

20 THINGS TO FIND IN A HAUNTED MANSION

1. A cracked hand mirror made cloudy with age. A distorted reflection stares back at you. If you smash it against something hard, you'll be able to take a single razor-sharp shard of glass.
2. A wooden sewing box filled with buttons, a pair of embroidery scissors shaped like a bird, and a rose-colored hair ribbon stained with tears.
3. A pair of knitting needles sharpened to draw blood.
4. A closet door which slowly swings open when you turn your back.
5. A board with servants bells that ring quietly when you're close to the kitchen.
6. Half a photograph showing a serious young man with dark hair and spectacles. The picture has been ripped to remove whoever was next to him.
7. A mounted fox with beady black eyes and moth-eaten ears. You can't tell if it's meant to be smiling or snarling.
8. A lightly rusted typewriter still holding the beginning of a letter. When you try to remove the paper, you find yourself writing what is missing. What is written is clearly not about you, yet it is eerily similar to your own recent experiences.
9. A canopy bed completely hung with dark green velvet. If you lie down to sleep in it, strange dreams will follow.
10. A shoe box filled with a soldier's memorabilia from the war: a medal awarded for acts of bravery, a photo of a pretty girl, a set of dog tags, and several newspaper articles describing battles at sea.
11. A sticky bottle of prohibition-era gin. When you hold it up against the light, you see something floating around in it. It might be the tip of a finger.
12. A child's rocking horse, clearly loved in its time. If you place your hand on it, a radio nearby starts broadcasting from the 1929 Grand National.
13. A staircase leading to a brick wall with no opening. If you knock on the wall, it sounds hollow.

14. A framed collection of mounted butterflies. If you remove the pins from any of them, they start flying about the room looking for nourishment. If you pay attention, they may lead you to the hidden conservatory.

15. A signet ring bearing the initials B.E. If you put it on, the room seems brighter and you instantly feel stronger and more confident.

[Initials should match with the first owner of the mansion. The longer the wearer keeps the ring on, the more intrusive thoughts they should experience. They will hear servants whispering behind their back and start to think, like the original owner did, that their *family members* are only after *the gold*.]

16. A mourning locket decorated with braided hair and containing a very small key.

17. A cigar you can light and then can't put out in any other way than smoking it.

[Smoking the cigar enhances the effect of the signet ring]

18. A travel gramophone. A record is already placed on the turntable but you can't seem to make it work. If you take the gramophone to the garden, it will start to play on its own.

19. A book on medicinal plants from 1930. Some of the dog-eared pages correspond with flowers you can find in the overgrown garden.

20. A small jewelry box containing a broken pearl necklace. A loose pearl lies nearby, hinting that there are more around the mansion.

[If the player character finds all the pearls, completing the necklace, they'll hear a woman sighing with pleasure, and a door will open somewhere.]