**Notes for roleplay**

Key for front door

Backstory cutscene

Coat hanger, Sofa, Plants (in hall)

Grnad stair case – expensive, golden plater, statues next to starcase (looking at), red carpet (double doors, upper floor?)

Portraits, seem similar in look to cally

*Look at statues*

*Perception roll – it’s an expensive statue (4 of them), about player height*

Hear whisper that says touch me (when looking at statues).

**Don’t touch**

Move to another room

**Room C – heading towards door**

***(hear another whisper “I said touch me”)***

Open door to Room C - hear scream (“arhh…..”).

**Room c – private classroom**

* Used for some home tutoring
* Desks
* Blackboard
* Drawings
* Letters
* Chairs

See shadowy figure – at teacher’s desk

**Approach teaches desk**

Chair turns around – see woman, wearing black all over, very scared at sight of you

“didn’t expect you”, “gasp”, “who are you”

* Reply

“who are you” – ***whatever you reply (up to us!!!!!)***

“I received a call – investigating this house, think it may be hunter – Maridia (cultist)

“nice to meet you” “nice to know who owns the house”.

“may I ask a few questions now I found you”

* Reply – “sure”
* “when did you inherit the house”
* Reply – “a week ago, got letter at house, with key”
* “who was the last person living in this house”
* Reply – “an aunt we never met”
* “can you call her name”
* Reply – “unknown”
* “just to confirm is she dead”
* Reply – “as far as I know, yes”.

Marinda looks around, “are you sure 100% she is dead”

* Reply – “I assume so…”

“my mind is picking up something strange from somewhere else in the house, please protect you self”.

She then runs off to another room

Draw – try to open it – find a crystal ball (haysy images appear in ball, after a specific point in game it’ll do something. Puts in inventory for later use.

**Goes to room B**

Room B is locked (all doors).

Perception – find key

Search classroom for key

No key found in classroom

As look around spider webs in corners

**Back to grand staircase**

Perception for key for room B

No key found here either

Something strange about golden platter

* Its wants us to touch it
* Cally touches it

As touches – poke it, moves a few inches, falls off base. It doesn’t shatter and thanks player saying “that’s much better”, “now throw me”.

Cally throws platter

As grabs – “all right, through me at that statue”

Agility roll

You miss the statue and hit the all instead, platter is angry at you, it melts into gold “No……………….”.

Nothing else happens

**Room D**

As attempt to open door to D, room is locked as well.

**Room A**

Open

Enter a door, has 10 mirrors, standing, can be moved around.

Something happens

A table, with lit candles on it (red candles). A woman with long dark hair, a pristine white coat smiles at you. And she raises a needle, point of needle glints as it moves to your eye.

She laughs as she points the needle at you eye

Needle manges to hit you, keep your eye, takesn your soaul, scream in pain, woman then disappears in thin air, says “ollie broke it”. Reduce str and agility permenatily by 1 (str 2, agility 3).

Look for key, notice that a mirror is fake, something is behind it. Attempt to break?

Tip the mirror, falls down, shatters, key pops out of it, blood now comes down the walls. Blood makes out words, says “7 years….”. still more blood on opposite wall “ollie broke it”.

Got key

Room G – Locked

Try key – doesn’t fit

Room D – locked – try key, not open

Room B – locked – try key – it unlocks

Kitchen, fridge, table, sofa, cutlery, stand of frying pans, start hitting each other as you enter. (layers of fear).

Something happens…

#74

The butcher

Headless butcher comes at you, knife raised moving to attack you. Str 6 attack, “get out of my kitchen”. **1 HP damage** from chop attack.

Butcher disappears after attack.

Perception for key.

No key found, something is in the fridge and oven

Open fridge, rotten food in fridge. 3 cocraches, 1 on floor, 1 on wall, 1 hand.

A jar, looks like pickles?

A brain in jar.

Label – “do not eat me!”

Jar of brain adds to inventory

Check oven

Lockpick in oven.

Room D – lock pick attempt – with 3 + 1 agility

Door unlocks, lock pick broke on use.

Larder, meat rack, cows handing, veg, meat, all rotten!!!!!!!!! Fly s everywhere.

As enter, something happens!!!!!

Explore room, as enter, smell burning? Turn around, #18 burning man, runs through the room on fire “ah”, before touching you he chatters into pieces.

Willpower

Stontatinly combust, look at hand you catch fire, fall down, then the fire stops (2 HP damage).

See someone approach – “hey lady, can I help you?”

Looks like a ott rich 18 yr old

you get up

* Reply “who are you?”
* “this wasen’t my idea, name is kyle, true or dare game, he dared, in the house until dawn” “supposedly haunted”
* “what are you doing here lady
* Reply – “its my house, I herited it”
* “who would live here, its worse than my room”
* Reply – “our astringent aunt live here”
* “all right, heres the thing, I found a key, I have no need for it, I’ll trade it!”
* Reply – trade window? – trade brain for key

Now have a key

Check room with perception

Hear a cow mooing, its moving, the cow bell ringing, as you approach it dies, something inside the cow…(somewhat a open cow). Reach inside, an item in its belly, **chainsaw!!!!!!!!!!! (in inv)**

Room E – small art room

Canvases, paints, buckets, brushes, portatins, maniquins etc.

Something happens…..

#40 snake

Hisiing noise, a cold snake coils around your leg,

* Kick or wait?
* Wait…….

Willpower

Notice a nearby item, hit the snake away, bit bites you as you leave (Hp damage). Toy monkey (one that claps), did it just speak? Add to inv.

Perception

Found nothing

Use monkey – didn’t use? It’s on ground, force it to make it move, nothing happens (lose 1 sanity)

Room F

As walk through corridor, green plaster in room, trap door in room.

Perception

Nothing, what is this trapdoor????????? It’s a door…….. duh…….

Room G

Approach door to G – maridia outside door, she looks scares

“it seems the house is haunted”

“high spiritual density behind this door”

Cally shows her the crystal ball

She looks at it, something seems to overtake her.

* Reply – “why do you need it”
* “can I have the crystal ball”, “I need it now”
* Cally keeps the ball – “sorry, I think this is important, I rather keep on hold of it for now”
* “fine… *don’t blame me if it harns you later?”*

Plants room – convservetory

Filled with plants

Fly trap plant, want to reach inside it?

Yes

As you grab, there is a pouch with an item inside, the plant eats at your hand (2 hp damage). Plant then talk to you

“sorry, please take the item”

Healing salve

* Sticky paste in a shallow bowl
* Use it?
* Yes…

Gain 4hp, lose this item

Perceptions

There are windows, distinct visual, at least 7 different colours for plant. Row in the middle and two rows either side. Nothing strange about the room.

Rich boy “hey lady, come upstairs, I think I found something”