

## Aurelia PM

Before entering the rooms, as the entire group was heading off to go explore, you used **Steroids**. You feel a surge of strength. A temporary boost in speed and stamina.

That night you decided to enter **Santa's Study**. You note that **Bolshka Shandall** explores **Santa's Study** tonight as well.

What surprises you about Santa's Study is the warmth comforting you as you step inside. A fireplace blazes in the corner as your eyes sweep the surroundings: the polished hardwood floor, a fuzzy sofa, a green Christmas tree, nightstands with scraps of parchment on top, and vast floor-to-ceiling bookshelves.

Unlike the other rooms you've seen, this room only exudes happiness. You can imagine a Santa Claus sitting on the sofa, red and jolly as can be, bouncing a joyous kid on his knee as he tells Santa what he wants for Christmas. As you walk and trace your hand over a bookshelf, memories pour in of millions of children hugging their newly unwrapped presents, happy as can be. It's tempting to experience these wholesome reminiscences all night, but you have more pressing matters at hand. You search the room for loot.

**Room Card:** <https://imgur.com/y85JI4J>

...

During your search you found a **Crystal Ball**, **Flaming Axe** affinity card, and **Bottom Right Note**. You also found **6 tokens**!

...

You meet up with Bolshka early on and search the study together. The room is different than all the past rooms you had been in. The atmosphere was... nice.

Alone in the study, the two of you have the chance to let your guards down and enjoy yourselves. For a few moments that night it felt like the death game was all a dream -- that the only truth was the you, here, right now.

As you two begin to wrap up your search and head back Bolshka calls out to you, "We might only have one day left. Tomorrow... we'll talk more?" For some reason you can't think of any words to respond with and offer only a nod in response.

## Your Character Information

**HP:** 11

**ATK:** 7

**DEF:** 2

**STA:** 5

**SPE:** 7

**Adrenaline Available:** No

**Role:** Voodoo

**Affinity:** Fire

**Objective #1 Status:** Neglected elf used 1/2 times

**Objective #2 Status:** Complete

**Objective #3 Status:** Complete

**Affinity Points:** 12

**Tokens:** 24

---

## Inventory

### Crystal Ball

**Item Category:** Utility

**Item Type:** Information

**Description:** A small, pocket sized crystal ball with a star in it. In an orange light someone could mistake it for a Dragon Ball.

**Details:** Learn how one player died.

**Number of Uses:** 1

**Additional Information:** You learn where one player died, how they died, and who they died to.

**How to use:** Inform the Game Master you want to use Crystal Ball in your night actions submission. Provide the player you wish to learn about.

### Crystal Ball

**Item Category:** Utility

**Item Type:** Information

**Description:** A small, pocket sized crystal ball with a star in it. In an orange light someone could mistake it for a Dragon Ball.

**Details:** Learn how one player died.

**Number of Uses:** 1

**Additional Information:** You learn where one player died, how they died, and who they died to.

**How to use:** Inform the Game Master you want to use Crystal Ball in your night actions submission. Provide the player you wish to learn about.

### **Box of Ammunition**

**Item Category:** Utility

**Item Type:** Combat | ATK

**Description:** A box of bullets for some sort of gun.

**Details:** Provides one shot for any firearm.

**Number of Uses:** 1

**Additional Information:** Each box of ammunition provides enough bullets to last one night only.

**How to use:** Automatic when attacking or defending if you have a firearm.

### **Shaman Trinket**

**Item Category:** Utility

**Item Type:** Information

**Description:** A strange trinket carved from a dead tree.

**Details:** If you die and have the Shaman Trinket you can relay one message to an alive player through the Game Master.

**Number of Uses:** 1

**Additional Information:** The message is ideally less than 1000 characters and MUST go through the Game Master. The item must be used before the start of the night following your death.

**How to use:** Provide the Game Master with the message and the name of the recipient.

### **Flaming Axe**

**Item Category:** Affinity Card

**Item Type:** Combat | ATK

**Description:** A flimsy card with a flaming axe flying through the air depicted on it.

**Details:** Allies you help in attacks receive +2 additional ATK bonus.

**Number of Uses:** 1

**Additional Information:** You do not receive the ATK 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 Flaming Axe in your night actions submission.

**Affinity:** Fire

### **Flaming Axe**

**Item Category:** Affinity Card

**Item Type:** Combat | ATK

**Description:** A flimsy card with a flaming axe flying through the air depicted on it.

**Details:** Allies you help in attacks receive +2 additional ATK bonus.

**Number of Uses:** 1

**Additional Information:** You do not receive the ATK 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 Flaming Axe in your night actions submission.

**Affinity:** Fire

### **Bag of Rocks**

**Item Category:** Weapon

**Item Type:** Combat | ATK | Melee | Ranged

**Description:** It's a bag... of rocks.

**Details:** +2 ATK

**Number of Uses:** 1

**Additional Information:** N/A

**How to use:** Automatic when attacking or defending.

**Affinity:** Fire, Dark

### **Wizard's Drugs**

**Item Category:** Stat Increase

**Item Type:** Combat | Stat Increase

**Description:** A small dosage of some sort of white powder.

**Details:** +2 HP, +2 ATK, +2 DEF

**Number of Uses:** 1

**Additional Information:** Grants HP, ATK, and DEF bonus.

**How to use:** Inform the Game Master you want to use Wizard's Drugs in your night actions submission.

### **Masterspark Cannon**

**Item Category:** Weapon

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

**Description:** A small wooden charm with a strange crest cut into it. You \*feel\* the knowledge on how to use it when you hold it in your hands.

**Details:** +8 ATK

**Number of Uses:** 1 Use

**Additional Information:** Killing an opponent with the Masterspark Cannon lets you steal one of their most powerful items.

**How to Use:** Automatic when attacking or defending.

**Affinity:** Light, Nature

### **Imbued Leather Tunic**

**Item Category:** Armour

**Item Type:** Combat | DEF

**Description:** A good looking leather tunic that's got enough \*oomph\* to help against at least some form of attacks.

**Details:** +2 DEF against melee damage.

**Number of Uses:** 1

**Additional Information:** Protects against melee damage.

**How to use:** Automatic when attacking or defending.

### **Gummy Vitamins**

**Item Category:** Stat Increase

**Item Type:** Combat | Stat Increase

**Description:** A small pouch with a handful of gummy vitamins inside. \*Mmmmm.. healthy!\*

**Details:** +2 DEF

**Number of Uses:** 1

**Additional Information:** Grants DEF bonus.

**How to use:** Inform the Game Master you want to use Gummy Vitamins in your night actions submission.

### **Bottom Right Note**

**Item Category:** Misc.

**Item Type:** Misc.

**Description:** The bottom 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/GoC8sef>. 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