**Basement Role-play**

**Summary**

**Stats**: -5 Health, -3 Sanity

**Items Gained:** Health Bag, Weege Board

**Healing Bag –** with a cool down, can attempt to use to heal ourselves or someone else. Cool down is 1-2 minutes.

**Weege Board –** Can be used with a cool down to speak to the dead or friendly spirits. Cool down is 1-2 minutes.

**Landing**

Nothing happens in the room

Looks of the room

* Brick textures on the walls
* Lower ceiling
* Darker room lighting wise

**Room A – Furnace Room**

In the room

* Coal pile with a shovel in it, you can’t pick it up.
* Incinerator - its big and hot!
* The room is rather dusty

Event

* Can be triggered on enter or something.
* The room is locked for 1 minute.
* 2 Fire spits come out of the incinerator – the player can’t move and they both hit the player, cause 1 damage the first time and 2 damage the second timer. **Lose 3 health**
* You also catch fire a little from the attack, though it fades away quickly

**Room B – Statue Room**

In the room

* Statues, about 8-9 of them in the room.
* One of the statues is looking at the player wherever they are in the room
* Under another statue is a Healing bag **(Item)**

Healing bag can be used here but it doesn’t work as you can’t understand how to use it.

**Room C – Underground Lake**

In the room

* A low level of the water in the room, it’s up to you how big it is.

**No events take place in this room**

**Room D – Wine Cellar**

In the room

* Barrels
* Wine racks
* Wine bottles
* Whiskey Barrels
* Tables

Under a table, you find a dusty box.

You examine the box and find the “Weegy board: Special edition”.

**Room E – Charred Room**

In the room

* Burnt room, everything in the room is burnt and therefore blacker
* Mirror in room

Event

* You look into the mirror
* You blink
* A mass of wooden mannequins behind you in the mirror, you can’t look back
* You freeze in position
* The lights go off for a second and go back on
* The mannequins move closer to you
* The lights go off again, wait a second and go back on
* The mannequins move closer to you again
* The lights go off once more for a second and go back on
* The third time the player can turn around, the mannequin is fingering you in the **butt (lose 2 health & sanity)**
* The player can move again

**Room F – Caldron Room**

If you go to the room before exploring the other rooms

* The door is locked
* The door whispers, “Come back later….”

In the room

* Writing on the wall
* A table with notes on it
* A shelf with potions
* A shelf next to it with different items, jars with weird items in it (eyeballs, fingers, etc.)
* Cauldron in the room
* Potions in the room

Event

* When you look at the potions in the room you have a choice of either blue, green or red potions.
* Pick up the blue potion and drink it, the other two potions disappear, nothing happens at first.

Attempt to use first aid kit, you fail again

**Ending Event**

You can’t move, start to shrink (undefined size), and turn blue in colour. The screen fades while this is happening.

**Lose 1 sanity**

**General Notes**

Npc’s can explore the rooms you have entered and can talk some random talk for a moment every 30 seconds or so.