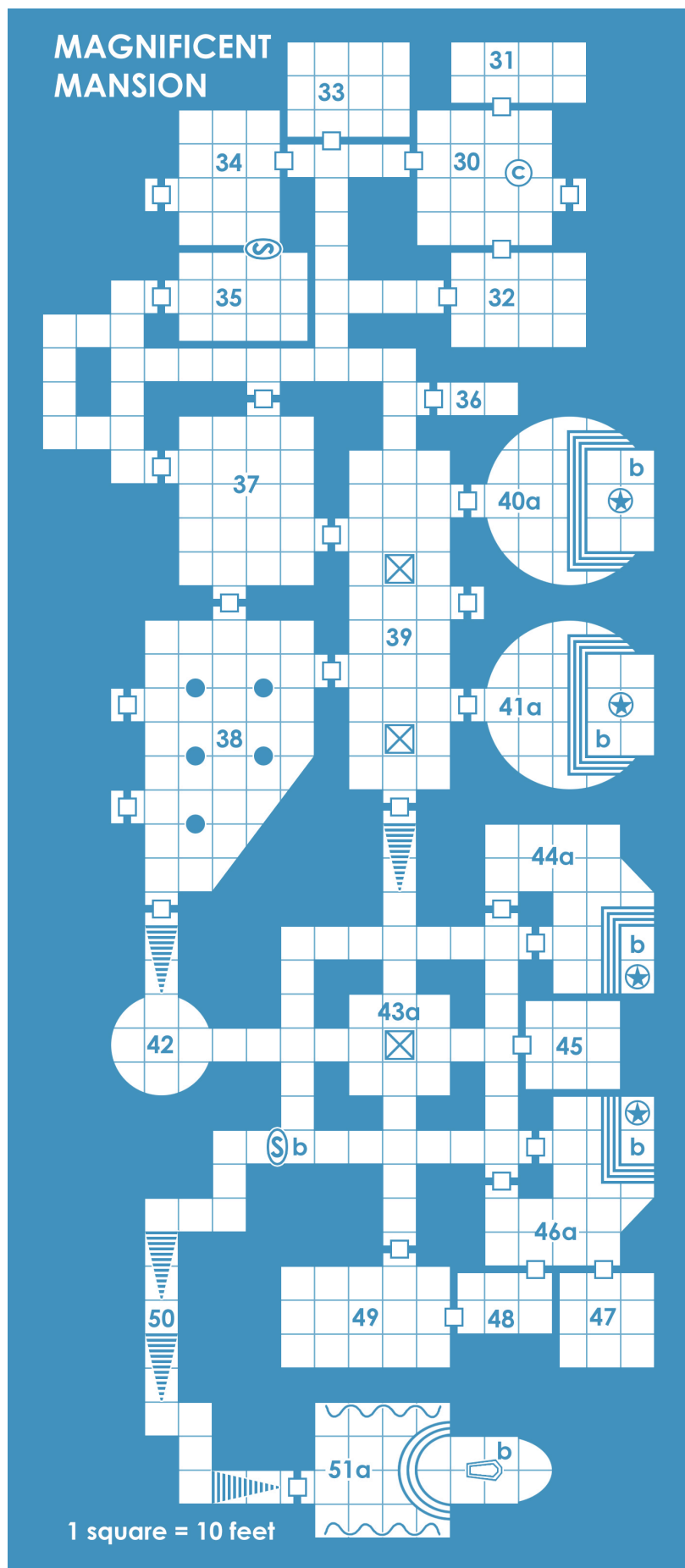
Foggy Column. A cylindrical column of bluish fog measuring 10 feet across rises from the floor to the ceiling of this area. It is marked “C” on the map. It is through this column that the characters emerge when they first enter the magnificent mansion. Stepping through this column returns them to area 7 of Bloodstone Manor.

Samorion Greeter. When the characters first enter this area, a giant illusory head resembling Samorion appears, floating 10 feet above the floor. It addresses the characters as follows: “Greetings, travelers. You now stand at the threshold of the hidden domain of Samorion the Illuminated. Within these walls are wonders and riches unparalleled, yet they are intertwined with dangers crafted to deter unworthy intruders. However, a secret lies within my visage. Reflect upon my countenance, for those who mirror or carry the likeness of Samorion may find the mansion’s secrets more accommodating. Tread with both caution and understanding, for while these halls can be treacherous, they also hold the keys to their own mysteries.”

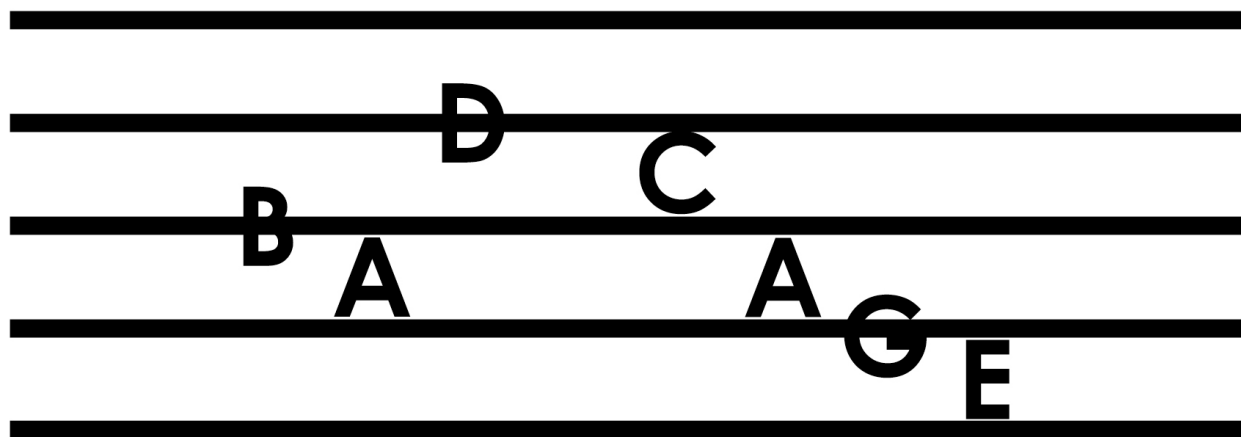
Phantasmal Weapons. A rack bearing 6 phantasmal (see Magnificent Mansion General Features) halberds stands against the western wall.

Maddening Whispers. Much of the illusion magic that once pervaded this hidden lair has become corrupted. The whispers start as a gentle hum when the characters first enter this area. After a few rounds, the whispers rise to a cacophony of mumbles and gibberish. Each character must make a DC 13 Wisdom saving throw. On a failed saving throw, a character becomes cursed. While cursed in this way, the character has disadvantage on Wisdom ability checks and saving throws. A remove curse spell or similar magic ends the effect. Once a character succeeds on this saving throw, they are immune to the effect for 24 hours.

Teleportation Door. There is a teleportation door in the eastern wall. See Magnificent Mansion General Features for more information.



Please, find me, I'm in a



Bad Cage Handout (permission granted to photocopy this image for personal use only).

31—Crispy

Lounge. Comfortable phantasmal furniture crowds this area.

Burning Phantasm. A Samorion PHANTASM (see page [x]) stands in this room, sipping from a phantasmal goblet as it looks out a nearby window. This phantasm appears to be on fire; however, its flames have no damaging effect.

Bad Cage. Five parallel lines have been drawn into the northern wall. It contains the phrase “Please find me, I’m in a BAD CAGE” drawn over it. Show the players the Bad Cage handout above. This is a clue to the keyboard trap and puzzle in area 35.

32—Sanguine

Colossal Vampire Head. A 10-foot-wide wooden head resembling a stereotypical male vampire—pale skin, slicked back dark hair, fangs—slowly rotates at the center of the room, making a full rotation once every 30 seconds. Its eyes constantly follow any living creature that enters the room, focusing on the most lively-looking target—i.e. the creature with the highest number of hit points.

Vampire Head Trap. The head will allow targets to enter the room and won’t mess with them as long as they don’t touch the head. However, if a living

creature touches the head or tries to exit the room—even through the door through which they entered—it triggers a trap. The trap ignores creatures that look like Samorion, even those wearing his clothing (see area 36).

The vampire head’s mouth opens, and a swarm of 10 identical—albeit smaller—vampire heads fly out of its mouth. Then, on initiative count 10 of each round, 1d2 more smaller vampire heads fly out of the vampire’s mouth and join the fight.

A small vampire head uses the PHANTASMAL STIRGE stat block, except it is also immune to the prone condition.

Like normal stirges, these vampire heads drain blood until they do a total of 10 damage, then return to the vampire’s head. The head deposits the blood inside the larger head, then returns to the fight.

With each returned stirge, the main vampire head’s transparent eyes fill with blood like a bizarre thermometer. If the stirges return 100 hit points or more, the eyes are filled with blood.

Destroying the main head stops the trap. The main head is an object with AC 15, 200 hit points, and is immune to poison and psychic damage. The trap also stops if the large vampire head can no longer see a living target.

33—Syringe

Greenhouse. This large room looks like a greenhouse. Everything inside is phantasmal.

Magic Holes. There are three holes in the floor of this room. An illusion cast on each hole makes it appear as if the holes are bottomless. However, if a character steps inside, they quickly discover that each hole is only 3 feet deep. Each hole exudes strong conjuration and illusion magic.

Drug-Administering Scorpions. When the characters first enter this area, three large metallic scorpions rise from the holes in the floor. The tail of these scorpions end in large syringes filled with iridescent liquid.

These scorpions use the **PHANTASMAL GIANT SCORPION** stat block, except replace the scorpion's Sting attack with the Syringe attack below, which it can still use as part of its Multiattack:

Syringe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 12 Constitution saving throw. On a failed saving throw, the target is poisoned for 1 hour. While poisoned in this way, the target is in a euphoric state: it has advantage on saving throws against being frightened and disadvantage on saving throws against being charmed. Once the scorpion successfully hits a creature with this attack, it can't use it again for 24 hours.

After a scorpion successfully administers the drugs in its syringe tail, it returns to the hole from which it came and vanishes. These scorpions are CR 1 (200 XP).

34—Entropy

Samorion Chimera. A three-headed humanoid-chimera hybrid paces nervously in this area. Like a chimera, the creature has wings and the body of a hairless, tailless lion. However, its three heads are all identical to Samorion, and instead of paws, it has four human hands. This pitiful creature is a phantasmal chimera. Like many of the phantasms throughout the manor and mansion, it is malfunctioning. It attacks the characters as soon as it sees them.

Magic Rings. The Samorion chimera wears three identical magical rings, one on every hand except for its front right hand. These magic rings are all rings of evasion, which the Samorion chimera uses freely. These rings are not phantasmal.

Teleportation Door. The door in the western wall is a teleportation door, as detailed in the Magnificent Mansion General Features section.

Secret Passage. There is a secret passageway in the southern wall.

35—Piano

Piano Floor. The floor is designed to look like the keyboard of a piano. Each key, when stepped on, plays the correct note. Show the players the Piano Floor Handout on page [x].

Playing the notes, B-A-D-C-A-G-E causes a phantasmal 1-foot-diameter glass sphere to materialize 10 feet off the ground over the keyboard (see Glass Sphere below). However, if any other sequence of notes is played on the keyboard, the Keyboard Trap is triggered (see below).

Glass Sphere. The only way to open the sphere is to destroy it. It has AC 11 and 1 hit point. Once destroyed, the shattered pieces vanish. The glass sphere contains a phantasmal parchment sheet showing the exact location of the true Samorion's sleeping chamber. Give the players the Glass Sphere Parchment Handout on shown on page 16.

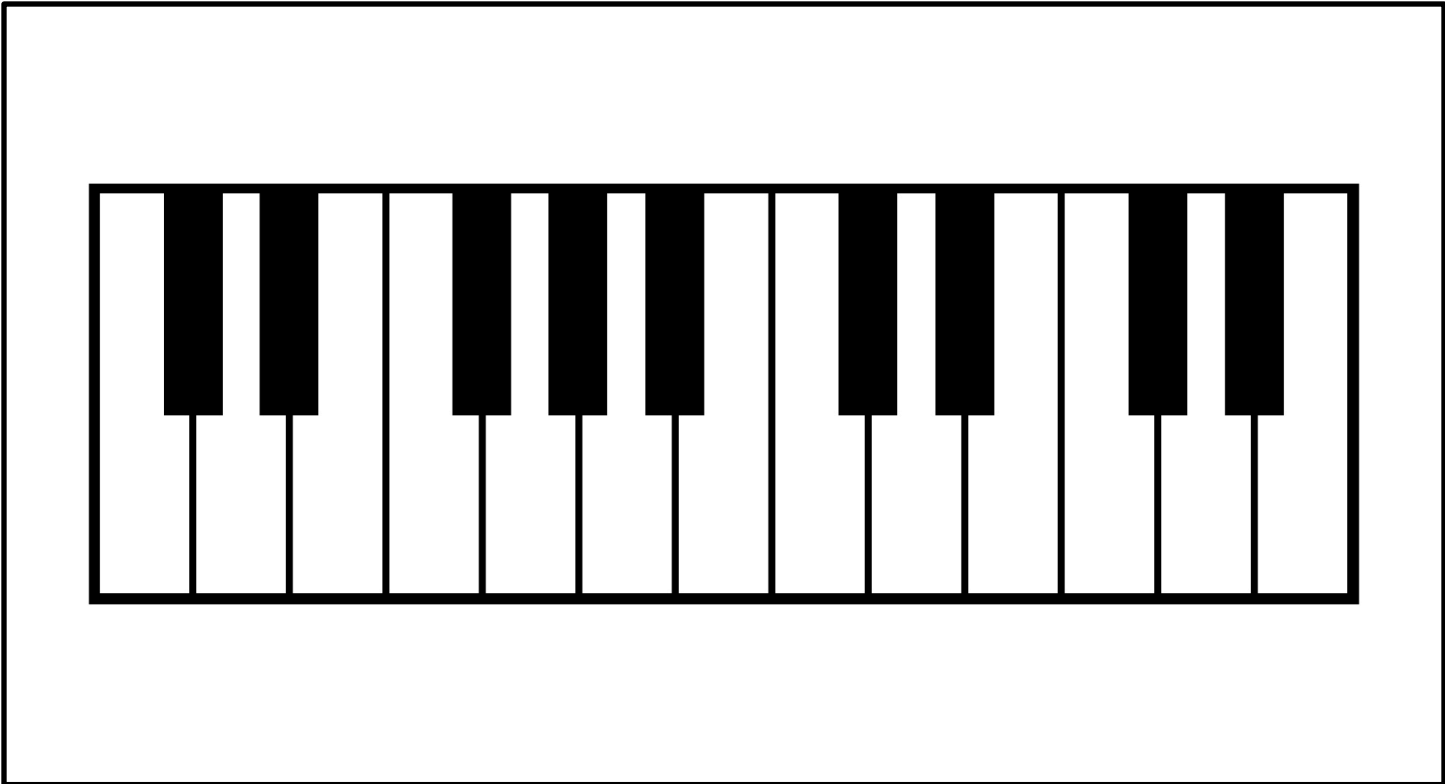
Keyboard Trap. This trap is triggered if the characters play any sequence notes other than BADCAGE. A long pang sounds throughout the area whenever the incorrect note or sequence is struck. Each creature in the area that hears the pang must make a DC 15 Constitution saving throw, taking 14 (4d6) thunder damage and becoming deafened for 1 minute on a failed saving throw, or half as much damage and not deafened on a successful one.

36—Undergarments

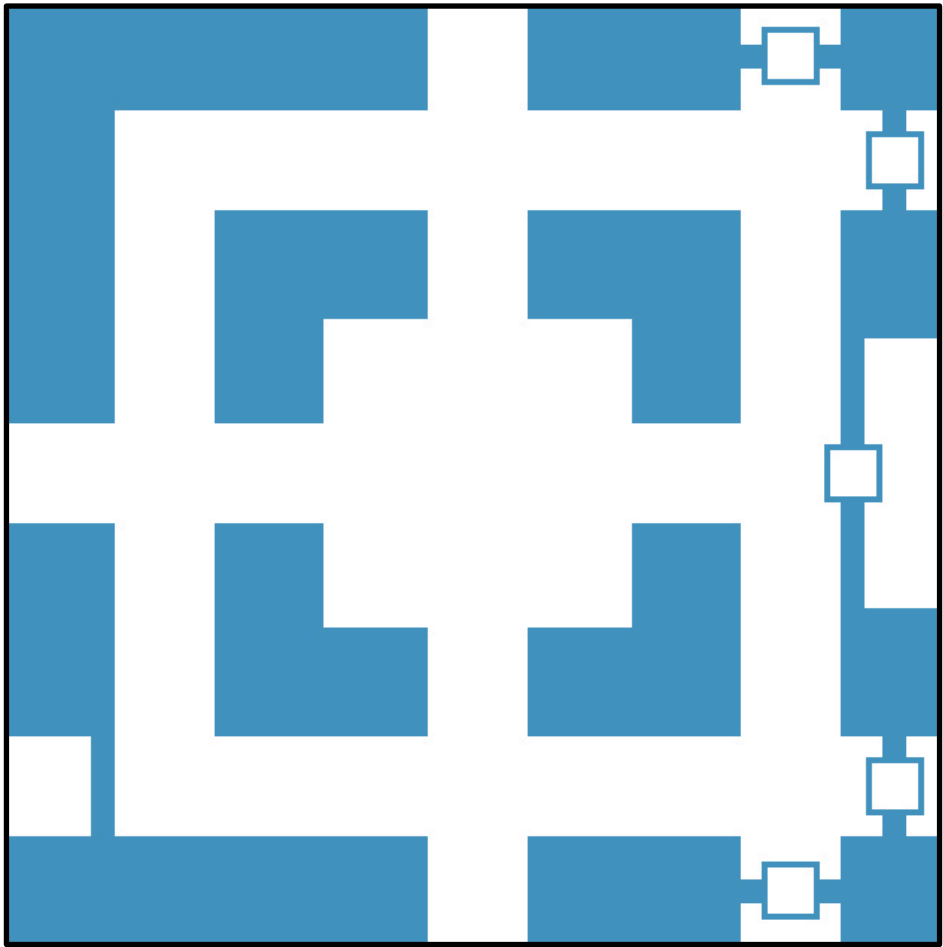
Walk-in Closet. This large walk-in closet holds an impressive collection of clothes similar to those that Samorion—and, by extension, all of his phantasms—wears.

Let's Get Dressed! When a Medium creature steps into the room, six articles of clothing (robes, sandals, breeches, etc.) leap from the racks and "attack" the target. Each round, on initiative count 10, the target must make three DC 10 Strength or Dexterity saving throws. Each time the target fails a saving throw, the closet's clothing either strips away a single article of clothing from the target and throws it on the floor or puts itself onto the target. This continues until the target is wearing six pieces of clothing from the closet. If the target yells "NO!" or "STOP!" the closet ceases. Each article of clothing in the closet has AC 10, 2 hit points, and the traits typical for a phantasmal creature (see Magnificent Mansion General Features). With the exception of the robe of eyes (see below), all of the clothing in this closet is phantasmal and vanishes once it's removed from the magnificent mansion.

Nice Robe & Master Key. A non-phantasmal *robe of eyes* hangs in the closet. Unlike the other clothes, it doesn't attempt to strip and replace the clothes of a Medium creature that enters the area. A pocket sewn into the inside of the robe holds the master



Piano Keyboard Handout (permission granted to photocopy this image for personal use only).



Glass Sphere Parchment Handout (permission granted to photocopy this image for personal use only).

key that opens many of the locked doors in the *magnificent mansion*.

37—Baby

Nursery. This room looks like an oversized child's nursery, complete with a gigantic crib, toy chest, stuffed animals, and so forth, all ten times larger than they would normally be.

Big Baby. A 15-foot-tall humanoid wearing a diaper rolls around on the floor of this area, cooing. Although it appears to be a gigantic baby, it has the head of Samorion. This giant baby is a **PHANTASMAL HILL GIANT** that speaks basic Common. It is hungry and demands that the characters feed it. If the characters fail to comply, it attacks with its giant baby rattle (giant club) and letter blocks (rocks).

Baby Rattle. The gigantic baby rattle actually contains non-phantasmal treasure—500 silver pieces. This is what makes the rattle a rattle.

Locked Door. The door that leads to area 38 is locked. The key from area 36 opens this door.

38—Candelabra

Locked Doors. The doors connecting this area to areas 37 and 39 are locked. The key from area 36 opens either door.

Banquet Hall. Six tables, each large enough to seat eight, fill this room between massive columns.

Floating Candles. Six lit candelabras gently float above each of the tables. Phantasmal, their candles never burn out. However, they are dangerous. When a creature that isn't Samorion, one of his phantasms, or dressed like Samorion (see area 36) enters the room, the candelabras shoot flames. Treat the candelabras as six **FLYING SWORDS**, except replace their normal longsword attack with the flame jet attack:

Flame Jet. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage.

Fancy Dinnerware. A large cabinet standing against the southeastern wall holds valuable stoneware and cutlery. The entire collection is worth 1,000 gp altogether and is not phantasmal.

Teleportation Doors. The two doors in the western wall are teleportation doors.

39—Garret

Locked Doors. The doors connecting this area to areas 38, 40, 41, and 43 are locked. The key from area 36 opens each of these doors.

Attic Room. This room looks completely different from the rest of the magnificent mansion. Instead of the splendor and luxury shared by the other phantasmal locations, it instead looks like the attic

of a large manor. The floor is made of simple wooden planks. The sloping ceilings here are much lower than other parts of the mansion, only 10 feet high at the highest point before sloping toward the eastern and western walls. Dormers built into the eastern and western walls serve as passageways for the doors.

Storage Boxes. Phantasmal crates, barrels, and chests containing moth-eaten clothes, old paintings, and other phantasmal nicknacks crowd the area.

Pit Traps. There are two concealed pit traps in this room. The illusory covers for these traps are concealed with magic, making them difficult to detect. Touching the cover (or falling through it) reveals its presence, as does a successful DC 21 Intelligence (Investigation) check. The traps also exude conjuration magic.

A creature that steps onto the floor must make a Dexterity saving throw. What happens to the creature depends on the result of the saving throw, as shown on the Pit Trap Effect table.

PIT TRAP EFFECT

Result	Effect
6 or less	The target is teleported over the city of Evernight and, unless they can fly or have a way to stop themselves, falls the full 500 feet into the city, taking 70 (20d6) bludgeoning damage from the fall.
7–11	The target catches itself on the edge of the pit trap. At the start of its next turn, the target must succeed on a DC 10 Strength (Athletics) check to pull itself back into the room. If it fails, it falls (see above).
12+	The target nimbly avoids the pit trap.

Furnace. The door centered on the eastern wall is disguised to look like a furnace. However, it functions exactly like the teleportation doors detailed in the Magnificent Mansion General Features section. The furnace radiates conjuration magic.

Research Table. A 20-foot-long wooden table dominates the center of the room between the two pit traps. It's covered in phantasmal scrolls, history books, and other arcane paraphernalia. At the southernmost end of the table is a single chair, and directly in front of that chair there is a *crystal ball*. Samorion-7,677 uses this crystal ball to spy on the characters. See Magnificent Mansion General Features for more information about Samorion-7,677.

40—Blood Golem

Round Room. This huge round room features a dias at the eastern end upon which a statue made of red glass stands.

Beams of Light. Eight narrow beams of bright, white light stretch from the floor to the ceiling of this area. See the beams of light diagram on page 19 for their relative positions. Have the characters roll initiative as soon as they enter the room. Each beam has two initiative counts, as shown on the diagram. When a beam's first initiative count comes up, it moves to its secondary position. Then, when its other initiative count comes up, it moves back to its original position. For example, the northernmost east-to-west beam moves east on initiative count 20 and back to the west on initiative count 10.

Whenever a creature enters or starts its turn in a square with a beam or a beam moves into a square with a creature standing in it, the creature must make a DC 12 Dexterity saving throw, taking 7 (2d6) radiant damage on a failed saving throw, or half as much damage on a successful one.

The beams are part of the magnificent mansion and aren't easily disabled. However, the beams can't

pass through mirrored surfaces (and, for the sake of simplicity, aren't reflected by mirrored surfaces either). Clever characters that discover this might use a mirror as a shield.

Blood Golem. If the beams of light weren't bad enough, the statue (40b) animates as soon as one of the characters comes within 5 feet of it. This **BLOOD GOLEM's** statistics are detailed below. If the characters drop the blood golem's hit points to 0, or say the command word "sanguine," it collapses in on itself, forming a bright red gem the size of a walnut. This gem is used in area 43b.

41—Nail

Round Room. This huge round room features a dias at the eastern end upon which a statue of a thin man stands (41b). Hundreds of rusty iron nails stick out of his body.

Removing a Nail. If the characters remove any of the nails from the thin man statue, yellow ooze begins to leak from the hole. A creature that touches the ooze takes 3 (1d6) acid damage. If the characters remove three or more nails or damage the statue in any way, the entire statue explodes. Each creature

Blood Golem

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	14 (+2)	18 (+4)	3 (-4)	10 (+0)	1 (-5)

Damage Resistances acid, fire, lightning, thunder

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Special Traits

Constructed Nature. The golem does not require air, food, drink, or sleep.

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

Liquid Form. The golem can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

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

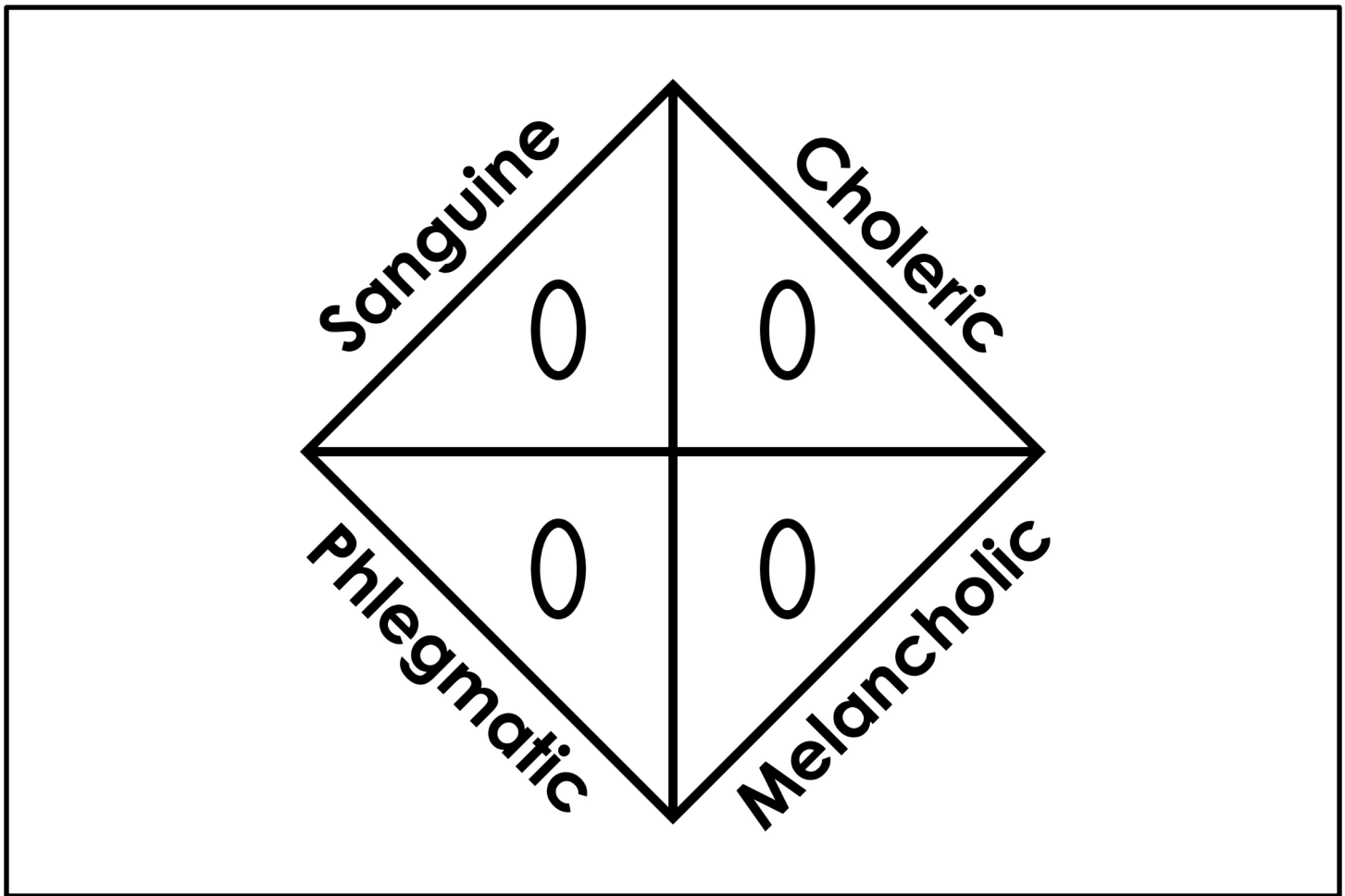
Magic Weapons. The golem's weapon attacks are magical.

Necrotic Absorption. Whenever the golem is subjected to necrotic damage, it takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

Actions

Multiattack. The golem makes two Slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 9 (2d8) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or have its hit point maximum reduced by an amount equal to the necrotic damage taken and the blood golem regains hit points equal to half the necrotic damage dealt. If this reduces the target's hit point maximum to 0, the target dies. Otherwise, this reduction lasts until the target completes a short or long rest.

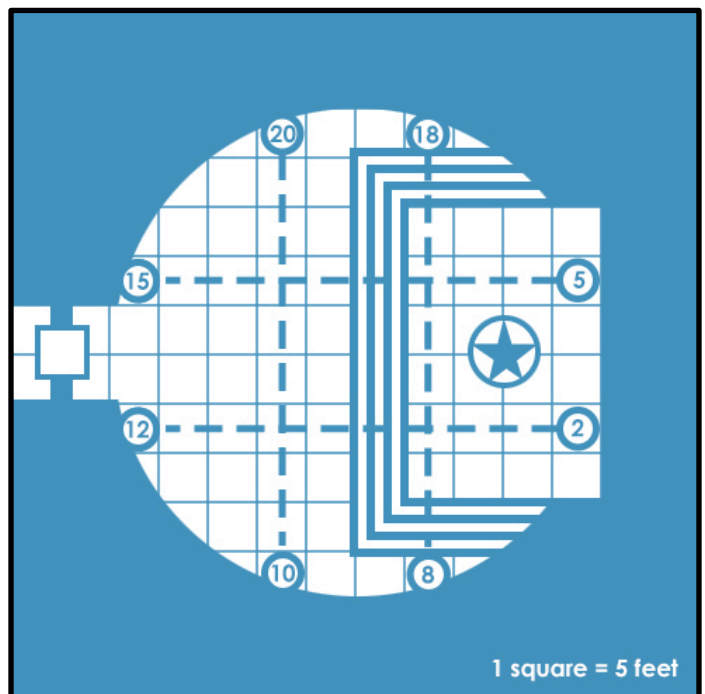


Four Humors Handout (permission granted to photocopy this image for personal use only).

within 15 feet of the statue must make a DC 13 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed saving throw, or half as much damage on a successful one. A phantasmal ochre jelly wobbles where the statue once stood. This jelly does not have the split feature. If the characters drop the jelly's hit points to 0, it collapses in on itself, forming a bright yellow gem the size of a walnut. This gem is used in area 43b.

42—Iron Maiden

Iron Maiden. An iron sarcophagus stands at the center of this round room. If a creature comes within 15 feet of the sarcophagus, it opens, revealing that its insides are covered in thin spikes—it's an iron maiden torture device, and it's a trap. The iron maiden creates a magical vacuum effect, targeting one random creature within 15 feet of it. The target must succeed on a DC 15 Strength saving throw or be pulled into the iron maiden. The iron maiden then slams shut, and the target takes 14 (4d6) piercing damage. At the start of each of the target's turns, while it is trapped in the iron maiden, it must succeed on a DC 13 Constitution saving



Beams of Light Diagram (permission granted to photocopy this image for personal use only).

throw or take 7 (2d6) piercing damage from the spikes. A creature, including the target, can use its action to pry the iron maiden open with a successful DC 16 Strength check, freeing the creature.

If the iron maiden reduces a target to 0 hit points, it opens and ejects the target. It then targets another creature within 15 feet of it. It remains closed if no further targets are within 15 feet of it.

The iron maiden is an object with AC 18, 50 hit points, and immunity to poison and psychic damage. It exudes evocation magic.

43—Crimson

Locked Door. The door connecting this area to area 39 is locked. The key from area 36 opens this door.

Sticky Floors. The floors of the corridors in this area are covered in some sort of sticky substance. Treat this entire area as difficult terrain. Each creature standing on the floor that starts its turn in the area or that enters it during its turn must make a DC 10 Strength saving throw. On a failed save, the creature's movement is reduced to 0 until the start of its next turn, when it must make the saving throw again. This hazard does not affect the gelatinous cubes (see below).

Cube Maker. The spot marked X on the map is a 10-foot-cubic pit. The first time the characters enter this area, the pit fills with translucent jelly and forms a **PHANTASMAL GELATINOUS CUBE**. The floor of the pit then lifts 10 feet, placing the new gelatinous cube into the hallway. If the cube senses a creature with its blindsight, it moves toward that creature. Otherwise, it moves clockwise along the outermost corridor in this area. If the characters destroy the gelatinous cube, a new one forms in the pit 1d4 rounds later. There is no end to these phantasmal gelatinous cubes.

The Four Humors. There is a diamond-shaped diagram on the wall in the southwesternmost corridor of the outermost corridor (see the Four Humors diagram on page 19). Four circular slots in the diagram are made to fit the four gems discovered in areas 40, 41, 44, and 46.

- Red goes to sanguine.
- Yellow goes to choleric.
- Black goes to melancholic.
- Blue goes to phlegmatic.

If the characters (and players) are unfamiliar with the concept of the Four Humors, a successful DC 13 Wisdom (Medicine) check lets them know which gem should go where, assuming they have all four gems.

Once the gems are placed into the correct slots, the diagram and gems vanish, and a door appears in

its place. This hidden door leads to area 50.

Tricky Door. The door connecting this area to area 45 has a magical trick cast upon it. See “Tricky Door” in area 45 for details.

44—Enigma

Onyx Statue. A large statue seemingly carved from onyx stands on a dais in the southeastern corner of the room. Touching the statue causes it to collapse into a puddle of black ooze. It then transforms into a phantasmal black pudding. This pudding does not have the split feature. If the characters drop the pudding's hit points to 0, it collapses in on itself, forming a bright black gem the size of a walnut. This gem is used in area 43b.

45—Ouroborus

Tricky Door. When the characters first encounter the door leading to area 45, it has an illuminated “0” on it. When a character opens this door, two things happen. First, the number on the back of the door increases by 1—from 0 to 1. Second, the door

AREA 45 TREASURE

Bag	Treasure
1	7,676 pp
2	7,676 gp
3	7,676 ep
4	7,676 sp
5	7,676 cp

opens to a random area of the magnificent mansion, as if it were connected to one of the teleportation doors, depositing the characters into the given room. The exact location is random—use the Teleportation Doors table on page [x] to determine where it goes. While attached this way, the normal teleportation feature for the respective door is disabled. A character looking through the door won't immediately recognize that this door leads to another part of the magnificent mansion unless they've already been in the corresponding room and they succeed on a DC 10 Intelligence check.

Each time the characters shut the door and open it again, it leads to a different random room in the magnificent mansion, and the number increases by 1 again (1 to 2, 2 to 3, and so on). The seventh time the characters open the door, it actually leads to area 45, as depicted on the map, and the number resets to 0.

Treasure. There are seven pedestals in this room. Five

of the seven pedestals hold a bag of holding. Each bag contains valuable treasure, as shown on the Area 45 Treasure table. Fortunately, the treasure is non-phantasml.

any item costing 50 gp or less from the equipment section of the handbook for players can be found in this room. The junk is non-phantasml.

46—Meat

Meat Statue. The dais at the northeastern corner of the room hosts a statue. However, this one appears to be made of hunks of uncooked meat. If a character comes within 10 feet of the statue, the meat hunks develop numerous eyeballs and mouths which begin to babble—it's a **PHANTASMAL GIBBERING MOUTHER**. If the characters drop the gibbering moulder's hit points to 0, it collapses in on itself, forming a bright blue gem the size of a walnut. This gem is used in area 43b.

47—Decorative

Junk Piles. This room is filled floor to ceiling with mundane junk, making it impassable. Assume that

48—Plates

Dining Room. This cozy dining room is already set for a large meal. Five Samorion **PHANTASMS** (see page [x]) sit around the table. When the characters enter the room, they're in the middle of a heated debate over the nature of the simulacrum spell and how they can fix the issue of creating duplicates. Inevitably, one of them mentions the clone spell, causing the others to groan. The characters are free to join in on the conversation. These phantasms will only fight the characters if the characters physically attack them. Otherwise, they are content to continue their meal and discussion.

49—Splendor

Kitchen. This large room serves as a kitchen for the magnificent mansion. Four different elementals toil

Samorion Head

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 82 (15d10)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	16 (+3)	10 (+0)	17 (+3)	10 (+0)	7 (-2)

Damage Resistances acid, fire, lightning, thunder;

Damage Immunities cold, necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Special Traits

Constructed Nature. The head does not require air, food, drink, or sleep.

Actions

Multiattack. The Samorion Head can use its Psychic Scream. It then makes two Slam attacks.

Psychic Slam. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) psychic damage.

Psychic Scream (Recharge 6). The Samorion Head shrieks. Each creature within 120 feet of the head must make a DC 14 Intelligence saving throw, taking 28 (8d6) psychic damage and becoming stunned for 1 minute on a failed saving throw, or half as much damage and not becoming stunned on a successful one. A stunned creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

Bonus Action

Phantasml Tether. The head targets one creature that it can see within 30 feet of it. The target must make a DC 14 Dexterity saving throw. On a failed saving throw, the target is restrained by a phantasml tether until the end of the Samorion Head's next turn. The head can use its bonus action on subsequent turns to maintain the tether. Otherwise, the tether disappears. The tether also disappears if the Samorion Head chooses a new target.

While restrained by the tether, a target can use its action to escape the tether with a successful DC 14 Strength (Athletics) or Dexterity (Acrobatics) check.

here as the kitchen staff. The **EARTH ELEMENTAL** preps the phantasmal food which is then cooked by the **FIRE ELEMENTAL**. The **WATER ELEMENTAL** washes the dishes then hands them to the **AIR ELEMENTAL**, who dries the dishes and returns them to their place on the shelves. These elementals are too focused on their job to speak with the characters. If the characters attack them, however, they fight back.

The characters are free to eat the phantasmal food here. However, while the food is tasty, all of the food is an illusion and lacks nourishment.

50—Static

Hidden Passage. This passageway is hidden behind the Four Humors puzzle as detailed in area 43b.

Samorion Greeter Returns. The illusory Samorion head from area 30 reappears. In a threatening tone, it warns, “Intruders, you tread upon forbidden ground. This is a sanctum reserved solely for the true Samorion the Illuminated, not even for his myriad reflections. By proceeding further, you defy the very essence of this place. Heed this warning: even those bearing my likeness are not exempt from the wrath that shall be unleashed upon trespassers. Turn back now, or face the dire consequences of violating this sanctity.”

If the characters continue, it turns red and demonic and attacks. The Samorion head’s stat block is detailed on the facing column.

Poem on the Door. The door to area 51 has a poem scrawled onto it. It reads:

*Beyond this door, the ancient mage reclines,
In timeless slumber, midst arcane designs.
Awaiting the day, a cure unveils so clear,
To mend what ails, and wipe away each tear.*

*In dreams he searches, through vast realms unknown,
For elixirs and spells, in whispers shown.
Hoping that magic, or fate's gentle hymn,
Will heal his wounds, and restore life within.*

*Though ages have passed, and cobwebs now creep,
His spirit remains, in a vigil deep.
Believing that soon, the stars will align,
And grant him the answers, he longs to find.*

*So respect this place, let the wizard dream,
For one day he'll rise, with newfound esteem.
Until that moment, when cure becomes real,
Beyond this door, time's secrets he'll conceal.*

51—Archaic

Glowing Chamber. This entire chamber glows with bright, white light that pours from the walls, floors, and ceilings. Massive, semi-transparent tapestries depicting the life of Samorion the Illuminated drift without support against the northern and southern walls of the room.

Samorion’s Rest. A short flight of glowing white steps leads up to a dais. A sarcophagus made of force magic floats a foot off the glowing ground. Inside, it contains the sequestered form of the true Samorion the Illuminated. He wears a white robe that glows with its own internal light.

Samorion is currently in a state of suspended animation. Time does not flow for him; he does not grow any older.

The Simulacrum. Unless the characters already encountered him elsewhere, Samorion-7,677 appears in the doorway to this chamber. He carries two bags of holding slung over each shoulder—the two missing bags from area 45. The simulacrum warns the characters to go no further.

Samorion-7,677 explains that waking Samorion Prime from his slumber will endanger the old wizard, as he is cursed with an affliction that no known spell can cure. Samorion-7,677 politely asks the characters to leave. If the characters refuse, Samorion-7,677 calmly approaches the characters and gets within 10 feet of as many of them as he can. He then inserts one of his bags of holding into the other. This instantly destroys both items and opens a gate to the Astral Plane. The gate originates where Samorion-7,677 stood. Samorion-7,677 and any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Aftermath

Should your adventurers have discovered the prime form of Samorion and heeded the caution of Samorion-7,677, their departure from the magnificent mansion is unhindered. Awaiting them outside is the enigmatic Thorne, eager to hear tales of their exploration. Confirmation of the mansion's grandeur warrants a payment of 1,000 gp. If the party also stumbled upon the resting place of Samorion in the depths of area 51, they earn Thorne's admiration and a heftier reward of 5,000 gp.

However, if the party chose to disregard the warnings of Samorion, their audacity may not have gone unpunished. The simulacrum's bags of holding explosion may have sent one or more members spiraling into the vast expanse of the Astral Plane, casting them adrift on the shimmering tides of the Silver Sea. The group now faces the challenge of navigating this infinite realm and finding their way back, or reconciling with their new, weightless reality.

Should Tella, the elusive assassin, have managed to evade the party's clutches, her next steps are determined and swift. She seeks out her enigmatic employers to relay the details of her reconnaissance. As the pieces fall into place, it's revealed that both Tella and Thorne were manipulated by earlier simulacra of Samorion, orchestrating their moves from a bastion within the Astral Plane. These icy duplicates harbor a deep-seated vendetta; their ultimate ambition is to apprehend their progenitor, Samorion, and forcibly transport his dormant form to their astral fortress. The saga of Bloodstone Manor, it seems, is far from over. Ω

Samorion-7,677

Medium construct, chaotic neutral

Armor Class 11

Hit Points 81 (18d8)

Speed 30 ft., swim 90 ft.

Str	Dex	Con	Int	Wis	Cha
7 (-2)	13 (+1)	10 (+0)	20 (+5)	12 (+1)	10 (+0)

Skills Arcana +7, History +7

Senses truesight 60 ft., passive Perception 11

Languages Abyssal, Common, Draconic, Elvish, Infernal, Primordial

Challenge 4 (1,400 XP)

Proficiency Bonus +2

Special Traits

Special Equipment. Samorion-7,677 wears a *ring of invisibility* and carries two *bags of holding*.

Simulacrum Nature. Samorion-7,677 cannot regain hit points or gain temporary hit points.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Arcane Burst. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 120 ft., one target. Hit: 27 (4d10 + 5) psychic damage.

Spellcasting. Samorion-7,677 can use his action to cast one of the following spells, using Intelligence as his spellcasting modifier (spell save DC 15). Samorion-7,677 cannot regain spell slots. Once Samorion casts a spell of 1st-level or higher, he cannot cast it again.

At will: *dancing lights, mage hand, minor illusion*

Once each: *disguise self, invisibility, mage armor, major image, phantasmal force, phantom steed*