

KEY GUIDE

There are 16 important keys in the Darkest House. Use this checklist to keep track of which keys the PCs have found, and what they do. (Note that there are a few other keys in the house that have no known purpose, and those are not listed here.)

Key	Found	Use
Bone Key	A Storeroom of Sorts	Opens the Armory from a Storeroom of Sorts or the Sewing Room
Gold Key	A Storeroom of Sorts	Opens the door into the Gallery
Silver Key	A Storeroom of Sorts OR the Ballroom	Opens the lock in the Doorman's chest
Plain Key	A Storeroom of Sorts	Opens the lock in the Doorman's head
Blue Glass Key	The Trophy Room	Opens the tiny door in Lying in State
Steel Key (Encasement Key)	The Dripping Room	Frees a character trapped in metal in the Mannequin Room
Key in the Plants	The Greenhouse	Opens the door into the Dripping Room
Gold-plated Key	The Private Study	Opens the locked trunk in the Attic
Knife Key	The Kitchen	Opens the Dining Room hatch leading to the Wine Cellar
Key Ring	The Foyer	Keys open the doors into the Ravendream's room, the Studio, and the locked Familiar Room (in the Frater section)
Three-Stemmed Key	Long Corridor	Opens hatch in the Long Corridor. Also opens the doors into the Ravendream's room, the Studio, and the locked Familiar Room (in the Frater section) but in so doing draws ghosts that attack
Tooth Key 1	The Tree	Opens the first locked box in the Secret Room
Tooth Key 2	The Tree	Opens the second locked box in the Secret Room
Locket Key	Cat Menagerie	Opens the door between the Shoïn and the Music Room
Key in the Bag	The Vestibule	Opens the door into the Master Bedroom
Key in the Jacket	Master Bedroom	Opens the door into the Private Study