**Shadows of the Forsaken: The Unrecorded Adventure**

**Prologue**

*"Some places are meant to be forgotten... but they never forget you."*

Deep within the heart of an ancient forest stands a mansion that time has abandoned. According to local legends, individuals who venture into this structure are destined never to emerge again. The few who have dared to step inside—reporters, thrill-seekers, lost wanderers—have all vanished without a trace. Despite the chilling tales, you and your friends, Fahim, Samia, Audhira and Lutful, set out on a journey, drawn by the mystery. What starts as an adventure soon turns into a nightmare.

**Scene 1: The Forest Journey**

*A strange forest, some friends, and an unsettling vibe...*

You and your four friends venture into the infamous forest. As you move forward, a strange sensation washes over you, as if an invisible force is pulling you inside. Audhira hesitates.

Audhira: "I don't think this is a good idea. Should we really be doing this?"  
Lutful : "Oh, stop acting like a child! Rumors aren't always false. That's what makes this fun. Let's go!"  
Fahim: "I think we should at least explore a little. Whatever happens, we'll deal with it."

Samia: "I’m with Audhira on this one—it feels risky. But if we’re going, let’s stick together and be careful, okay?"

After hours of walking, you spot a massive, overgrown, and abandoned mansion hidden among the trees. At first, you consider heading back, but with Lutful persuasion, you decide to go inside.

**Choice 1: What will you do?**

**A. Enter the mansion. → Proceed to Scene 2**  
**B. Stay outside and look around. → Game Over ( Leads to a side event where strange markings appear  
on the trees, and the mist grows thicker. Suddenly, the ground cracks open beneath you. You fall into darkness )  
C. We knock on the door and wait for the response. → Game Over ( You knock, the door bursts open, and a shadowy figure pulls you inside )**

**Scene 2: The Abandoned Mansion**

*As you step inside, the heavy wooden door creaks shut behind you… by itself.*

The door slams shut. You walk through the corridor, stepping over broken furniture and scattered papers. Samia halts to take a closer look at the clutter. She discovers an ID card belonging to a reporter who once investigated this house. A shiver runs through you—someone had come here before, but they hadn't escaped. Suddenly, you hear a strange noise coming from upstairs.

**Choice 2: What will you proceed?**

**A. Ignore the sound and look for an exit → Game Over (The house traps you as shadows close in—one by one, you vanish into darkness.)**

**B. Investigate the noise upstairs. → Proceed to Scene 3**

**C. Try breaking a window to escape. →Game over (As the glass shatters, a deafening shriek echoes, and the shards hurtle back at you, plunging you into darkness.)**

**D. Split up and search the house for another way out. → Game Over (Splitting up sealed your fate, as the mansion's maze twists, trapping each of you in its shifting corridors, until you vanish, never to reunite.)**

**Scene 3: Sprawling Balcony**

**You and your friends stand on a vast, eerie veranda that sends a chill down your spine. To your left and right are two separate sitting rooms, their doors slightly ajar as if inviting—or warning—you to enter.**

**Choice 3:**

1. **Cursed Drawing Room (Left Side)→ Proceed to Scene 4.**
2. **The Echoing Hall (Right Side)→ Proceed to Scene 9.**

## **The Cursed Staircase (Straight)→ Proceed to Scene 13**

## **The Forgotten Chamber (Beside The Cursed Staircase)→Proceed to Scene 16**

**Scene 4. : The Vanishing Portraits (Cursed Drawing Room)**

*The paintings on the walls seem to be watching you...*

As you move through the upstairs hallway, you notice old portraits lining the walls. Suddenly, one of the portraits is missing a person, and then one by one, they all disappear. You hear whispers urging you to leave, and the hallway ahead is blocked by a mysterious locked door, glowing faintly.

**Choice 4: What's your next move?**

**A. Take one of the paintings off the wall. Game Over (As you lift the frame, a hidden mechanism triggers, causing the hallway to collapse, burying you and your friends in the mansion's dark, eternal grasp.)**

**B. Knock on the locked door and wait. →**

**"I have no eyes, yet once I did see,**

**I once had thoughts, but now I'm empty.**

**I whisper secrets of those long gone,**

**In my hollow form, their voices live on.**

**What am I?"**

**(Answer: A skull)→ Door open → Scene 4.**

**C. Examine the paintings closely. → Scene 5. (ASCCI PAINTING)**

**Scene 5.: The Whispering Bookshelf (The Weeping Chamber)**

You step closer, inspecting the faded portraits. As your eyes scan the details, you notice something strange—one of the names engraved below a painting is glowing faintly. When you whisper the name aloud, the wall shudders, revealing a hidden passage behind the paintings. A narrow staircase spirals downward, leading to a dimly lit room. Inside, an ancient bookshelf lined with dusty tomes hums softly, whispering unintelligible words.

**Choice 5: How wiil you respond?**

**A. Try to silence the whispers by closing the books. → Game over (As you slam the book shut, the pages wrap around you, pulling you into a cursed story, trapping you forever.)**

**B. Burn the bookshelf to destroy whatever is inside. → Game over (As the flames consume the bookshelf, the room trembles, the laughter mocks, and the mansion swallows you whole, erasing all trace of your existence.)**

**C. Carefully pull out the book that whispers your name. → Proceeds to Scene 6.**

**Scene 6.:** Whispering Book

That whispering book glows with a riddle\_\_

"I have hands but never touch, I move around but stay in one place, I have numbers but I don’t count, What am I?”

**Choice 6: Choose your action.**

**A. A compass → Game over (Since you gave the wrong answer, the book will burn you with an intense light.)**

**B. A wall clock → Proceeds to scene 7.**

**C. A combination lock → Game over (Game over (Since you gave the wrong answer, the book will burn you with an intense light.)  
D. A watch → Game over (Since you gave the wrong answer, the book will burn you with an intense light.)**

**Scene 7.: The Blood Stained Clock( The Weeping Chamber)**

The book’s glow dims, and the air around you shifts. A faint ticking sound echoes as a blood-stained clock appears before you.Time does not move normally in this house. The clock is frozen at 3:33 AM. A note says: "Set me free at the witching hour."

**Choice 7: What choice will you make?**

**A. Smash the clock → Game Over (The clock shatters into pieces, but the blood remains, seeping into the floor. Suddenly, the room begins to collapse.Crushed by the weight of time.)**

**B. Walk away → Game Over – Lost in timeless limbo.**

**C. Set it to midnight → Proceeds to scene 8.**

**Scene 8.: The Silent Room**

*Something reacts to sound…*

The passage leads to a dimly lit chamber with walls covered in ancient symbols. The air is heavy, and an eerie silence fills the space. A message is carved into the stone:

"Make a sound, and you will be trapped forever."

A single wooden box sits in the center of the room, slightly open. The only exit is a rusted iron door with no visible handle.

**Choice 8: Which path will you take?**

**A. Open the wooden box → Game Over. (A piercing scream erupts from within! The room shakes violently, and the door slams shut. You are now trapped forever.)**

**B. Stay completely silent and examine the walls→Suddenly, a dark shadow shoves from behind. You stumble forward, falling into a hidden tunnel that twists and turns before spitting you back onto the eerie, sprawling balcony. → Proceeds to Scene 4.**

**C. Whisper a word to test the warning → Game Over. (A shadowy figure emerges from the darkness, mimicking your voice. It steps closer, and suddenly, everything goes black.)**

**D. Knock on the iron door → A deep groaning sound echoes through the room. The walls begin closing in, and the ceiling lowers. You must act quickly!**

**i)Try to push the door open → Game Over. (It won’t budge, and the room crushes you.)**

**ii)Remain silent and wait →Suddenly, a dark shadow shoves from behind. You stumble forward, falling into a hidden tunnel that twists and turns before spitting you back onto the eerie, sprawling balcony. → Proceeds to Scene 4.**

**Scene 9. : The Echoing Hall**

The walls stop moving, and the door slowly unlocks on its own. You notice a sequence of symbols glowing faintly. Tracing them with your fingers, a hidden mechanism clicks, and the iron door creaks open.As you step through the iron door, you find yourself in a vast hallway lined with flickering lanterns. The air feels heavier here, as if something unseen is watching. The floor is covered in a strange mist, and every step sends a faint echo that never quite fades away.

At the far end of the hall stands a grand mirror, cracked down the center. Below it, an inscription reads:

"To pass through, you must face your reflection. But beware—some reflections do not belong to you."

In front of the mirror, three objects rest on stone pedestals:

1. An antique key – tarnished but still intact.
2. A silver dagger – engraved with symbols similar to those on the walls.
3. A small hourglass – sand trickling impossibly slow.

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#### **Choice 9: How will you wish to act?**

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#### **A. Pick up the antique key and use it on the mirror → Game Over. (The key vanishes, and the mirror starts to glow. You see yourself… but your reflection smiles when you do not. It reaches through the glass and pulls you inside.)**

**B. Take the silver dagger and strike the mirror → Proceed to Scene 10.**

**C. Flip the hourglass upside down → The mist swirls violently, and time around you slows. The mirror no longer shows your reflection, but a door appears behind you, slightly ajar. Will you enter it?**

**i)Step through the door → Proceed to Scene 10.  
 ii)Ignore the door and wait → The hour glass shatters, and shadows consume the hall. Game Over.**

**D. Walk past the mirror without touching anything → A force yanks you backward, and the mist rises, suffocating you. Game Over*.***

**Scene 10.: The Hidden Doorway**

The mirror shatters, revealing a hidden doorway. You vanish into the unknown.

"Not all doors are meant to be seen, and not all paths are meant to be walked."

As you step forward, the air grows colder, and the flickering candlelight reveals a faint outline on the stone wall—a door, but one without a handle or keyhole. A soft hum resonates from the ground, as if the very foundation of the house is alive, waiting.

A rusted plaque is mounted beside the doorway, its inscription barely legible under the dust:

"The door remains unseen, but not untouched. Reveal it with that which is lost."

At your feet, you notice three objects, each pulsing with a faint glow. Choosing the correct one may reveal the door, but choosing wrongly... may awaken something else.

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#### **Choice 10: How will you reveal the hidden doorway?**

**A. The Silver Locket (Engraved with a name you do not recognize)**

**i) Press the locket against the wall → Game Over.(The locket vibrates, but nothing happens. The room darkens as the whispers return... )**

**ii) Open the locket first → Inside is a faded photograph and a note: "The key is memory." You whisper the name, and the door begins to take shape. Proceed to Scene 11.**

**B. The Blood-Stained Key (Old and rusted, yet strangely warm to the touch)**

**i) Insert the key into the wall’s cracks → The wall shifts, revealing a passage— but as you step through, the door vanishes behind you. There's no turning back. Proceed to Scene 11.**

**ii) Drop the key and walk away → (Game Over) A deep, guttural growl echoes through the room. Something has awakened.**

**C. The Empty Glass Bottle (Its inside coated with a faint red residue)**

**i) Pour a drop of your own blood into the bottle → The liquid glows, forming words: "What is given is never returned." The door slowly materializes. Proceed to Scene 11.**

**ii) Shatter the bottle against the door → A violent gust of wind extinguishes all light. When the darkness fades, you are no longer in the same room. Game Over.**

### **Scene 11.: The Vanishing Passage**

"Some doors were never meant to be opened."

A cold draft snuffs out the light. Shadows flicker on shifting walls. A whisper echoes: "Not all who enter may leave..."

Ahead, the path splits into three. A worn sign reads: "Choose truth or be lost forever.”

#### **Choice 11: Which path do you take?**

* **A. The Left Path – The Path of Echoes**

i) A low whispering sound grows louder as you walk. Shadows dart at the edges of your vision. The deeper you go, the more familiar the voices become… whispering your name. Will you listen?

**ii) If you ignore them, you proceed safely to Scene 12.**

**iii) If you respond, the whispers surround you. Your body begins to fade. Game Over.)**

* **B. The Middle Path – The Path of Silence**

i) An eerie stillness fills the air, and your footsteps make no sound. The further you walk, the more you realize—you cannot hear your own breath. If you do not act fast, you may forget how to breathe entirely…

**ii) If you press forward without stopping, you break free and reach 12.**

**iii) If you hesitate, your vision darkens. The silence becomes eternal. Game Over.**

* **C. The Right Path – The Path of Reflection**
  + A corridor lined with mirrors, each reflecting a slightly different version of yourself. Some seem older, others twisted in expression. One reflection moves… out of sync with you.
  + **If you shatter the mirror, the illusion breaks, revealing the true exit to Scene 12.**
  + **If you stare too long, your reflection smiles— but you do not. It reaches out and pulls you inside. Game Over.**

**Scene 12.: The Forsaken Chamber**

You enter a dark chamber. A glowing stone door stands ahead. At the center, a pedestal holds an ancient book. Four hooded statues watch in silence.

A voice echoes: "Knowledge has a price. Choose wisely."

The book opens, revealing a riddle:

"I am not alive, yet I grow. I do not breathe, yet I consume. I do not have a mouth, yet I speak. What am I?”

#### **Choice 12: Solve the riddle**

* **A. "A Shadow"**
  + The book bursts into black flames, consuming the words. The chamber trembles violently as the statues turn toward you. Their hollow faces stretch into silent screams. Game Over.
* **B. "A Fire"**
  + The book glows red-hot before turning to ash. The stone door groans open, revealing the way forward. **→Suddenly, a dark shadow shoves from behind. You stumble forward, falling into a hidden tunnel that twists and turns before spitting you back onto the eerie, sprawling balcony. → Proceeds to Scene 3**
* **C. "A Breath"**
  + The ink shifts violently before vanishing. The chamber begins to close in, as if the walls are inhaling. You feel your own breath fade. Game Over.
* **D. Refuse to answer**
  + The hooded statues begin to move. Their hands reach out, grasping for you. You try to run, but the chamber has no exits anymore. Game Over.

## **Scene 13.: The Cursed Staircase**

The door creaks open, revealing a spiraling staircase leading upward. A faint light flickers below, but the deeper you descend, the colder the air becomes. The walls seem to shift, whispering unintelligible words.

At the base of the stairs, a doorway stands ajar. Beyond it, you see a large hall filled with statues, each eerily resembling someone familiar. The final step crumbles beneath your feet as you approach, sealing the way back.

**Choice 13: How will you proceed?** A. Examine the statues closely → Game Over (One of the statues blinks. Before you can react, they all move, reaching for you. Everything goes black.)  
 B. Ignore the statues and move forward → Proceed to Scene 14.  
 C. Touch one of the statues → Game Over (Your body stiffens as cold stone creeps over your skin. You are now part of the collection.)

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## **Scene 14.: The Shattered Reflection**

A massive mirror stands at the end of the hall, cracked but still intact. As you draw closer, your reflection distorts, shifting into something… inhuman. A deep voice echoes: "Face yourself, or be lost forever."

**Choice 14 : What will you do?** A. Touch the mirror → Game Over (The reflection pulls you in, and you become trapped in its world.)  
 B. Speak to your reflection → Proceed to Scene 15.  
 C. Close your eyes and step forward → Game Over (You feel cold hands grasp your shoulders. The last thing you hear is your own voice whispering, "Too late.")

## **Scene 15.: The Endless Corridor**

Beyond the mirror, you enter a narrow corridor that stretches endlessly. No matter how far you walk, you always end up at the same spot. The walls seem to close in with each step.

A strange inscription on the wall reads: "The way forward is not walked, but remembered."

**Choice 15: How will you escape?** A. Walk backward while thinking about the entrance → Proceed to Scene 3  
 B. Close your eyes and run → Game Over (You trip and fall… into nothingness.)  
 C. Touch the walls → Game Over (Hands emerge, pulling you into the stone.)

## **Scene 16.: The Forgotten Chamber**

After climbing the stairs with fear ,you find yourself in a candlelit room. A large book rests on an altar, surrounded by faded portraits. The book opens on its own, revealing names—some of them are yours and your friends'.

A whisper drifts through the air: "One must be left behind."

**Choice 16: What will you do?** A. Tear out your name → Proceed to Scene 17.  
 B. Tear out someone else's name → Game Over (Your friend vanishes, but so do you.)  
 C. Refuse to act → Game Over (The book slams shut, and the candles flicker out. You are never seen again.)

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## **Scene 17.: The Crimson Door**

The book crumbles to dust, revealing a door soaked in crimson light. A heartbeat echoes from within. As you step closer, the door creaks open to reveal a staircase descending into pure darkness.

**Choice 17: Will you descend?** A. Step forward → Proceed to Scene 18.  
 B. Try to turn back → Game Over (The door slams shut behind you, and the walls begin to close in.)  
 C. Knock on the door → Game Over (A voice whispers, "You do not belong here." The ground crumbles beneath you.)

## **Scene 18.: The Chamber of Echoes**

A massive underground chamber stretches before you, its walls covered in carvings depicting past explorers—all meeting the same fate. A shadowy figure looms in the center, its face obscured.

"One of you may leave. The rest must stay." The figure extends its hand.

**Choice 18: How will you respond?** A. Offer yourself → Game Over (The shadow engulfs you. Your friends escape, but you are lost.)  
 B. Try to fight → Game Over (Your attack passes through the shadow. It laughs, and darkness swallows you.)  
 C. Trick the figure into choosing someone already lost (a dead body) → **Suddenly, a dark shadow shoves from behind. You stumble forward, falling into a hidden tunnel that twists and turns before spitting you back onto the eerie, sprawling balcony. → Proceeds to Scene 3**

**D.** Trick the figure into the shadows face **→** Proceeds to Scene 19.

## **Scene 19.: The Final Threshold**

The shadow hesitates, allowing you and your friends to slip past. A final door awaits, inscribed with the words: "A price must be paid."

A small dagger rests on a pedestal, and a drop of blood seems required.

**Choice 19: What will you do?** A. Offer a drop of your blood → The main devil takes everyone to his own room .

Proceed to → Scene 20.

B. Refuse to pay the price → Game Over (The door never opens, and the shadows claim you.)  
 C. Use someone else’s blood → Game Over (The door opens, but as you step through, you realize you’ve taken their place… forever.)

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## **Scene 20.: The Forgotten Exit (DEVIL ROOM)**

A final message etches itself into the stone: "Not all who escape are truly free."

You stand once more before the mansion, but now, you understand: you were never meant to escape. The cycle demands a sacrifice.

"Choose," it commands. "One of you stays. One of you leaves."

Your friends stands beside you, eyes filled with fear.

**Final Choice: Who will you choose?** A. Sacrifice yourself → True Ending (You vanish. Your friend escapes. But as they return home, they find the same note waiting for them: "The cycle continues.")  
 B. Sacrifice your friend → False Escape Ending (You step forward. They disappear. The mansion crumbles—but something is… wrong. The mark on your skin remains.)  
 C. Refuse to choose → Endless Nightmare Ending (The shadow grins. "Then neither of you shall leave." The darkness swallows you both.)

The final words whisper: "Another will come soon. The story never ends."

**THE END… FOR NOW.**