**Summary**

**Items:**

* **Front door key**
* **Jar with brain**
* **Lockpick**
* **Chainsaw**
* **Healing Salve**

**Stat Changes:**

* **Strength (-1)**
* **Agility (-1)**
* **Health (-6, +4)**
* **Sanity (-1)**

**Start Cut scene**

* Backstory of getting the key from a letter.
* Front door key starts in inventory **(Item)**

**Entrance way**

* Coat hangers, Sofa / seats, Plants in the room

**Grand Staircase**

* Expensive assets
* Golden platter (sentient)
* Statues (4 of them facing the staircase), about the Cally’s height
* Red carpet
* Double doors at the top of the stairs to upper floor (can’t go there yet)
* Portraits (facing that are somewhat similar to Cally.

Actions:

* Look at statues with Perception – “they look expensive”
* Hear wishers from golden platter – “Touch me” – after looking at statues
* Move to next room

**Room C – Private Classroom**

* Has: blackboard, desks, drawings, letters, chairs.

Actions:

* Shadowy figure on the teacher’s desk, player approaches
* Turns out the be a woman, wearing all black, she is spooked to see you.

Dialogue:

* Woman – “gasp”, “Who are you?”, “I didn’t expect anyone”.
* Cally – “Who are you?”
* Maranda – “I’m Maranda”, I received a call about this place, I decided to investigate, I think it may be haunted”.
* Cally – “I’m Cally”, “It was my aunt’s house”.
* Maranda – “Nice to meet you”, “nice to know who owns the house”.
* Maranda – “may I ask you a few questions?”
* Cally – “Sure”.
* Maranda – “When did you inherit the house?”
* Cally – “A week ago, I received a letter at my house, it had a key inside of it”.
* Maranda – “Who was the last person living in this house”
* Cally – “an aunt of mine, though I never met her”
* Maranda – “Can you recall her name”
* Cally – “I don’t know”
* Maranda – “So…you are sure she is dead?”
* Cally – “As far as I know yes”

Maranda then looks around the room

* Maranda – “Are you 100% sure, she is dead”.
* Maranda – “My mind is picking up something strange from somewhere else in the house, please take care as you explore”.

Maranda then gets up and leaves the room.

More Actions:

* You approach a set of draws in the room and attempt to open it. You manage to open the draws finding a crystal ball inside, its cloudy and you can’t see anything in it. For now, you just put it in your inventory.

Cally moves to Room B

**Room B – Kitchen**

Actions:

* You attempt to open the door, its locked.

Cally moves back to Room C, she looks around for the key but fails to find anything except for some spider webs in the corners of the room.

Cally Moves back to the main staircase

**Grand Staircase**

Actions:

* Cally looks around the room for a key but fails to find anything.
* Cally is however fixated by the golden platter which once again says: ”touch me”.
* Cally moves over and pokes it, it falls off its stand onto the floor.

Dialogue:

* Golden Platter – “ah… that’s much better”, “Now throw me at that statue”

More Actions:

* Cally throws the platter, missing the statue and hitting the wall behind it instead.
* The golden platter says “no…..” while slowly melting into a lump of gold on the floor.

Cally Moves to Room D

**Room D – Larder**

Cally attempts to open the door, but its locked as well.

Cally moves to Room A

**Room A – Mirror Room**

* There are 10 mirrors in the room, facing towards a table in the centre of the room.
* The table has lit red candles on it.

Actions:

* A woman with long dark hair & a pristine white coat smiles at you. She raises a needle the size of a fist the point of the needle glistens in the candle light.
* She laughs at you, pointing the needle at your eye
* Cally tried to dodge the needle, but it hits her, not taking her eye out.
* The needle sucks out her soul, Cally yells in pain.
* As the woman fades into the air, she says “ollie broke it”.
* **Stats: Strength -1, Agility -1**
* Cally then recovers and looks around for a key, she notices that one of the mirrors is fake.
* Cally knocks over the mirror, it shatters and reveals a key.
* The walls around her start to drip with blood, the wall in front of her seems to say “ollie
* broke it”, the wall behind her says “7 years…”

**Room G – Conservatory**

**Actions:**

* Cally attempts to unlocks the door with the key, it doesn’t fit.

**Room D - Larder**

**Actions:**

* Cally attempts to unlocks the door with the key, it doesn’t fit.

**Room B - Kitchen**

**Actions:**

* Cally attempts to unlocks the door with the key, it fits, and the door opens.

Objects in room

* Fridge, table, chairs, cutlery, oven, worktops

More Actions:

* A stand of frying pans starts hitting against each other as you enter the room.
* Suddenly a butcher appears, he is headless, and has a knife raised. His attack has a Strength of 6, he attacks Cally stabbing her in the shoulder, the butcher the vanishes into the air.
* **Stats: Health -1.**
* Cally then searches the room, she doesn’t find anything.
* Cally feels like there is something in the Fridge and the Oven.
* Cally opens the fridge first; 3 cockroaches appear out of the nowhere. 1 moves to the floor, 1 moves to the wall & the last one move the cally’s hand.
* Cally brushes off the cockroach from her hand.
* Cally finds a jar in the fridge, it looks like pickles but turns out to be a brain. The jar has a label on it saying, “do not eat me”. **(Item)**
* Cally then checks the oven, she finds a lockpick **(Item – gives +1 Agility bonus on use with lock)**

**Room D - Larder**

Actions:

* Cally uses the lockpick on the door and manages to unlock the door.

Objects in room:

* **All Rotten:** Meat racks, cows hanging, vegetables meat.
* Flies are everywhere

More Actions:

* As Cally enters the room she smells burning.
* A burning man runs towards Cally, just before he reaches her he shatters to pieces.
* Next cally spontaneously combusts, she looks at her hands which are really on fire…she falls to the floow and the fire seems to stop.
* **Stats: Health -2**
* Cally there sees someone approach

Dialogue:

* Male voice – “Hey lady, can I help you?”

Cally looks up to see a rather wealthy looking 18 year old boy

* Cally - “Who are you?”
* Kyle - “This wasn’t my idea…. My name is Kyle, I was playing a game of truth or dare with my friends and I chose dare.”
* Kyle “My dare was to stay in this house until dawn”, “supposedly this house is haunted”
* Kyle – “What are you doing here lady”
* Cally – “it’s my house, well I inherited it recently”.
* Kyle – “Who would live here, it’s more of a mess than my room”.
* Cally – “My aunt lived here”.
* Kyle – “all right, here’s the thing, I found this key, I have no need for it. I’m willing to trade it”

Cally trades over the jar with a brain for the key.

* Cally then looked around the room, a cow caucus moves a little, its cow belling ringing.
* Cally then reached inside and found a Chainsaw **(Item).**

**Room E – Small Art Room**

The room has canvases, paint, buckets, brushes, portraits, mannequins and more.

Actions:

* A snake appears and coils around cally’s leg
* Cally waits, she spots an item nearby and hits the snake away
* The snake bites cally as it is hit away.
* **Stats: Health -1**
* The item turns out to be a Toy Monkey that claps **(Item)**
* Cally looks around the room but finds nothing of use.
* Cally then places the Monkey on the ground, expecting it to do something…
* She tries to force it to move, but nothing happens
* **Stats: Sanity -1**

**Room F – Trap Door Room**

The room just has a trap door in it.

Actions:

* Cally looks at the trapdoor, trying to see if she can see anything extra about it
* Nope, it’s a trapdoor, duh, whatelse do you expect?

**Room G – Conservatory**

Approaching the door, Maranda is waiting outside, she looks scared.

Dialogue:

* Maranda – “It seems the house is indeed haunted”

Cally thinks in her head – “duh”

* Maranda – “I’m sensing a high spiritual density behind this door”

Cally shows her the crystal ball she found earlier.

Maranda looks into it deeply, she seems to have been overcome.

* Maranda – “Can I have it?”
* Cally – “why? do you need it?”
* Maranda – “Can I have the crystal ball? I need it now!”

Cally keeps the ball

* Cally – “Sorry, I think this is important, I much rather keep hold of it for now”
* Maranda – “Fine…don’t blame me if something happens to you later on”

Maranda leaves, she seems to be angry at you.

The conservatory is filled with plants in rows. A middle row and two outer rows.

More Actions:

* Cally enters the room
* She sees a fly trap in the room.
* Cally reaches inside the fly trap and finds a pouch.
* Before Cally can get her hand free from the plant it bites her
* **Stats: Health – 2**
* The plant then talks…

Dialogue:

* Plant – “Sorry, please take the item in return for my actions”.

More Actions:

* The pouch contains an item, a Healing Salve **(Item).**
* Cally uses the healing salve to gain some health back, using the item in the process
* **Stats: Health + 4**
* Cally then looks around the room, noticing a variety of colours in the room, but nothing more of interest.
* Cally then hears a voice in the distance

Dialogue:

* Kyle – “Hey lady, come upstairs, I think I found something”.

**End of Ground Floor Roleplay.**