

Kazen PM

Before entering the rooms, as the entire group was heading off to go explore, you used **Christmas Thievery** on **Ventequo**. *Yoink!* You snatch yourself **2 tokens**.

Afterward you use the **Crazy Diamond** on your **Club**. You punch the club with the diamond between the weapon and your fists. The diamond shatters into dust and the club gains a new gleam of polish and feels a little sturdier in your hands. *I suppose it worked?*

That night you decided to enter the **Angel's Rink**. You note that **Rosemary**, **Ventequo**, and **Nil'Aurelias "Nils" Verbenti** explore the **Angel's Rink** tonight as well.

A huge auditorium spreads out before you, and the giant shining Christmas tree in the center grabs your attention. Its every branch is coated with lights, bells, and ceramic angels as it stands tall in the middle of an ice rink, the very picture of a Christmas celebration. It's fenced off from the rest of the lifeless auditorium.

The ice rink and tree are pristine, but the auditorium sends chills down your spine. Walking along the cracked cement ground, you try poking through various shelves and cabinets, but the caked dust on every surface hints that these parts haven't been touched in a long time. Is there a reason such a beautiful ice rink stands alone in this hollow room? You search for anything useful while keeping yourself somewhat clean.

Room Card: <https://imgur.com/vnrhq8f>

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During your search you found a **Enchanted Crossbow**, **Seer's Redirect** spell card, **Helping Hand** affinity card, and **Top Right Note**. You also found **8 tokens**!

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Your search ends uneventful. No fights break out and nothing earth shattering is found. You head back to your quarters.

Just before reaching the exit, a dark cloud surrounds you in a thinly veiled tornado -- blacking out your surroundings for a brief moment. You feel a surge of pain that goes as quickly as it came. Afterward you feel weaker, tired even.

Your Character Information

HP: 7

ATK: 5

DEF: 3

STA: 6

SPE: 8

Adrenaline Available: Yes

Role: Grinch

Affinity: Water

Objective #1 Status: Complete

Objective #2 Status: Complete

Objective #3 Status: N/A

Affinity Points: 9

Tokens: 46

Inventory

Brass Knuckles

Item Category: Weapon

Item Type: Combat | ATK | Melee

Description: A bland, cold to the touch pair of brass knuckles.

Details: +3 ATK

Number of Uses: 1

Additional Information: N/A

How to use: Automatic when attacking or defending.

Affinity: Fire, Gold

Blessed Chainmail

Item Category: Armour

Item Type: Combat | DEF

Description: Spotless, lightly glowing holy chainmail. It should help mitigate all forms of damage. You feel healthy just wearing it!

Details: +3 DEF against all forms of damage.

Number of Uses: 2

Additional Information: Protects against melee, ranged, and magical damage.

How to use: Automatic when attacking or defending.

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How to use: Automatic when attacking or defending.

2/2 Club

Item Category: Weapon

Item Type: Combat | ATK | Melee

Description: A large wooden club with signs of regular use.

Details: +3 ATK

Number of Uses: 1

Additional Information: N/A

How to use: Automatic when attacking or defending.

Affinity: Water, Nature

Centric Imposer

Item Category: Affinity Card

Item Type: Combat | DEF | Protection

Description: A flimsy card with a meditating monk depicted on it.

Details: One random person who has you marked as an ally now has you listed as neutral. One person who has you marked as an enemy now has you listed as neutral.

Number of Uses: 1

Additional Information: It will only work if there are at least one person who has listed you as an enemy and one person who has listed you as an ally in the same room as you.

How to use: Inform the Game Master you want to use Centric Impose in your night actions submission.

Affinity: Water

Watchful Eye

Item Category: Spell Card

Item Type: Combat | DEF

Description: A sturdy, glowing card with a slightly moving picture of a hazy eyeball depicted on it.

Details: You cannot be killed by a player whom you know their role and affinity.

Number of Uses: 1

Additional Information: You may list as many players' roles and affinities as you like, but you only get one guess per person. The item is consumed that night regardless if it is used successfully. You can still take damage and you will have your HP brought down to 1.

How to use: Inform the Game Master you want to use Watchful Eye and all the players' roles and affinities you want to guess in your night actions submission.

Affinity: Water, Light, Nature

The Prophet

Item Category: Affinity Card

Item Type: Information

Description: A flimsy card with a poor, ragged person in tattered garb depicted on it.

Details: When used you learn about which rooms will be available the their respective properties the following night.

Number of Uses: 1

Additional Information: Learn the name of the rooms and the properties of each room. If you want to use it on the final day let the GM know as soon as possible and the information will be given to you before the night phase. This special interaction is only applicable on the final day.

How to use: Inform the Game Master you want to use The Prophet in your night actions submission.

Affinity: Light

Runed Shield

Item Category: Armour

Item Type: Combat | DEF

Description: A dinky wooden shield strangely as durable as a slab of solid steel.

Details: +2 DEF against ranged damage.

Number of Uses: 1

Additional Information: Protects against ranged damage.

How to use: Automatic when attacking or defending.

Helping Hand

Item Category: Affinity Card

Item Type: Combat | DEF

Description: A flimsy card with a golden gauntlet depicted on it.

Details: Allies you help defend receive +2 additional DEF bonus.

Number of Uses: 1

Additional Information: You do not receive the DEF bonus when allies help defend you. The bonus is only from yourself and not from the entire group.

How to use: Inform the Game Master you want to use Helping Hand in your night actions submission.

Affinity: Water

Seer's Redirect

Item Category: Spell Card

Item Type: Combat | DEF

Description: A sturdy, glowing card with a slightly moving picture of an arrow changing direction mid flight depicted on it.

Details: If you predict an attack successfully the attacker will have their sights turned onto a random person that is not you.

Number of Uses: 1

Additional Information: You can predict up to 3 people that you think will attack you. If there are no other people to redirect the attack to in the room then the engagement will not occur.

How to use: Inform the Game Master you want to use Seer's Redirect and the 3 people you predict will attack you in your night actions submission.

Affinity: Water, Light, Nature

Enchanted Crossbow

Item Category: Weapon

Item Type: Combat | ATK | Magical | Ranged | Special

Description: An aged, barely functioning medieval crossbow that emanates a faint purplish, pink light. Great when in position.

Details: +4 ATK

Number of Uses: 2

Additional Information: Surprise attacks and backstabs get +1 bonus ATK.

How to use: Automatic when attacking or defending.

Affinity: Light, Water

Top Right Note

Item Category: Misc.

Item Type: Misc.

Description: The top right corner of a note. It looks torn and like it was made in somewhat of a hurry.

Details: You can read this note here - <https://imgur.com/qTuF2mt>. This item can be shown in the common room to other players or in private messages by sharing with them the image URL.

Number of Uses: N/A

Additional Information: You cannot show them the item information (do not copy paste this text!), but, again, you can share the image of the note with other players.

How to use: N/A