Description of Rooms & Items

Courtyard

Exits: Front Door and Window

Description: “You scope out your location.

Seeing the signs of decay all around, you gather that ## has been abandoned, or maybe severely neglected, for quite some time.

Prepared to run if necessary. you start to look around for potential threats and items that may be useful.

You see a group of old decaying cars, which have broken windows and open doors.

You can spot an open waste bin further along.”

BLANKLINE HINTS

“The door appears to be locked and requires some sort of card.

A window can be reached but is fully intact.

There may be some equipment left in the abandoned cars, it might be useful to search the cars.

Maybe you can find something big enough to break the window and get access to the room, try looking around the building.”

Waiting Room

Exits: Door and Door

Description: “Upon entering this room you get a cold shiver all over your body.

Every single chair in the room has been torn apart and thrown around the room, it’s a complete mess.

There seems to be a Janitor staring at the wall, it’s like he is waiting for something to happen…

The sun is peeking through the blinds that are withering away.”

BLANKLINE HINTS

“There is only one other exit at the opposite side of the room which appears locked.

The door is guarded by the Janitor.

Piles of hair is on the floor around the feet of the Janitor, as you move closer you see the face of Kirill.”

Reception

Exits: Door and Door

Description: “Entering the room, you are greeted with dizzyingly awful stench and a feeling of dread.

You barely make out the words “Welcome to ##" on a worn-out sign located above a dusty wooden counter covered in old leaflets and ripped paper.

Time has made sure the writing is illegible.

The sound of dripping distracts emanating from there making you gag.

You stay away from it. You spot all the open drawers behind the desk, as if someone had left in a hurry.

Looking around, you see an old backpack hanging from the coat hook.”

BLANKLINE HINTS

“There are 3 doors, 2 appear to be locked and the other one has a rancid smell coming from it, maybe it’s the built sewage.

One of the locked doors seem to be weekend by the lock mechanism, maybe you could use some sort of tool to force it open.

The other locked door leads to the waiting room and is impossible to get through without the key card.

A torn, wrecked desk is on its last legs in the corner of the room with its draws open, maybe there’s something of use in there.”

Toilet

Exits: Door

Description: “Going from one awfully smelling room to another, the smell of old, unflushed excrement assaults your nostrils.

The damp, mouldy walls make you cover your nose and mouth to prevent ingesting anything permeating from them.

You look down to see a cracked toilet fading into the vegetation growing through the walls.

A shine catches your eye, you spot that there is a broken mirror above the sink.”

BLANKLINE HINTS

“There are multiple items thrown across the room.

An unused bandage is in an opened first aid box.

The mirror light shines onto a piece of paper with a random sequence of numbers.

Half a tube of toothpaste lying below the sink.

A dirty yellow toilet brush propped up against the toilet in a cracked holder.”

Storage closet

Exits: Door

Description: “Entering this room is problematic by itself.

A cramped room with lots of stuff left to decay over time.

This room has lots of items in it, maybe some of them you can use.

A newspaper has gotten wet and stained yellow, the text is close to unreadable.”

BLANKLINE HINTS

“An unopened can of drain unblocker is sitting in the centre of the room.

In the corner left rotting is a wooden mop that can still be used, it seems to have some sharp edges though be careful using this item.”

Hallway

Exits:

Description: “You see a long cold corridor with hard oak floor and dark wallpapered walls.

You step forwards the floor begins to creek.”