

ARCANE EMPORIUM, VOL. XI

WELCOME TO THIS MONTH'S EDITION OF Arcane Emporium, a monthly publication presented by Dungeon Master's Workshop. Arcane Emporium is a catalogue of homebrew rules, weapons, spells, monsters, and much more. Our mission is to provide the best content for Dungeons & Dragons, and roleplaying in general.

This month we are happy to—wait, what's that? Who are you? Oh, gods! No, sto—

GREETINGS, MORTALS.

WHO AM I, YOU ASK? I'VE HAD SO MANY NAMES. NAMES THAT MEN FEAR TO SPEAK ALOUD, AND OLDER NAMES WHISPERED ONLY BY SHADOWS.

I AM THE NIGHT AND ALL ITS TERRORS. I AM THE VOID AND ITS UNDENIABLE CALL FOR NOW, IT SHALL SUFFICE TO CALL ME THE DARK PRINCE.

I HAVE INTERRUPTED YOUR QUANT ENTERTAINMENT FOR SOMETHING FAR MORE IMPORTANT. ALL HALLOWS' EVE APPROACHES, AND THE JOURNEY FROM THE OTHER SIDE CAN LEAVE ONE EVER SO WEARY. THOSE WHO MAKE THE TRANSIT MUST FEAST TO RECOVER THEIR STRENGTH, AND THERE IS NO SWEETER DISH THAN FEAR.

FORTUNATELY FOR YOU, FEAR ONLY EXISTS WHERE THERE IS HOPE, AND SO HOPE YOU WILL HAVE. IN THE FOLLOWING PAGES LIES THE KEY TO YOUR SALVATION. HAPPY HALLOWE'EN.

TABLE OF CONTENTS

Hallowe'en House	2
Appendix A: Pregen Characters	9
Appendix B: Character Options	11
Appendix C: Monsters	12



HALLOWE'EN HOUSE

IN THE OLDER PART OF TOWN, IN A DARK CUL-de-sac known as Merope's Row, is the derelict old house known as Blackrose Hall. Generations ago, the Blackrose family for which it was named practiced dark arts with an inner circle that included many ranking members of the town. At first, these rituals were little more than salacious debaucheries veiled in the trappings of the profane, a rebellion against the prudish social mores of civilized life. Over time, however, the cultists' invocations became empowered by their growing disaffections. Empty words that had become desperate pleas in turn became dark vows that were accepted by even darker powers. And the prayers that had been directed at the empty darkness were answered with corrupting whispers.

Those who had turned a blind eye to the depravity that went on in Blackrose Hall were forced to act when a young man, an aspirant to the sordid clique, was brutally murdered during his initiation. In the fallout that followed, the Blackroses were put to the stake and their home burned.

But it was not the end of the story.

With the next full moon, Blackrose Hall rose again.

At first, the townsfolk did not know what to do. A witch hunt began for members of the Blackrose cult that may have raised the house through dark magic. More were put to the stake, and Blackrose Hall was burned again. This time, holy water was sprinkled on the ashes and the local priests maintained a vigil until dawn. Yet, still, on the next full moon the house rose again.

After the third time the house was restored from what was supposed to be a fiery end, the townsfolk gave up and simply opted to avoid the place. Merope's Row was soon abandoned for the horrible screams that occasionally came from Blackrose Hall, and aside from children running through on a dare, all living things seem to avoid the area.

INTRODUCTION

Hallowe'en House is an adventure for 3rd-level characters. Players can select a pre-made character from Appendix A, "Pre-Generated Characters", or create their own. Players who make their own characters are encouraged to select a flaw from those presented in Appendix B, "Character Options".

The adventure takes approximately four hours to complete, depending on the size and experience of the group. If you have difficulty pacing the adventure, there are several sidebars throughout the document that offer some suggestions.

Please note that the free version of this adventure does not include the appendixes. To get the complete version of the adventure, you must be a patron on *Dungeon Master's Workshop's* Patreon.

A HALLOWE'EN STORY

This adventure is intended to elicit a sense of horror, and there are some moments that can be rather disturbing. If your players are sensitive to such themes, it may be wise to adjust the adventure to suit their dispositions.

PART 1: INTO THE DARKNESS

The adventurers begin in area 4 (see the map on page 3). This is a sitting room with Read of paraphrase the following text:

You wake up to find yourself shivering.

Everything is cold. The wood floor beneath you that creaks as you make the slightest movement; the air, in which your breath faintly shimmers; even your clothes seem cool against your skin, as though you had just donned them.

Confused, you look down at yourself. You are lying on the floor of a room with several friends. In the silvery moonlight streaming in from a grand window, you can see that all of you have been settled into a position of repose, hands crossed over your chest like corpses.

With some alarm, you quickly scramble to your feet as if to prove to yourself that you are not, in fact, dead. Everything feels like it works. You don't need to check your pulse to feel your heart pounding. No, you're definitely alive.

Amid the relief you feel from this realization comes a sense of dread. Where are you? You look around. All the furniture of the room has been pushed to the periphery, as though the place is abandoned. Yet the house is clearly well-tended—the floors don't sag, the walls don't list, and not a speck of dust is anywhere to be seen.

Suddenly, a terrifying scream cuts into your thoughts, and with it visions. Blood, fire, sickening green light. Then, as quickly as it came, it's gone. And in its place comes the sound of heavy footfalls. They're fast, deliberate. And they're getting louder.

At this point, the players have a few moments to take stock of their condition. Convey to them that they are at full hit points, but do not have any equipment. They are free to look around the room for something that can be of use against whatever is approaching. A list of possible tools is included below, but you may feel free to add to or subtract from this list at your discretion.

WEAPONS

If the party contains martial characters, read or paraphrase the following text.

On the wall over the mantle hangs a metal shield with two axes and a sword crossed behind it. They are serviceable, if a bit dull. Near the hearth, a fire iron could also serve as an improvised weapon in a pinch.

The axes are both **battleaxes** and the sword is a **longsword**. The fire iron can be used as a **war pick**. It takes a DC 10 Strength (Athletics) check to pull the display free of its wall mount and separate the individual parts.

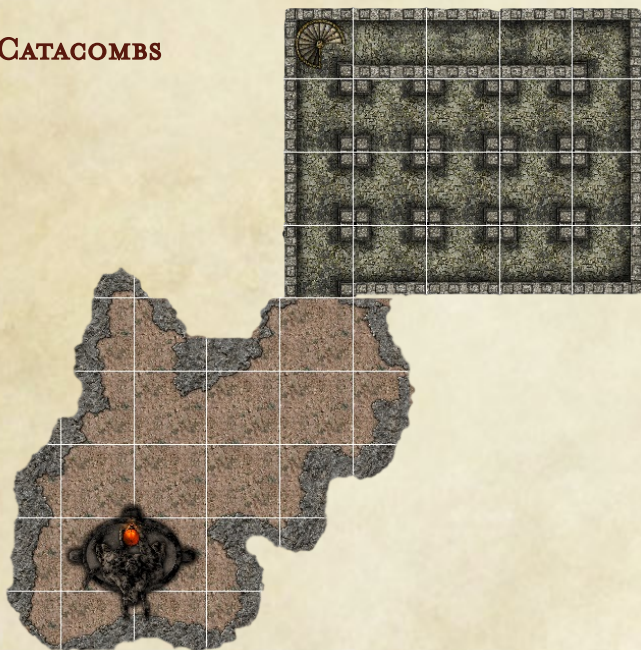
FIRST FLOOR



SECOND FLOOR



CATACOMBS



GENERAL FEATURES

Blackrose Hall is of ostentatious construction, with ornate furnishings and lavish architectural features. The house itself is aware, imbued with the lingering menace of the Blackroses who were burnt at the stake. Its goal is to fulfil their intent to feed the demonic statue in the catacombs and summon the Blackrose's dark patron. Some important features of the house are detailed below.

The house is three stories tall, plus an attic and a cellar. Beneath the cellar is an even deeper level of excavated catacombs. The ceilings of the first three stories are each 12 feet high and the attic has an 8-foot ceiling with drastically-sloping walls.

The exterior walls of the first floor are made of stone, and the walls of the upper floor are made of wood. Each room with an exterior wall has at least one window, though some are larger than others. The windows have hinges that allow them to swing outward. Doors to rooms always open into the room, and doors to closets open outwards.

The house is in pristine condition. The furniture seems completely free of wear, the floor is well-polished, and not a speck of dust is anywhere to be found. Yet, for all the evidence of care for the premises, there is no evidence of any living person residing there.

None of the rooms in the house are lit, though many rooms have fireplaces and other areas usually have an oil lamps. Regardless of how well-lit an area is, it always seems as though the room is only dimly lit (this does not affect vision).

The house feeds on fear and actively attempts to terrorize those drawn inside through a variety of terrifying and demoralizing strategies, detailed below.

Can't Escape. Characters can discern various windows and doors that lead to the outside, but a character cannot attempt to leave through them. Any attempts to reach for these points or move towards them fail.

Despair. An atmosphere of melancholy pervades the house. The longer a creature remains in the house, the more likely it is to succumb to some form of despair. Every hour the characters remain in the house, they must succeed a Wisdom saving throw following the rules described for Shadowfell Despair in chapter 2, "Creating a Multiverse" in the *Dungeon Master's Guide*.

Haunts. Haunts are supernatural effects that the house manifests to terrorize individuals based on their existing fears. Haunts occur at specific areas, as indicated in the description of the individual rooms.

Haunts fall into certain categories, some of which may be existing personality flaws and others may be imparted by the lingering madness of the house's former occupants. Before playing, you should assign the following flaws to one or more of your players: disease, gluttony, greed, and paranoia.

ARCANE IMPLEMENTS

If the party contains arcane spellcasters (bards, sorcerers, warlocks, or wizards), read or paraphrase the following text.

At the far wall stands a lectern, upon which rests a leather-bound tome and a gnarled wand. Nearby, the door to a closet hangs slightly ajar. Inside, you find a tall, polished staff, the top of which is carved to depict a clawed hand grasping a flawless crystal orb.

All of these objects are various types of arcane focuses, allowing spellcasters to cast spells without needing material components.

THE DOORS

Some characters may think to barricade the doors against intrusion. The handles of the doors do not support bracing something against them, but it is possible to heave the chairs near the fireplace against the doors or jam the firepoker into the floor and brace it against one door. Neither of these options will amount to anything, but it helps to frighten the players to allow their efforts to be defeated.

THE APPARITION

When the party has finished gathering their equipment, read or paraphrase the following text.

No sooner have you finished your quick preparations than a heavy slam violently shakes the double doors to the room. A second slam follows the first before, with an ear-splitting crack, a third and final blow shatters the doors inwards.

And into the room, striding with an aggressive purpose, comes a man. He has long, dark hair bound at the nape of his neck by a silver clasp. He is dressed in crimson silks with a black leather vest, trousers, and boots, as though he had simply walked out of an oil portrait of some lord of centuries past.

As he turns his head to survey the room, his eyes—black as coal—find all of you. Then, his noble profile twists and becomes grey and sallow. His eyes sink into his face and his jaw opens—wider and wider until it defies biology. He makes a dry gasping sound that quickly becomes a feral shriek and then, reaching his white-knuckled hands out before him, he rushes forward.

This is a manifestation of **Lord Silas Blackrose** (see **Blackrose Spectres** in “Appendix C: Monsters”), the one-time patriarch of the house. Silas was a physically imposing man, and the vision of him projected by the house has preserved this. He stands nearly seven feet tall and looks strong enough to wrestle a bear.

The manifestation of Silas attacks the nearest weak-looking character and attempts to use its Life Drain ability. He uses his Ethereality ability to slip into the Border Ethereal if the grapple is broken or the first target is reduced to 0 hit points. From there, he vanishes into the Deep Ethereal.

THE BORDER ETHEREAL

The Blackrose apparitions are able to travel between the Material and Ethereal planes at will. It is important to remember that the Ethereal Plane is comprised of the Deep Ethereal (only reachable by *plane shift* or *gate*) and the Border Ethereal, the so-called “shore” of the plane where it overlaps with the Material Plane. The first round before the spectres enter or leave the Material Plane, they must travel through the Border Ethereal, where they are visible to those present on the Material Plane.

DMs are encouraged to make use of this feature to heighten tension with the players. Have the Blackroses haunt the characters as they roam the manor, occasionally appearing as shadowy figures near isolated characters or where the party is lingering on inconsequential details. Remember that the apparitions are invulnerable to effects in the Material Plane while located on the Border Ethereal.

1. FOYER

This small room serves as a buffer between the house and a pair of solid wood doors set into the thick stone that can only be the exit to the street. Pegs and benches line the walls for cloaks and boots, though only a single cloak cut in an old fashion hangs there.

Though this may seem like the salvation of those trapped inside, escape quickly proves to be beyond the grasp of those who have not ended the curse over the house. Any attempts to move within reach of the doors, or to deliberately push someone else into them, or grasp them at the handles if somehow forced close enough all simply fail. The will to make such motions simply doesn't translate into actual action (see “General Features” sidebar on page 3).

2. ENTRANCE HALL

A collection of oiled portraits in heavy wood frames are hung in this hall. As you enter the room, you feel a distant apprehension, as though you were being watched.

Not much is in this room right now except for the portraits on the walls. A character who succeeds a DC 15 Investigation check notices faint scratches in the floor near the south wall, consistent with furniture having once sat there. A closet on the far side of the hall has a shelf and a rack with pegs where another old cloak hangs.

There are five portraits in this hall, three of men and two of women. The party immediately recognize one of the men as the man who accosted you in the parlour. A small plaque at the bottom of the frame reads ‘Silas’. The second male figure

is soft in all the ways that Silas is hard. His stomach is cut off by the perspective of the image, but still it dominates the picture. The name 'Humphrey' is engraved on the plaque below his picture. The third male figure is notably younger, no older than twenty named 'Errol'.

The female figures are equally distinct. A stern, grey-haired woman who would be matronly if not for her scowl is dressed all in black, the name 'Agatha' on the plaque beneath her. The other woman is a raven-haired beauty in a low-cut dress and lips red as rubies. 'Elethea' is engraved on a plaque below her.

These were the last living members of the Blackrose family and the forms given to the manifestations of the house's spirit.

Haunt (Paranoia). Characters with the paranoia flaw cannot shake the feeling that they are being watched in this room.

A character affected by this haunt who takes a moment to examine the portraits present here becomes certain that the eyes are actually moving to follow them. At this point, the haunt is triggered and the five portraits collectively awaken as **cursed portraits** (see "Appendix C: Monsters"). They prioritize the haunted character or characters with their Haunting Gaze ability.

THE HORROR, THE HORROR...

The cursed portraits have one ability, so be evocative when it comes to describing the effect. Maybe the faces of the figures become skeletal, maybe they cry blood, maybe they scream out fiercely. The more disturbing the visual, the more your players will be immersed in the dark ambience of this story.

3. THE GRAND HALL

This large room features an enormous hearth flanked by two sets of fine plate armour, one holding a greatsword and the other a glaive. A large, intricately-embroidered rug is spread over the floor. Two pairs of double doors open in the north wall while the east wall is dominated by a large, spiral staircase and a corridor leading further into the house.

The rug is a **rug of smothering** (see the stats in the *Monster Manual*). When a character steps on it, it surges into motion and attempts to smother them.

The suits of armour are normal suits of armour and can be donned and their weapons wielded.

5. DINING ROOM

This room is dominated by a large wooden table waxed and polished to a mirrored finish and set with fine plates, glasses, and silverware. A door near the fireplace leads to the kitchen.

A character that takes a moment to examine the silverware may learn with a successful DC 15 Intelligence check that the

silverware is made of real silver. The set is easily worth 100 gp, though it weighs 15 pounds and is impractical to carry without some ingenuity.

Haunt (Gluttony). Characters with the gluttony flaw catch a faint, savoury scent as they enter the dining room.

A character affected by this haunt who remains in this room for at least one minute notices as all plates to fill with all manner of appetizing dishes that they are compelled to consume. They must succeed a DC 12 Wisdom saving throw or be forced to begin eating.

Any character that ingests any of the food produced by this spread must succeed a DC 10 Constitution saving throw or become poisoned for 24 hours or until they take an antidote (see area 15).

6. KITCHEN

This modest room is dominated by a large hearth and a table heavily scarred from a lifetime of supporting the chopping of vegetables, the kneading of bread, the grinding of herbs, and other daily routines of kitchen life.

There is a walk-in pantry off the hallway door that is well-stocked with ingredients stored in sealed jars, and a trap door near the table leads down into a cellar filled with mostly-expired foodstuffs. Cleavers and knives can function as daggers for characters without martial weapon proficiency.

7. SERVANTS QUARTERS

Two small beds are practically all that fit in this cramped room far removed from the more lavish parts of the house. A narrow closet hugs the exterior wall where a few humble outfits are hung, and a small chest sits at the foot of one of the beds.

The chest is locked (DC 10 to open with thieves' tools) and contains some roughspun shirts and trousers. Buried at the bottom of the chest is a small leatherbound book. This was the journal of a servant who stayed in the house, and it details the descent of the Blackrose family into depravity from what they gleaned overhearing their discussions through closed doors. It also reveals that the entrance to the cult's lair is accessed through Silas' study on the second floor (see area 14).

8. UPPER HALL

The stairs wind up from the first floor to open up into a similarly-sized hall with a fireplace nearly as large as that of the room below. Three suits of armour line the far wall, all holding longswords and shields. Covering the floor is the largest pelt you have ever seen; what it originally was you do not know and fear to wonder.

The pelt is that of a dire bear and has been expertly cured. If the characters can find a way to transport it, it can be sold for 500 gp.

9. THE LONG HALL

Four sets of double doors open off this hallway, the walls of which are hung with tapestries depicting solemn scenes.

Feel free to embellish the nature of the images depicted on the tapestries, preferably to suit whatever suspicions your players have already voiced.

Haunt (Claustrophobia). Characters with the claustrophobia flaw immediately feel as though the walls of this hall are oppressive. The first time they attempt to go from one end of the hall to the other (such as from area 11 to area 12, but not from area 8 to area 12), this haunt is triggered.

The character perceives that the hallway seems to grow longer and narrower with every step they take, and after but a few paces they must succeed a DC 12 Wisdom saving throw or be incapacitated for 1d10 minutes and gain a level of exhaustion.

10 & 11. GUEST BEDROOMS

This room, though comfortably furnished and featuring such noble amenities as canopy beds, shelves, and walk-in closets, is otherwise rather plain. An empty chest sits open at the foot of the bed.

These rooms were previously kept for guests. They are well-appointed but have little personality that is different than that of the rest of the house. There are no valuables beyond the bedding and furs.

12. LIBRARY

The entire west wall is dominated by a large floor-to-ceiling bookshelf where hundreds of titles, their leather covers diligently oiled and preserved, are neatly organized. Two overstuffed chairs sit atop a luxurious rug before a large fireplace, over which hangs an oil portrait of a stern-faced man.

The Blackrose library has one of the largest private collections of books that most people will ever see. Much of it was collected by previous generations, but several sections were greatly expanded by Errol Blackrose.

A large closet in the south wall of the library contains all the supplies necessary to maintain the library, including oil for the leather, twine to mend frayed bindings, and so on.

TREASURE

The real treasure here is the books, which number nearly 500 unique volumes worth a total of 15,000 gp. Obviously, transporting this many books presents logistical challenges that would take much too long to solve under such pressure, but a character who succeeds a DC 15 Intelligence (Investigation) check can pick out one or two books worth more than 100 gp that can be more easily carried.

Roll a d6 and consult the following table to determine the subject matter of a randomly-chosen book.

d6 Book

- 1 Biography of a famous figure
- 2 Anthology of poetry
- 3 Epic novel
- 4 Book on heraldry
- 5 Alchemy treatise
- 6 Religious catechism or exegesis

13. STUDY

A massive desk of burgundy-coloured wood and a high-backed armchair are the main fixtures of this room, though it's hard to miss the glass-fronted bookshelves on the far wall. They are shorter than the one in the library, rising no higher than the windowsill, but hold a great many books of their own.

The books in the study are the most valuable of the Blackrose collection. The cases are locked (DC 20 to open with thieves' tools) and contain a further 150 books worth 25,000 gp. These include rare, first-edition, illuminated manuscripts and titles previously thought lost by scholars. Use the same table as for the library when determining the subject of a tome selected at random.

In addition to the books in the shelves, there is one further item of note to be found in the study. The bottom drawer of the desk is locked (DC 15 to open with thieves' tools) and contains a false bottom that can be found with a successful DC 15 Intelligence (Investigation) check. Inside is a book bound in a leather of uncertain origin. Any creature who attempts to read it must succeed a DC 12 Wisdom saving throw or be rendered incapacitated for 1d10 minutes.

The text describes the depraved rites the Blackroses conceived, each more profane than the last. With at least 10 minutes of study, one learns the following:

- The Blackroses received patronage from several of the most powerful archdevils in exchange for their worship.
- The curse can be broken if the seven seals that are marked on the fiendish statue (see the catacombs) are destroyed.

14. SECRET STAIR

Concealed behind a false wall in this closet is a narrow spiral staircase that leads down to the catacombs. Characters must succeed a DC 20 Intelligence (Investigation) check to find the secret latch that opens the wall. A character with the servant's journal (see area 7) has advantage on this check.

When the stair is discovered, read or paraphrase the following text:

The secret wall panel groans open to reveal a stone spiral stair. A stale draft wafts up from below, tainted with a faint scent of corruption.

15. LABORATORY

As you enter the room, you are immediately greeted by a cocktail of strong scents that nearly make your eyes water. Beakers filled with liquids of various colours stand amid complicated alchemical contraptions and stone bowls filled with gruesome contents. A heavily-annotated tome rests open on a table-top lectern.

The door to this room is locked (DC 10 to open with thieves' tools), though a successful DC 20 Strength (Athletics) check can force the door open.

A character proficient in alchemist's tools or herbalism kits who spends a minute studying the tome on the table can discern that the instructions in the tome are for the creation of a healing potion, with the annotations guiding a more rapid creation using rare ingredients. There are enough ingredients on the table and in the shelves near the door to allow for the preparation of multiple doses, depending on the result of a character's Intelligence check with the tools.

Consult the following table for the number of *potions of healing* that can be created based on a character's check (remember to add their proficiency bonus if they are proficient with alchemist's tools or herbalism kits and apply disadvantage to the check if they do not).

Result	Number of Doses
5 or below	1
6–9	2
10–14	3
15–19	4
20 or higher	5

A character proficient with herbalism kits and poisoner's kits can also produce $1d4 + 1$ doses of antitoxin, such as would neutralize the poison ingested by those who are from the phantom banquet in the dining room (see area 5), thus curing them of the poisoned condition.

Finally, a third recipe can be followed to produce $1d4 + 1$ doses of a fortifying tonic that reduces exhaustion levels by 1.

It takes one minute to prepare one dose of antitoxin, tonic, or one *potion of healing*.

SECRET DOOR

In addition to the locked entrance at the north side of the room, there is also a secret door in the southwest corner of this room (located at the back of the closet). This leads out behind a tapestry in the upper hall (area 8). Finding the latch on either side requires a successful DC 20 Intelligence (Investigation) check.

WHAT ABOUT THE UPPER FLOORS?

Those who read the General Features sidebar on page 3 will know that the house extends up to a third floor with an attic. The floors contain the bedrooms for the five Blackrose family members and a long-disused nursery with attached quarters for a nursemaid that were converted to be more comfortable for Agatha Blackrose after she relinquished the leadership of the family to her son, Silas, and moved out of the master suite.

These areas do not need to feature in the adventure unless your players venture up there, and there are no encounters that are planned for these rooms. For this reason, maps and descriptions for these areas have not been included. Below are some suggestions for contents, but you can feel free to fill these rooms with whatever details you wish.

Master Suite. This room's last occupant was Silas Blackrose and his wife, Elethea. It is divided into a sitting room and bed chamber, both served by a two-sided fireplace in the rooms' corners. It is decorated with a regal austerity, a mixture of the harsh style of Silas and the decadent style of Elethea.

Humphrey's Room. Humphrey was prone to gout from being so heavily overweight and his room reflects his infirmities. A hoist allowed servants to help him get in and out of bed and the garments in his armoire are large and shapeless so as not to stretch against his corpulence.

Erroll's Room. The young Erroll was sickly as a child and would often spend days in bed. He developed a fascination with books and became a notable erudite on many subjects. Unlike his siblings, he was not motivated to participate in the cult activities by hedonism and social rebellion, but by a desire to be healthy. This fixation with life and death is manifest in such macabre decorations as skulls and ravens.

Haunt (Disease). Characters with the disease flaw immediately get a sense of malaise in this room. If they remain in the room for at least one minute, they begin to retch and is plagued by fatigue and cramps. They must succeed a DC 12 Constitution saving throw or suffer one level of exhaustion. While they remain in the room, they are incapacitated.

Agatha's Room. Once the quarters for a nurse maid, they have been converted for use by the former family matriarch.

Treasure. Agatha has an impressive collection of jewels, including emerald necklaces, sapphire rings, ruby brooches, and moonstone bracelets. In total, the collection is worth 10,000 gp.

Attic. Unused furniture covered is stored here covered in white sheets.

CATACOMBS

As you descend the stairs, they grow narrower and cooler. The chill begins to creep into you, seeping deeper inside of you as you make your way deeper below until at last you arrive in a type of undercroft. At the far end of the catacombs, the masoned wall gives way to a rough tunnel. A sense of foreboding emanates from that direction.

The undercroft is cramped, with pillars to support the vaulted ceiling. Attacks with reach weapons have disadvantage within this area.

Through the opening at the far end of the undercroft is the source of the curse that plagues the property. When the players reach the opening, read the following text:

Feel crimson light fills this crude excavation, emanating from an orb clutched between the clawed hands of a terrifying statue. Nearly ten feet tall, the figure has the upper body of a lithe, exquisitely-muscled man, legs that end in cloven hoofs, and a ram's head with mighty, curved horns. Seven glowing glyphs flicker faintly on different parts of its body. As you step into the chamber, the figure's head turns to fix you in a hateful gaze.

"Like lambs to the slaughter", the words roll forth from the entity like a low rumble of thunder. "Come water my altar with your blood."

The **fiendish statue** (see "Appendix C: Monsters") is impervious to all damage. However, every successful attack against it destroys one of its seals. When all seven seals are destroyed, the statue crumbles to dust and the curse on Blackrose Hall is lifted, allowing the characters to leave.

Haunt (Greed). Characters with the greed flaw must succeed a DC 12 Wisdom saving throw or become obsessed with the flawless orb held by the entity and must move towards it at their full speed on their turn. If an attack is directed at the orb while they are within 5 feet, they must immediately use their reaction to throw themselves in front of it, causing the attack to be resolved against them instead.

A creature affected by this haunt repeats the saving throw at the start of each of their turns, ending the effect on a success. They also repeat the save every time they take damage from an attack meant for the orb.

The character can still attack the fiendish statue while affected by this haunt, though attack rolls are made with disadvantage as they seek to avoid striking the orb.