

Norfinbury Town Guide

This is intended as a guide to Norfinbury, primarily to note strange features of buildings and houses, as well as sealed doors, locks, etc. Every building can be stayed in safely ([this is a relative term](#)) overnight unless otherwise noted, and buildings which have had strange occurrences will be noted, with links to posts about these experiences if possible.

Any and all experiments in buildings, whether that be recording hallucinations or [data ghosts](#), attempting to unlock or force open sealed doors, etc., will also be noted, along with the buildings believed to be the homes of prominent former residents, such as Andromeda, Robert Miller, etc.

This guide is maintained by [@hotstud_xxx](#), and any additions or corrections should be submitted to [him](#). [Romanov died. Permanently, apparently. Or at least long enough for it to be inconvenient. This thing was useful, though, and she was hot. So, in hotness solidarity, rock on. We shall sincerely miss her acerbic wit, ruskie sayings, and forever-covered curves.](#) The information in this guide comes from multiple sources, including the network and notes submitted by [anyone interesting and intelligent enough not to be a withholding asshole](#).

The town itself, or what remains of it, has been stated to be a “spiral”. The “[data ghosts](#)” or [digital](#) echoes of former residents have urged us to find the center, to go east, to find town hall, and to “dig deep”. See [@spoiler's post here](#), as well as further discussion of the spiral and the entrance with Winter [here](#). [@dickcheese](#) saw something under town hall after hacking the network, and his post can be found [here](#).

There are also multiple vents, doors and trapdoors that appear to lead underground, but are sealed or otherwise inaccessible. [UPDATE: Maintenance tunnels are open, but we still have sealed doors](#). Miller has stated that he and the Administrator, Eve, are underground ([1](#), [2](#), [3](#)) along with whatever stasis pods Miller was placed in. There is also apparently a way to get underground through town hall.

It has also been stated that Norfinbury has “rules”, and there are specific ways of opening doors and passages. Apparently we can't force our way through all of them.

[@totheark](#) is currently in possession of a [keycard](#) once owned by Robert Miller, which so far has only reacted to, but not opened, the trapdoor in 92. [@gravedigger](#) was told by Miller that this card would open the town center. [AKA It's a freaking useless piece of crap until we hit the specific “win” conditions.](#)

Buildings and features are numbered according to [the town](#) map, located [here](#).

(ooc note: House's IC numbers are listed first, with the corresponding OOC number beside them in italics.)

Residential Zones 1 and 2

1 - Mass Grave/Park I (feature 1)

A large park with partially buried playground equipment as well as a mass grave ([post by @mnemosyne](#)).

2 - Sparrow Langley's house (building 2)

A mostly ruined house. The basement remains intact, allowing it to be stayed in overnight. Some furniture remains. There is a **trapdoor that leads down to the Maintenance Tunnels** in the center of the room.

@hotstud_xxx reported finding a dead sparrow, which he dissected. It appeared normal, but the bird repaired itself overnight. He dissected it again and set his tablet to record it overnight, and nothing happened, but when he took the bird out of the house, it disappeared from his pack during the night.

3 (building 3)

A one-story house with a ramp leading to the front door. An old wheelchair sits beside the bed in the bedroom.

4 (building 4)

A two-story house with two bedrooms, a basement, and a snowman with a cowboy hat outside. The house has many knitting supplies and finished items. The graffiti here reads as follows:

"SCHOOL
1 DAY WALK SOUTH
FOOD IN THE CAFETERIA
BEWARE OF MONSTERS"

5 (building 5)

A two-story house with two bedrooms and a basement. One bedroom seems to have belonged to a young boy, and in the basement, there are three parallel indentations a few feet apart on a high support beam. The graffiti here reads as follows:

"SCHOOL
~1 DAY WALK WEST
~1 DAY WALK SOUTH
FOOD IN THE CAFETERIA
BEWARE OF MONSTERS"

6 (building 6)

A single-story, one bedroom house in good condition, with multiple shelves and shattered porcelain on the floor.

7 (building 7)

A one-story house with one bedroom. On the desk in the bedroom is an old-fashioned typewriter.

8 (building 8)

Two stories with a large basement and two bedrooms.

9 (building 9)

A two-story house with two bedrooms, one of which appears to be a child's room with a race car bed. There are drawings, likely made by a child, near the front door. These are of stick figure humans and animals. A tall humanoid figure, trees, crossed out Os and other pictures have also been drawn in black crayon. "Alphonse Elric, day two, travelling west" has also been written on the hallway wall.

10 (building 10)

A one-story house that is damaged. A living room, one extra room and a bathroom are still standing. This extra room is filled with fish tanks and cages, all containing small animal bones. The living room also has a tank with the skeleton of a large snake still inside. "Alphonse Elric, day one, travelling west" has been written in on one wall.

11 (building 11)

A one-story house with two bedrooms. "Alphonse Elric, day one, travelling west" has been written on the hallway wall. The backyard contains an in-ground pool that often fills with snow.

12 (building 12)

This building is completely intact but consists of only one room. There is a **trapdoor to the Maintenance Tunnels**.

13 (building 13)

A one-story house with one bedroom. The furniture is largely metal or plastic, and there are framed movie posters and paintings stacked in one corner. The graffiti here reads as follows:

"Alphonse Elric, day three, travelling west." "Alphonse Elric, day four, travelling south."

"This is building 14 on the composite map. Contact @CaptSteveRogers for details", with a small map drawn underneath.

A scorpio symbol has been scratched into one of the windows.

14 (building 14)

A two-story house with two bedrooms. The backyard has a metal swing set. The second bedroom is full of children's toys, and the windowsill in this room has been damaged as though someone was trying to break out. "Alphonse Elric, day two, travelling west" is written on the wall, and a penis has been carved into the back door.

15 (building 15)

A one-story house with one bedroom. It appears as though the windows were once boarded up, although the boards are gone. Something is strange about the windows, and there have been reports that it often looks as though someone is outside even when there isn't. "Alphonse Elric, day one, travelling west" is on the hallway wall.

16 - Convenience Store (building 16)

A standard enough convenience store with a small employee break area in back, as well as a bathroom. There is also a **vending machine** here that dispenses both black and red sd cards, all blank. The black ones can be rewritten and read multiple times, while the red ones can only be written on and read once before automatically deleting their data. The machine only dispenses one card per day. The graffiti here reads as follows:

"Alphonse Elric, day four, travelling south."

"Flush toilet and clean water available here. This is building 17 on the composite map. Contact @CaptSteveRogers for details." Below this is a hand drawn map.

17 (building 17)

A two-story house with two bedrooms. Something seems to have been burned in the tub, because it has been scorched and there is visible damage to the ceiling and walls. The hallways contain puzzles, both completed and unfinished.

18 (building 18)

A two-story house with two bedrooms, a basement and an attic. Someone seems to have ransacked this house, possibly looking for something, as the drawers have been pulled out and the furniture is scattered.

19 (building 19)

A one-story house with one bedroom. There's an empty birdcage hanging in the living room. The graffiti in this house is as follows:

"ALPHONSE ELRIC, STEPHANIE BROWN, GREED, EDWARD ELRIC, DAY FORTY FOUR, TRAVELLING EAST."

On the dining room table is a sign:

"DAY 61, REACHABLE SHELTER TO EAST, RESUPPLY POINT TWO DAYS EAST."

20 (building 20)

This house is covered in mold, as the roof has been badly damaged. The basement is mostly dry.

21 (building 21)

This house is partially flooded, although the entryway is raised and dry. There is a basement, but it's completely flooded. An experiment was conducted in the basement here by @mnemosyne and @dissect, and the post can be found [here](#).

There are signs against the wall that read as follows:

"WE DON'T NEED A BABYSITTER"

"WHO ARE YOU? WHO WATCHES YOU?" has been added to one of these.

The second floor is dry, and has two bedrooms and a bathroom. A cardboard sign in one bedroom reads: "DAY 62, REACHABLE SHELTER TO EAST, SUPPLY POINT THREE DAYS EAST."

22 (building 22)

Two-story house, two bedrooms, one bath. Bathroom has cracked pipe leaking water constantly; floor in bathroom and outside hall are damaged. Some boards pulled up by the kitchen with dirt beneath. Kitchen has a giant sinkhole with table down at the bottom. Probable residents: single mom and rebellious teen.

23 (building 23)

The lower floor of this house is destroyed, but one room on the second floor can be reached by climbing up the rubble. The room seems to have been an artist's studio, containing largely finished and unfinished portraits.

Some of the canvases have been slashed. The graffiti here reads as follows:

"ALPHONSE ELRIC, STEPHANIE BROWN, GREED DAY FORTY SIX, TRAVELLING EAST".

"SHEENA FUJIBAYASHI AND ZELOS WILDER, DAY 67, TRAVELING EAST".

24 (building 24)

A two-story house with one bedroom. The rooms are all painted in various bright colors. The graffiti here reads as follows:

"This is Building 31 on the composite map. Contact @CaptSteveRogers for details." Below this is a hand drawn map.

25 (building 25)

This house is mostly ruined, and the only part that remains intact is a large bathroom with a Jacuzzi, as well as a linen closet, a toilet and a sink.

26 - Shelley Derricks' House (building 26)

A two-story house with three bedrooms and two bathrooms. This house is covered in wallpaper which has been torn down in places. @hotstud_xxx listened to the walls with a stethoscope and heard someone telling him to go east. He also hummed a tune that he heard in the nursing home (where Derricks was apparently sent) and sent the recording to both of her known network accounts. He received messages humming back. The graffiti here reads as follows:

"ALPHONSE ELRIC, STEPHANIE BROWN, EDWARD ELRIC, GREED, DAY SIXTY-FIVE, TRAVELLING SOUTH-WEST."

"DEAR FORMER RESIDENT, WE ARE FRIENDS, PLEASE DO NOT FEEL YOU NEED TO HIDE FROM US. CONTACT LELRIC."

"House 33 of the map".

"Where", with a hand drawn map.

27 (building 27)

A two-story house with one bedroom and an attic. One outer wall has partially collapsed, leaving quite a bit of this house exposed to the outside, and rendering the bedroom unusable. The attic is safe and dry, and filled with mostly empty boxes and trunks. "House 36 of the map" is written on one wall.

28 (building 28)

A one-story house with one bedroom. A sunroom is attached to the living room, and it contains living potted plants. "ALPHONSE ELRIC, DAY SIX, TRAVELLING SOUTH" is carved into one wall.

29 - School Shed (building 29)

A sports equipment shed outside the school. Because the school cannot be stayed in overnight, many groups stay here overnight before or after resupplying, so this building can get crowded very quickly, which increases risk for an anomaly attack. Plan accordingly. The graffiti here reads as follows:

"This is Building 46 on the composite map. Contact @CaptSteveRogers for details." with a hand drawn map underneath.

43 - The School (building 30)

This is a two-story school which is badly damaged, split in half. **It cannot be stayed in overnight.** The only entrance is through the ruined center portion. Multiple strange experiences have been reported here. Many of the classrooms have circles with x's in the center drawn on the blackboards.

First floor:

Central Wing

There is an auditorium here and offices, but they are largely moldy and ruined.

The **cafeteria** here restocks with food regularly, and often has frozen meals with fruit, vegetables, etc. The graffiti here reads as follows:

"ALPHONSE ELRIC, MAMI TOMOE, FREYA CRESCENT, GREED, EDWARD ELRIC, STEPHANIE BROWN, DAY FORTY THREE, TRAVELLING NORTH-EAST."

Penises, a hotrod with the initials "JW", and a motorcycle have been drawn on the walls here.

Northeast Wing

Consists of six classrooms, likely for the youngest students, judging by the desks and chairs. The northwesternmost classroom contains a **piano**, missing its strings. If the same song is played on this piano and the one in building 35 at the same time, the pianos will both **bleed**. @hotstud_xxx examined some of the blood from the piano and reported that it crackled with static. When placed under the microscope in a slide, there was nothing, and it appeared as though the slide had simply been tinted red.

The graffiti in this wing reads as follows:

"I found a severed arm here, but it vanished. Restless spirit? - Enoch"

"JIM HAWKINS WAS HERE", "NORFINBURY SUCKS", "JH ZD ZF", and "JH <3 ZD"

Northwest Wing

Six more classrooms are in this wing.

Southeast Wing

Six more classrooms are in this wing.

Southwest Wing

Six more classrooms are in this wing.

Second floor:

Central Wing

This wing is in ruins, with very little intact.

Northeast Wing

Six more classrooms are in this wing.

Northwest Wing

This wing contains a teacher's lounge as well as a large computer lab, although the computers are all missing. To the south is a library. Notably, the reference section is completely empty. A large **machine** here appears to be the same as the ones in the convenience stores, but this one asks for ID and cannot be used if you don't have it. @ecks reports that this machine can also duplicate SD cards.

Southeast Wing

Six more classrooms are in this wing.

Southwest Wing

An art room is in this wing, filled with work by children. Notably, the more recently dated pieces become darker and difficult to make out. There is also a music room here with various instruments which all work.

The most notable thing about the school is the variety of strange experiences reported here. More specifically, multiple people have mentioned seeing apparitions or hearing things. In some instances, people have been grabbed or physically attacked, and the wounds remained even after the “ghost” had disappeared. [Here](#) is one such report. @hotstud_xxx has also had multiple experiences in the school, such as:

- Playing the piano and hearing the instruments in the music room join in, as well as the other piano missing its strings.
- Playing children’s songs prompted unseen children to “join in”.
- Playing the hummed tune he heard in the nursing home prompted an invisible child to ask, “Is that you, Mrs. S?”

31 (building 31)

A one-story house surrounded by a picket fence. The front and back doors are locked, but the house can be entered through a dog flap in the back of the doghouse in the backyard. The inside of the house has been ransacked. The graffiti here reads as follows:

"EMERGENCY RATIONS IN CUPBOARD. MEETING DAY 67, HOUSE TO WEST. CONTACT @CMDRSHEPARD"

"This is Building 45 on the composite map. Contact @CaptSteveRogers for details." with a hand drawn map underneath.

"ALPHONSE ELRIC AND EDWARD ELRIC, DAY NINETY-SIX, TRAVELLING SOUTH. IF ANY ASSISTANCE IS NEEDED CONTACT @LELRIC ANY TIME."

32 (building 32)

The windows of this house were once covered in black paint, but most of it has been removed. The couch is badly damaged. “House 47 of the map” has been written on the wall, but this house was renumbered after the graffiti was left here.

33 - The funeral home (building 33)

You cannot stay in this building overnight, and there is a **morgue** here. This building looks like a house from the outside, but the inside contains a lobby, an office, a viewing area, and the morgue. Like most buildings with a morgue, the atmosphere is oppressive. The morgue’s walls are lined with body shelves, and the bodies can be viewed through small windows, although the drawers themselves are locked. The bodies in this morgue have been documented [here](#), current as of day 59.

Two people experimented with locking themselves overnight in the morgue in this building. A video of their experience can be found [here](#).

34 - The Clinic (building 34)

This house is largely ruined, but two rooms are intact and can be stayed in overnight. The shower here receives ten minutes of **hot water** every day. The graffiti here reads as follows:

"EMERGENCY RATIONS IN NIGHTSTAND. MEETING DAY 67, HOUSE TO NORTHWEST. CONTACT @CMDRSHEPARD"

"ALPHONSE ELRIC, DAY NINETY-FIVE, TRAVELLING NORTH. IF ANY ASSISTANCE IS NEEDED CONTACT @LELRIC ANY TIME"

"This is Building 52 on the composite map. Medical assistance and hot, clean water available here. Toiletry supplies in bathroom cabinets. Contact @CaptSteveRogers for details." with a hand drawn map underneath.

35 (building 35)

The second floor of this house is inaccessible, and a snow fort has been built outside. A broken chair has been put into one of the cabinets with a note: "Feel free to use as you see fit :)! Be careful of splinters!" The graffiti here reads as follows:

"ALPHONSE ELRIC, DAY NINETY-FIVE, TRAVELLING NORTH. IF ANY ASSISTANCE IS NEEDED
CONTACT @LELRIC ANY TIME"

"ALFIE SOLOMONS, 1922. Camden Town, London, England, UK, Europe, Earth. Day 145, February 4"

36 (building 36)

A two-story house. The upper level is dominated by a personal library with hundreds of books, but all of the pages have been torn out.

37 (building 37)

A two-story house with a bedroom and a nursery. The crib in the nursery has been taken apart, and there's a rabbit mobile attached to the ceiling. The graffiti in this house reads as follows:

"ALPHONSE ELRIC, DAY SEVEN, TRAVELLING SOUTH"

"ALPHONSE ELRIC, EDWARD ELRIC, GREED, DAY SEVENTY-TWO, TRAVELLING SOUTH-EAST. DEAR
FORMER RESIDENT, WE ARE FRIENDS, PLEASE DO NOT FEEL YOU NEED TO HIDE FROM US.
CONTACT LELRIC."

38 (building 38)

This house appears to have collapsed, but you can find a tunnel in the debris that leads to one room that seals safely at night. All that's left is a living room and a bathroom, which has claw marks on the walls.

39 (building 39)

A two-story house with two bedrooms and two bathrooms. Porcelain dolls are set up in various places around the house, but they are all facing the wall. The graffiti here reads as follows:

"ALPHONSE ELRIC, STEPH BROWN, MAMI TOMOE, FREYA CRESCENT, EDWARD ELRIC, DAY THIRTY,
TRAVELLING NORTH."

40 (building 40)

All that remains of this house is the living room. The floor is water damaged and the couch is moldy. Some of the wooden floor has been torn up, revealing metal underneath. The fireplace here works, and the dry wood nearby seems to replenish itself regularly. The graffiti here reads as follows:

"Do not burn furniture. Nasty smoke, very bad for your health. – Steve Rogers"

"ALPHONSE ELRIC, DAY SEVEN, TRAVELLING SOUTH"

"This is Building 66 on the composite map. Contact @CaptSteveRogers for details." with a hand drawn map.

41 (building 41)

Only one room of this house remains, and the walls, floor and ceiling have all been painted red. There are canvases stacked in the corner as well, but they've been blacked out by paint.

42 (building 42)

A one-story house, notable for the fact that it's filled with clown memorabilia. A life-sized clown statue is in the corner of the room. A piece of tape on the wall reads:

"Angel and Rhys: If you find this, please find a way to tell me. - Clayton".

43 (building 43)

A two-story house with two bedrooms and a basement. The basement is filled with sports memorabilia, and some of the furniture in the house has been broken. The graffiti here reads as follows:

"ALPHONSE ELRIC, STEPHANIE BROWN, GREED, EDWARD ELRIC, DAY FORTY THREE, TRAVELLING NORTH."

44 (building 44)

A two-story house with two bedrooms, one of which is a child's bedroom. The fireplace here works, but requires wood. The graffiti here reads as follows:

"T. HAMADA, DAY 24, EAST"

45 (building 45)

A one-story house, very basic, although the bed has a comforter.

46 (building 46)

This house is only accessible through a ladder around the back, which leads to the second story. The first floor is blocked by debris, but the bathroom upstairs receives ten minutes of **hot water** a day. The graffiti here reads as follows:

"ALPHONSE ELRIC, TADASHI HAMADA, STEPH BROWN, MAMI TOMOE, FREYA CRESCENT, EDWARD ELRIC, DAY NINETEEN, TRAVELLING WEST"

"ALPHONSE ELRIC, STEPH BROWN, MAMI TOMOE, FREYA CRESCENT, EDWARD ELRIC, DAY TWENTY-NINE, TRAVELLING WEST."

47 (building 47)

A one-story house devoid of furniture, although the basement is filled with boxes. @hotstud_xxx reported hearing someone coming down the basement steps over and over again. He arranged wine glasses on the stairs and heard someone "trip", and one wine glass shattered while unobserved, and remained shattered. The graffiti here reads as follows:

"ALPHONSE ELRIC, DAY SEVEN, TRAVELLING SOUTH"

"ALPHONSE ELRIC, EDWARD ELRIC, GREED, DAY SEVENTY-TWO, TRAVELLING SOUTH-EAST. DEAR FORMER RESIDENT, WE ARE FRIENDS, PLEASE DO NOT FEEL YOU NEED TO HIDE FROM US. CONTACT LELRIC."

"ALPHONSE ELRIC, EDWARD ELRIC, GREED, DAY SEVENTY-THREE, TRAVELLING SOUTH. DEAR FORMER RESIDENT, WE ARE FRIENDS, PLEASE DO NOT FEEL YOU NEED TO HIDE FROM US. CONTACT LELRIC."

48 (*building 48*)

A one-story house. Most of the doorways here are just empty doorframes hung with glass beaded curtains. The graffiti here reads as follows:

"ALPHONSE ELRIC, MAMI TOMOE, FREYA CRESCENT, GREED, EDWARD ELRIC, STEPHANIE BROWN, DAY FORTY THREE, TRAVELLING NORTH-EAST."

"ALPHONSE ELRIC, STEPHANIE BROWN, EDWARD ELRIC, GREED, DAY SIXTY-SIX, TRAVELLING NORTH-WEST. DEAR FORMER RESIDENT, WE ARE FRIENDS, PLEASE DO NOT FEEL YOU NEED TO HIDE FROM US. CONTACT LELRIC."

49 (*building 49*)

A one-story house with a snowman outside and a craft room that contains an old pedal-powered sewing machine. The graffiti here reads as follows:

"ALPHONSE ELRIC, STEPH BROWN, MAMI TOMOE, FREYA CRESCENT, EDWARD ELRIC, DAY TWENTY-EIGHT, TRAVELLING NORTH."

50 (*building 50*)

A two-story house with two bedrooms and an attic. The house is decorated in a Victorian style. The graffiti here reads as follows:

"ALPHONSE ELRIC, DAY EIGHT, TRAVELLING EAST" and "ALPHONSE ELRIC, STEPH BROWN, MAMI TOMOE, FREYA CRESCENT, EDWARD ELRIC, DAY TWENTY-FOUR, TRAVELLING WEST"

"ALPHONSE ELRIC, EDWARD ELRIC, GREED, DAY SEVENTY-FIVE, TRAVELLING SOUTH-WEST. DEAR FORMER RESIDENT, WE ARE FRIENDS, PLEASE DO NOT FEEL YOU NEED TO HIDE FROM US. CONTACT LELRIC."

"This is Building 80 on the composite map. Contact @CaptSteveRogers for details." with a hand drawn map

51 (*building 51*)

A one-story house. The wall in the bathroom has crumbled, destroying the toilet and the plumbing. The bathroom also contains a bookcase with romance novels. The graffiti here reads as follows:

"ALPHONSE ELRIC, TADASHI HAMADA, STEPH BROWN, MAMI TOMOE, FREYA CRESCENT, EDWARD ELRIC, DAY TWENTY-ONE, TRAVELLING WEST"

52 (*building 52*)

A two-story house, completely empty. The graffiti here reads as follows:

"ALPHONSE ELRIC, TADASHI HAMADA, STEPH BROWN, MAMI TOMOE, FREYA CRESCENT, EDWARD ELRIC, DAY TWENTY, TRAVELLING WEST"

53 (*building 53*)

A one-story house with a non-functioning fireplace. The graffiti here reads as follows:

"ALPHONSE ELRIC, MAMI TOMOE, FREYA CRESCENT, GREED, EDWARD ELRIC, STEPHANIE BROWN, DAY FORTY TWO, TRAVELLING NORTH."

54 (building 54)

A one-story house. There's a fish tank in the bedroom with fish bones at the bottom. "Fireplace unsafe" has been carved into the dining room table, which has been leaned up against the fireplace in the living room. The graffiti here reads as follows:

"ALPHONSE ELRIC, TADASHI HAMADA, STEPH BROWN, MAMI TOMOE, FREYA CRESCENT, EDWARD ELRIC, DAY TWENTY-ONE, TRAVELLING WEST"

"ALPHONSE ELRIC, STEPH BROWN, MAMI TOMOE, FREYA CRESCENT, EDWARD ELRIC, DAY TWENTY-THREE, TRAVELLING WEST"

"I know you're watching me" carved into the wall near the fireplace.

55 (building 55)

A two-story house. The dining room has a large table which has been flipped over, and the chairs have been smashed. The two bedrooms on the second floor appear to be for children. The graffiti here reads as follows:

"ALPHONSE ELRIC, TADASHI HAMADA, STEPH BROWN, MAMI TOMOE, FREYA CRESCENT, EDWARD ELRIC, DAY NINETEEN, TRAVELLING WEST"

"ALPHONSE ELRIC, TADASHI HAMADA, STEPH BROWN, MAMI TOMOE, FREYA CRESCENT, EDWARD ELRIC, DAY TWENTY, TRAVELLING WEST"

56 (building 56)

The only room remaining of this house is the bedroom and an attached bathroom. The bathtub can be filled with **hot water** once per day. There is a **trapdoor entrance to the Maintenance Tunnels** near the back of the walk-in closet, and the floor around it has been scuffed up, revealing metal underneath. The graffiti here reads as follows:

"ALPHONSE ELRIC AND TADASHI HAMADA, DAY TEN, TRAVELLING EAST"

"This is Building 92 on the composite map. Contact @CaptSteveRogers for details. There is enough clean hot water to fill the bathtub; enjoy!" with a hand drawn map.

57 (building 57)

This house is mostly collapsed except for one dark, windowless room.

58 (building 58)

A small one-story building half buried in snow with two snowmen outside. Only the kitchen and living room remain, but the kitchen has a back door that leads into the ice tunnels. This house is the only way of entering the tunnels, and as such, acts as a choke point. It is common for multiple groups to be trapped overnight here, increasing the risk of anomaly attack. Plan accordingly. The graffiti here reads as follows:

"Don't wreck the snowmen! That's super mean!"

"This is Building 95 97 on the composite map. Contact @CaptSteveRogers for details." with a hand drawn map.

59 (building 59)

This house is destroyed except for the living room, which has a pool table in the center. "ALPHONSE ELRIC, DAY NINE, TRAVELLING SOUTH EAST" is on one wall.

60 (*building 60*)

A two-story house with two bedrooms and an attic. The attic has a door that leads to the roof. The graffiti here reads as follows:

"ALPHONSE ELRIC, DAY NINE, TRAVELLING EAST."

"ALPHONSE ELRIC AND TADASHI HAMADA, DAY TEN, TRAVELLING EAST"

61 (*building 61*)

A one-story house. The office contains graded elementary school papers. The graffiti here reads as follows:

"T. HAMADA, DAY 08, WEST"

"ALPHONSE ELRIC, TADASHI HAMADA, STEPH BROWN, MAMI TOMOE, DAY ELEVEN, TRAVELLING EAST"

62 - Sam's House ("the Prophet") (*building 62*)

A two-story house with three bedrooms. In the living room is a display case filled with sports awards and plastic trophies. One bedroom is decorated with sports memorabilia and posters.

63 (*building 63*)

A mostly intact house, although the back half has collapsed. There have been multiple reports of this house having a strange, discomfoting feeling.

64 - Mass Grave/Park II (*feature 64*)

A large park with partially buried playground equipment as well as a mass grave.

65 (*building 65*)

A one-story house still decorated for a child's birthday party. The graffiti here reads as follows:

"Food

< 1 day's walk SSE

Regularly Resupplied"

66 (*building 66*)

A one-story house with two bedrooms, one of which seems to have been a pottery studio. The house is also surrounded by scattered pottery.

67 (*building 67*)

A relatively large one-story house with one bedroom, decorated with travel souvenirs. The bed has been taken apart, and someone has also torn up the mattress.

68 (building 68)

A one-story house, but only the entryway can be accessed, with the rest of the house blocked by a sealed door. The doorknob is missing, and the door itself appears to be solid metal with no keyhole or other obvious locks. There is a note on the wall: "Some type of computer inside. Caution: forcing door open brought spiders. - @jphawkins, @standardissue day 65". A post documenting the attempt to open this door with a bomb is [here](#).

69 (building 69)

A two story house, with a bathroom and two bedrooms on the first floor, and a master bedroom and bathroom upstairs. All of the windows have been smashed, but they remain intact, although shattered.

70 (building 70)

A two-story house with two bedrooms and a basement. The backyard has a children's slide as well as a mound. A chair has been placed on top with a note: "Unidentified child - found by @jphawkins s.b. Day 27".

71 (building 71)

A one-story house with one bedroom. The water here comes out of the tap brown and dirty looking.

72 (building 72)

A one-story house with one bedroom. There is a leak from the ceiling in the kitchen, which is incredibly moldy. There's a smiley face on the wall.

73 (building 73)

All that's left of this house is the hallway, and someone has drawn eyes all along the walls.

74 (building 74)

All that's left of this house is one bedroom, but it is safe to stay in. The walls and floor are covered with mathematical equations, all of which are incorrect, but have been corrected in pen or chalk. Some of the zeroes have x's drawn through them. There are also random doodles in green crayon. What appears to be dried blood is splattered on the floor and walls. The graffiti in this house is as follows:

"Greed was here. Day 12, heading south."

"ALPHONSE ELRIC, TADASHI HAMADA", STEPH BROWN, MAMI TOMOE, DAY FOURTEEN, TRAVELING EAST"

"ALPHONSE ELRIC, TADASHI HAMADA, STEPH BROWN, MAMI TOMOE, FREYA CRESCENT, EDWARD ELRIC, DAY SIXTEEN, TRAVELLING WEST"

"Mathematics is the music of reason. -JJS"

On a sheet of paper near the door:

"This is Building 20 on the composite map. Contact @CaptSteveRogers for details", accompanied by a hand drawn map.

75 - Convenience Store (building 75)

You cannot stay overnight in this building. A sign above the door outside says "Mallard River Market", and the store still receives electricity. This store is restocked with food (largely junk food and things like TV dinners, with nothing fresh). It also contains a couch and a bathroom with running water, as well as **a vending machine**

that dispenses red and black SD cards, with a limit of one per day. The red ones can only be read and written on once before deleting themselves, while the black ones can be read and overwritten multiple times. The graffiti here reads as follows:

"ALPHONSE ELRIC, TADASHI HAMADA, STEPH BROWN, MAMI TOMOE, FREYA CRESCENT, EDWARD ELRIC, DAY SIXTEEN, TRAVELLING WEST".

76 (building 76)

A one-story house with one bedroom. The doorknobs in this house have all been snapped off, and are in a box under the dining room table.

77 (building 77)

A two-story house with two bedrooms and a bathroom downstairs, and a bedroom and bathroom upstairs. All of the boxes and much of the furniture have been put into a large pile. "SHEENA FUJIBAYASHI AND ZELOS WILDER, DAY 65, TRAVELING EAST" is carved into one wall.

78 (building 78)

This house has been ruined, but a staircase in the rubble leads to a basement which can be stayed in.

"ALPHONSE ELRIC, STEPHANIE BROWN, FREYA CRESCENT, GREED, EDWARD ELRIC, BIFF, ANGEL, RHYS, ZELL DINCHT, DAY FIFTY-THREE, TRAVELLING SOUTH" is on one wall.

79 (building 79)

A two-story house with two bedrooms and a basement. A cardboard sign in one bedroom reads:

"DAY 60, REACHABLE SHELTER TO EAST, NEARBY. REACHABLE RESUPPLY POINT TO EAST."

The graffiti here reads as follows:

"ALPHONSE ELRIC, TADASHI HAMADA, STEPH BROWN, MAMI TOMOE, FREYA CRESCENT, EDWARD ELRIC, DAY SEVENTEEN, TRAVELLING SOUTH".

ALPHONSE ELRIC, STEPHANIE BROWN, GREED DAY FORTY SIX, TRAVELLING EAST".

"ALFIE SOLOMONS, 1922. Camden Town, London, England, UK, Europe, Earth. Day 148, February 7".

80 (building 80)

A one-story house with one bedroom. At night, the roof leaks. "ALPHONSE ELRIC, TADASHI HAMADA, STEPH BROWN, MAMI TOMOE, DAY SIXTEEN, TRAVELLING WEST" is carved on the wall by the door.

81 (building 81)

A two-story house with three bedrooms.

82 (building 82)

Standard two-story house with a basement. The first floor has a kitchen, living room, and dining room. Second floor has two bedrooms and bathroom. House decorated in religious paraphernalia: "BLESS THIS HOUSE" plaque in the entryway, crucifix hung up in the master bedroom. Other bedroom for young child, with soft pink toddler bed. Graffiti: "ALPHONSE ELRIC, STEPHANIE BROWN, FREYA CRESCENT, GREED, EDWARD ELRIC, BIFF, DAY FIFTY-TWO, TRAVELLING NORTH-EAST" is carved into the wall. [Smiley face](#) drawn on the wall in pencil.

83 (building 83)

A one-story house with one bedroom. The house is filled with cat towers, litter boxes and scratched up furniture. The door frame between the kitchen and dining room is damaged, and some of the furniture has been broken and damaged as well.

"ALPHONSE ELRIC, STEPHANIE BROWN, FREYA CRESCENT, GREED, BIFF, RHYS, DAY FORTY EIGHT, TRAVELLING SOUTH-EAST" is carved into one wall.

84 (building 84)

This house is mostly destroyed, but one room is still standing. It contains a piano, and the inside appears to be covered in dried blood which has been partially cleaned. This piano, when played in tandem with the one in the school, begins to bleed, as documented [here](#). The graffiti here reads as follows:

"ALPHONSE ELRIC, STEPHANIE BROWN, FREYA CRESCENT, GREED, EDWARD ELRIC, BIFF, ANGEL, RHYS, ZELL DINCHT, DAY FIFTY-THREE, TRAVELLING SOUTH".

"SHEENA FUJIBAYASHI, ZELOS WILDER, DAY 060, HEADING SOUTH".

There are also smiley faces drawn on the wall.

85 (building 85)

A largely ruined one-story house. Only a small closet in the hallway seals up at night. @mnemosyne reporting that humming here caused some unseen child to start crying.

86 (building 86)

A largely ruined house, with only the bedroom and bathroom intact. The graffiti here reads as follows:

"MARCOS WAS HERE", along with a drawing of a spider.

"Food

< 1 day's walk NW

Regularly Resupplied"

A sign on the dresser reads: "DAY 59, REACHABLE SHELTER ALONG BLOCKED PATH EAST. INFO ON DOOR UNCONFIRMED."

87 (building 87)

A one-story house with one bedroom. The kitchen and dining room are exposed to the outside and filled with snow.

88 (building 88)

A two-story house with three bedrooms and two bathrooms. The fireplace in the master bedroom is functioning, but requires wood. The armchair in the living room has been torn open. The graffiti here reads as follows:

"ALPHONSE ELRIC, STEPHANIE BROWN, FREYA CRESCENT, GREED, BIFF, RHYS, DAY FORTY EIGHT, TRAVELLING SOUTH-EAST".

A sign on the kitchen table reads: "DAY 58. REACHABLE SHELTER ALONG SNOW BLOCK TO SOUTHEAST."

89 (*building 89*)

A two-story house with three bedrooms. The bed in the master bedroom is stained with blood, and "sorry for the mess, but they won't take us this way" is written on the wall. There have been reports of shadowy figures standing in the corner, as well as a generally oppressive atmosphere in this room, similar to that encountered near anomalies. An object wrapped in bloody fabric is also in this corner. A personal account of this room can be found [here](#), and an investigation [here](#). Outside is a shallow grave with the skeletons of an adult and child. The graffiti here reads as follows:

"ALPHONSE ELRIC, STEPHANIE BROWN, FREYA CRESCENT, GREED, EDWARD ELRIC, BIFF, ANGEL, RHYS, ZELL DINCHT, DAY FIFTY-THREE, TRAVELLING SOUTH"

90 (*building 90*)

The only part of this house that remains intact is the dining room, and the table and chairs have been pushed up against the doors that once led to the rest of the house. A sign on the table reads: "DAY 58. REACHABLE SHELTER TO SOUTH, SOUTHEAST. SNOW BLOCKING TO WEST."

The graffiti here reads as follows:

"ALPHONSE ELRIC, STEPHANIE BROWN, FREYA CRESCENT, GREED, BIFF, RHYS, DAY FORTY EIGHT, TRAVELLING SOUTH-EAST".

"SHEENA FUJIBAYASHI AND ZELOS WILDER, DAY 61, TRAVELING SOUTH".

"ALFIE SOLOMONS, 1922. Camden Town, London, England, UK, Europe, Earth. Day 138, January 28".

Smiley faces are also drawn on the wall.

91 (*building 91*)

A one-story house with one bedroom. This house shakes badly when the wind is high. The graffiti here reads as follows:

"Hiro Hamada, day 5"

"ALPHONSE ELRIC, STEPHANIE BROWN, EDWARD ELRIC, GREED, DAY SIXTY-FOUR, TRAVELLING NORTH-WEST"

"DEAR FORMER RESIDENT, WE ARE FRIENDS, PLEASE DO NOT FEEL YOU NEED TO HIDE FROM US. CONTACT LELRIC"

92 (*building 92*)

A one-story house with a snowman built out front. The bedroom walls have had pages from fashion magazines pasted onto them. The graffiti here reads as follows:

"MARC" with "O POLO" added underneath

"Hiro Hamada, day 5"

93 (*building 93*)

A one-story house decorated in an Eastern European style. The graffiti here reads as follows:

"ALPHONSE ELRIC, TADASHI HAMADA, STEPH BROWN, MAMI TOMOE, DAY THIRTEEN, TRAVELING NORTH"

"ALPHONSE ELRIC, STEPHANIE BROWN, FREYA CRESCENT, GREED, EDWARD ELRIC, BIFF, DAY FIFTY-TWO, TRAVELLING NORTH-EAST"

SHEENA FUJIBAYASHI, ZELOS WILDER, DAY 059, HEADING NORTH" is written on the wall. "ALPHONSE ELRIC, STEPHANIE BROWN, EDWARD ELRIC, GREED, DAY FIFTY EIGHT, TRAVELLING SOUTH."
"DEAR FORMER RESIDENT, WE ARE FRIENDS, PLEASE DO NOT FEEL YOU NEED TO HIDE FROM US. CONTACT LELRIC."

"House 49 of the map"

Smiley faces have also been drawn on the wall.

94 - Graveyard (feature 94)

Small graveyard (very old). Statues and gravestones worn away by weather/time; angels lack heads and have malformed wings. Headstones mostly nubs. None of the inscriptions visible.

95 - Frozen Pond (feature 95)

Large pond, completely frozen over. No telling if there's something down there.

96 - The Chapel (building 96)

You cannot stay overnight here, and this building contains a **morgue**. The chapel appears to be Christian, with bolted down pews on either side of the aisle and an empty altar. There is a bathroom here. The stairwell leads down to a morgue, with walls lined with body shelves, all locked, with viewing windows. Like all buildings containing a morgue, the atmosphere here is oppressive, and it only worsens the longer you stay.

@mnemosyne locked himself in this morgue overnight on 101 and died as a result. Please be advised that watching this video past a certain point *will* break your tablet, and you will be forced to abandon it in order to find a new one. His post is [here](#).

97 (building 97)

A two-story house with two bedrooms and an attic. The roof has collapsed over the attic, rendering it inaccessible, but footsteps are sometimes heard in the attic regardless. The graffiti here reads as follows:

"@winston, third day. Someone is in the attic."

"ALPHONSE ELRIC, STEPHANIE BROWN, FREYA CRESCENT, GREED, EDWARD ELRIC, BIFF, RHYS, DAY FIFTY, TRAVELLING SOUTH-EAST"

"SHEENA FUJIBAYASHI, ZELOS WILDER, DAY 058, HEADING NORTH"

98 (building 98)

A two-story house with two bedrooms and a basement. There are small fabric squares strewn all over the house. The graffiti here reads as follows:

"ALPHONSE ELRIC, TADASHI HAMADA, STEPH BROWN, MAMI TOMOE, DAY THIRTEEN, TRAVELING NORTH"

99 (building 99)

A two-story house with three bedrooms. This house contains quite a number of shoes in the master bedroom, although none of them are suitable for current conditions. The graffiti here reads as follows:

"ALPHONSE ELRIC, STEPHANIE BROWN, EDWARD ELRIC, GREED, DAY SIXTY-FOUR, TRAVELLING NORTH-WEST"

"DEAR FORMER RESIDENT, WE ARE FRIENDS, PLEASE DO NOT FEEL YOU NEED TO HIDE FROM US. CONTACT LELRIC"

"Contact @CaptSteveRogers for details." with a hand drawn map

100 - Andromeda's House (building 100)

A two-story house with three bedrooms. The ones downstairs are used for storage, while the master bedroom is astronomy themed. This is **Andromeda's** house, an AI that once lived in Norfinbury.

101 - Riley Sung's house (building 101)

A two-story house with three bedrooms. One bedroom seems to have belonged to a teenaged boy. The graffiti here reads as follows:

"ALPHONSE ELRIC, STEPHANIE BROWN, FREYA CRESCENT, GREED, EDWARD ELRIC, BIFF, DAY FIFTY-ONE, TRAVELLING NORTH"

"SHEENA FUJIBAYASHI, ZELOS WILDER, DAY 53, HEADING NORTH" is written on the wall. "ALPHONSE ELRIC, STEPHANIE BROWN, EDWARD ELRIC, GREED, DAY FIFTY NINE, TRAVELLING SOUTH"

"DEAR FORMER RESIDENT, WE ARE FRIENDS, PLEASE DO NOT FEEL YOU NEED TO HIDE FROM US. CONTACT LELRIC."

"House 58 of the map"

102 (building 102)

A two-story house with three bedrooms. One bedroom downstairs is dinosaur themed, while the other is a yellow nursery with cats and dogs stenciled onto the walls. The crib has been turned upside down. The graffiti here reads as follows:

"CMDR JANE SHEPARD, DAY 54, TRAVELLING SOUTH"

"Contact @CaptSteveRogers for details." with a hand drawn map

103 (building 103)

A one-story house with one bedroom. @asolomons reported seeing hands "pushing" out of the wall, still cover in wallpaper. When he attempted to poke at them with a broom, the handle went through them. The graffiti here reads as follows:

"ALPHONSE ELRIC, TADASHI HAMADA, STEPH BROWN, MAMI TOMOE, DAY TWELVE, TRAVELING NORTH"

"Greed was here. Day 13, headed south."

"T. HAMADA, DAY 27, NORTH"

"CMDR JANE SHEPARD, DAY 53, TRAVELLING EAST"

"This is Building 62 on the composite map. Contact @CaptSteveRogers for details." with a hand drawn map.

"House 62 of the map"

104 (building 104)

A one-story house that is badly damaged, and likely caught fire.

105 (building 105)

A one-story house with two bedrooms, one of which has been turned into a darkroom with no windows. One wall in the dining room is damaged, as though someone was smashing something against it.

106 (building 106)

Only one room remains of this house, and the ceiling leaks. The graffiti here reads as follows:
"SHEENA FUJIBAYASHI AND ZELOS WILDER, DAY 63, TRAVELING NORTH-WEST"

107 (building 107)

A two-story house with three bedrooms. This house is very dark and completely empty, and there is a **locked door** near the back. The graffiti here reads as follows:
"ALPHONSE ELRIC, TADASHI HAMADA, STEPH BROWN, MAMI TOMOE, FREYA CRESCENT, EDWARD ELRIC, DAY NINETEEN, TRAVELLING WEST"

108 (building 108)

A one-story house. The bedroom has a loft bed with a desk underneath. The drawers are filled with SD cards with the chips removed, leaving only empty plastic cases.

109 (building 109)

A one-story house, completely empty. The graffiti here reads as follows:
"ALPHONSE ELRIC, STEPHANIE BROWN, EDWARD ELRIC, GREED, DAY SIXTY-ONE, TRAVELLING WEST"
"DEAR FORMER RESIDENT, WE ARE FRIENDS, PLEASE DO NOT FEEL YOU NEED TO HIDE FROM US. CONTACT LELRIC."

110 - Gas Station (building 110)

A gas station, although the pumps are missing and there's hardly anything inside the store.

111 (building 111)

A one-story house. There's no furniture, and what possessions are left are packed up into boxes.

112 (building 112)

This house is largely destroyed, and only the bathroom is intact, although it does seal safely at night. The graffiti here reads as follows:
"T. HAMADA, DAY 06, WEST"

113 (building 113)

A two-story house with three bedrooms. There's no furniture in this house, but it receives one hour of heat a night. The graffiti here reads as follows:

"ALPHONSE ELRIC, STEPHANIE BROWN, EDWARD ELRIC, GREED, DAY SIXTY-TWO, TRAVELLING WEST"

"DEAR FORMER RESIDENT, WE ARE FRIENDS, PLEASE DO NOT FEEL YOU NEED TO HIDE FROM US. CONTACT LELRIC."

"House 86 of the map"

114 (building 114)

This house is in bad condition. Each room is full of snow and mold, and the walls are full of holes. The attic is intact and comfortable enough to stay in. Trunks and boxes have been pushed to the edges of the room here, and the floor has been covered in octagons and hexagons with black paint. "T. HAMADA, DAY 25, EAST" is carved above the door.

115 (building 115)

This room is largely destroyed except for the bedroom, which still has a mattress and a full-length mirror.

@jwilson reported seeing a face in this mirror, but it did not move or respond to him. The graffiti in this house reads as follows:

"CMDR JANE SHEPARD, DAY 56, TRAVELLING EAST"

"115: ALPHONSE ELRIC, STEPHANIE BROWN, EDWARD ELRIC, GREED, DAY SIXTY-THREE, TRAVELLING NORTH-WEST"

"DEAR FORMER RESIDENT, WE ARE FRIENDS, PLEASE DO NOT FEEL YOU NEED TO HIDE FROM US. CONTACT LELRIC"

"Rations inside. Please only take in an emergency. Replace if you can." has been written on the endtable drawer.

116 (building 116)

A two-story house with two bedrooms. The second floor has collapsed. Moaning sounds have been reported from the rubble on the second floor. "House 93 of the map" has been written on the wall.

117 - Jia Xu's house (building 117)

A two-story house with three bedrooms. Jia Xu was a nurse practitioner working in emergency and critical care, who went to help out at the hospital during some sort of emergency. There's an office downstairs that contains a **case** bolted to the floor that opens up to reveal slots for SD cards. A ghost cat was encountered here and a message from Jia was found. See [this post](#). The graffiti here reads as follows:

"ALPHONSE ELRIC, STEPHANIE BROWN, GREED, EDWARD ELRIC, DAY FORTY FOUR, TRAVELLING EAST."

"House 94 of the map"

118 (building 118)

A two-story house with three bedrooms. The graffiti here reads as follows:

"ALPHONSE ELRIC, TADASHI HAMADA, STEPH BROWN, MAMI TOMOE, DAY TWELVE, TRAVELING NORTH"

"This is Building 101 on the composite map. Contact @CaptSteveRogers for details." along with a hand drawn map.

119 (building 119)

A two-story house with three bedrooms. One bedroom has been converted into an office, and one has a large, thick quilt that has been torn open. The graffiti here reads as follows:

"This is Building 102 on the composite map. Contact @CaptSteveRogers for details." with a hand drawn map.

120 (building 120)

A two-story house with two bedrooms and an attic. The graffiti here reads as follows:

"House 103 of the map"

"This is Building 103 on the composite map. Contact @CaptSteveRogers for details." with a hand drawn map

121 (building 121)

A two-story house with three bedrooms. The wallpaper in the living room has been torn up in the corners, as though with someone's fingernails. In places where the wallpaper has been torn away completely, an electric humming can be heard. Staying in this house for extended periods causes strange physical symptoms, such as dizziness. "House 104 of the map" is written on the wall.

122 (building 122)

A house that consists only of one empty room and a **trapdoor down to the Maintenance Tunnels**.

Graffiti: "This is Building 105 on the composite map. Contact @CaptSteveRogers for details." with a hand drawn map.

123 - Vet's Office (building 123)

This building cannot be stayed in overnight. This is a small vet's office, and each exam room has a mural. In the back of the building is a freezer that contains black bags. At the back of the freezer is a **sealed door**. "T. HAMADA, DAY 04, WEST" has been scratched into the wall.

124 (building 124)

This house is covered in snow. The back door leads into Kesara's tunnels, or Hsiaoke Pass. As this house is the only entrance to the tunnels, it acts as a choke point, and multiple groups may be trapped inside after lockdown at once, increasing the risk of anomaly attack. Plan accordingly.

Buildings and features are numbered according to [the town](#) map, located [here](#).

(ooc note: House's IC numbers are listed first, with the corresponding OOC number beside them in italics.)

Ice Caves

125 *(building 125)*

An unfinished basement that can be accessed through a trapdoor in the ice. The shadows in the corners of the basement seem to shift. **Do not light a fire in the stove.** @hotstud_xxx reports that doing so made the shadows "come to life" and bite the occupants, and this did not stop until the end of lockdown. A small hole is dug into the ground, about three feet long and one foot deep.

126 *(building 126)*

A largely ruined house. The only intact room is an old bedroom with a mattress.

127 *(building 127)*

A one-story house with one bedroom. Every room has been painted red. @ecks states that the walls occasionally "bleed", although the blood disappears.

128 *(feature 128)*

Ice spires go from floor to ceiling. Difficult to tell why they formed, but they're what's holding up this area of the cavern. Don't screw with them.

129 - Retirement Home *(building 129)*

A retirement home reduced largely to rubble and half-standing rooms. Only one room seals up at night, and it contains a bed and ruined photos. @hotstud_xxx reported hearing an old woman humming, and the tune did not change even when he tried to hum along or hum a different song. He also found a photograph dated 6/13/00. @cutthroatbitch reported that playing a clip of Shelley Derricks possessing Quark resulted in data ghost saying it was worried about child who lived on the east side of Norfinbury.

The graffiti here reads as follows:

"T3R3Z1 PYROP3 W4S H3R3

VR1SK4 1S 4 LOS3R"

There are also crossed out circles drawn on the walls.

130 - Pharmacy (building 130)

A pharmacy. Prescriptions or over the counter medicine can occasionally be found here. Some of the floorboards have been pulled up in the corner to reveal metal beneath. @hotstud_xxx reports multiple strange experiences here:

- A phantom hand knocking on the door after lockdown. When a light was shone outside, the outline of a hand was seen. Attempts to call out or knock on the door in morse code was only met with louder knocking.
- The sound of what might have been someone filling prescriptions. He claimed to be Jia Xu and asked to have a prescription filled, and heard the “pharmacist” drop pills, but no sound after.

The graffiti here reads as follows:

"This is Building 111 on the composite map. Medication sometimes available here. Contact @CaptSteveRogers for details."

131 - Hospital (building 131)

The hospital is buried in ice and snow, but can be accessed from a door on the roof. The hospital is incredibly clean and sterile, as though it's still being maintained. It is four stories with a basement, which are connected by a lobby and a staircase. Floors can be moved between during the day, but the staircase seals up at night. The hospital has a suffocating, uncomfortable atmosphere on all floors, and seems to have been working over capacity, as most rooms have extra beds shoved inside.

Fourth and third floors

These floors are identical, and consist of large waiting areas with patient rooms. All electronics are missing from the hospital, and there are nurse's stations on each floor.

Second floor

A surgical area with two admissions areas. There is also a lab, a pharmacy, office, a few clinics, and operating rooms. Multiple beds have been shoved into the operating rooms, and the beds in the center of each room are attached at the floor, and seem to unlock or lock at the base.

First floor

This floor contains an operating room, a lab, and a labor/delivery area. This floor is less suffocating than the others. The lobby here has a door that opens to the south, leading to the rest of the ice tunnels, and the torn open elevator lobby leads to the west. Under the reception sign here is graffiti left by @totheark: "N⊗ NIMA where is it?"

73 74 69 6c 6c 20 73 65 61 72 63 68 20 69 6e 67"

The HDU and ICU are also on this floor, and are very disorganized. Whatever discomforting atmosphere is permeating the rest of the hospital is especially bad in the ICU. Two grates on the floor have been opened up, but are too small for anyone to fit through. @hotstud_xxx notes that usually these vents are repaired overnight when the covers are removed. He stuck a robot down one vent and the robot was disassembled and swept away very quickly, along with a tablet, when not observed.

Basement/Morgue

This area cannot be stayed in overnight. This is the most uncomfortable area of the hospital. Like the other morgues, it consists of body shelves lining the walls, each with a small viewing window. @hotstud_xxx locked himself in the morgue overnight, and reported the following:

“over-nighted in morgue **three times** > profuse bleeding from all orifices, intense pain, followed by unconscious - acute mn poisoning (according to robert miller)
urge to flee dissipated shortly after lockdown > nothing happened until around midnight when a sound in the walls started

midnight > all lights came up, sound became piercing, creature emerged from wall

first appearance was of a mechanical insect accompanied by people in plague doctor masks

second appearance included more fully formed wing-like appendages made of electricity - electricity seemed to spark from wings and hit me

third appearance was a creature with tentacles and head/face of james wilson - was able to hit creature in the forehead with a mallet coated with rubble; metallic clang followed this”

132 (building 132)

A simple storage shed with a **trapdoor leading down to the Maintenance Tunnels.**

133 (building 133)

The first floor of this building is ruined, but you can climb up the rubble to the second floor.

134 (building 134)

A small stone building, only one room. Some of the walls and door have been hacked at, possibly with an axe, leaving the metal core exposed.

135 (building 135)

Only a storage shed remains, with a large, blank black board on the wall, almost like a chalkboard. There are also empty wooden shelves.

136 (building 136)

A largely collapsed house, with only a living room and half bathroom intact.

137 (building 137)

A one-story house with one bedroom. There is a snowman outside.

138 - Robert Miller's House (building 138)

A one-story house with one bedroom. The only remaining furniture is a single bed. There is also a desk built into the wall that seems to have once housed multiple computers. @makeme reports that audio and video do not work on the tablets in this house.

139 (building 139)

A basement made entirely out of metal. There is a **trapdoor leading down to the Maintenance Tunnels.**

140 - Stalactite/lagmite Field (feature 140)

Sharp stalactites and stalagmites of ice everywhere. Move slowly and quietly if you don't want to die.

141 - Post Office (building 141)

This building leads to downtown, and as the only entrance, acts as a choke point. Multiple groups can become trapped here overnight, increasing the risk of anomaly encounters. @hotstud_xxx performed a number of experiments here, as well:

- Wrote and placed letters in outgoing mail for an associate as well as the President of the United States. These letters were collected when unobserved, but he received no response.
- Stuck a tablet down a vent, attached to a hose. The shaft extended beyond the reach of the hose, and when the tablet was dropped, it broke when it hit the bottom. Calculated distance was about 1,500 ft. Robert Miller has confirmed that he and the Admin, Eve, are underground along with stasis pods.
- During "maintenance", cut himself and observed "static-y" blood, but when gathered in a vial, no static appeared in the blood until it was poured out again. After maintenance, the blood returned to normal.

142 - Lake Tunnel (feature 142)

This is a glass or plastic tunnel going underneath a lake. The ice on the surface of the lake appears to be very thick, and there's only a relatively small pocket of water around the tunnel itself. There are no fish or other living creatures in the water. "ALPHONSE ELRIC, DAY ONE HUNDRED AND FORTY THREE, TRAVELLING SOUTH. IF ANY ASSISTANCE IS NEEDED CONTACT @LELRIC ANY TIME" is carved into one wall.

Buildings and features are numbered according to [the town](#) map, located [here](#).

(ooc note: House's IC numbers are listed first, with the corresponding OOC number beside them in italics.)

Downtown

143 *(building 143)*

A computer store. @totheark tried Robert Miller's keycard here to no avail.

144 - Grocery Store *(building 144)*

Restocked with fresh food daily. **You cannot stay here overnight.**

145 *(building 145)*

A large storage unit with a small office, containing a working toilet and sink.

146 *(building 146)*

A Mexican restaurant with a working bathroom.

147 *(building 147)*

A Japanese restaurant with a working bathroom.

148 *(building 148)*

A large building that likely once sold housewares, although the shelves are empty. There's a working bathroom in back. A few people have reported hearing footsteps and giggling here.

149 *(building 149)*

A coffee shop or cafe. @Aigis and @donner both report seeing a device that looks similar to a chalkboard, but appears to be an output device or a large screen. @Aigis said that her tablet assistant said that the device's WiFi was locked and required authorization from the owner of the shop to unlock. When @admin was contacted, she claimed she was unauthorized to unlock it.

150 *(building 150)*

A small toy store with a working bathroom. @mnemosyne reported that the toys here move when unobserved. @ketximq reported a similar experience, as well as hearing something like a toy monkey with cymbals following him around. @gardenGnostic and @totheark found one such toy and dissected it, and claimed to see blood and a heart inside which disappeared ([here](#)).

151 *(building 151)*

A very small store that appears to sell souvenirs and items for tourists which are mostly Native American.

152 *(building 152)*

A liquor store.

153 (building 153)

A beauty supply store.

154 (building 154)

A clothing store with many mannequins on display. There are multiple mannequins in the office facing the walls.

155 - Town Square (feature 155)

Large, still running fountain sitting at the center of town square area. Simple fountain with a stone spout in the middle overflowing with water. Water is brown and tastes metallic. There are other things to drink, do don't bother.

156 (building 156)

This appears to be an accessories store, but the entire building is very damp.

157 (building 157)

A thrift store. Some have reported seeing moving shadows.

158 (building 158)

A pet store containing empty cages and supplies. One area, enclosed in glass, is labelled "custom", and had chairs and a desk inside. Another area of the shop was damaged, with blood on the shelves.

159 (building 159)

A salon.

160 (building 160)

A bookstore. The back room contains a bear trap in the center, although it's already been set off. It seems bolted down or otherwise attached to the floor in some way.

161 (building 161)

An antique shop.

162 - The Hotel (building 162)

The rooms are locked using a keycard system, and the keycards are stored at the front desk. @donner reported that one keycard for a room upstairs was missing, although the door was unlocked, and the walls of the room were painted with eyes.

163 (building 163)

An ice cream shop with large machinery in the back for making ice cream.

164 (building 164)

A library. @donner discovered an sd card here that, when inserted into a tablet, caused a song to play that caused dizziness and eventually bloody sputum and unconsciousness.

165 (*building 165*)

A storage unit full of books.

166 (*building 166*)

A pizza restaurant. The door of the oven in the back is scratched up, and the building itself seems warmer than the others in town.

167 (*building 167*)

A shoe store, with evidence that someone was possibly living in the back for a time.

168 (*building 168*)

@ketximq found a mannequin hand here which apparently grabbed him, but has not moved since.

169 (*building 169*)

A mostly buried supply store.

170 (*building 170*)

This building seems to receive heat, possible radiant heat from the walls and floors, per @donner's description.

171 (*building 171*)

A liquor store.

172 (*building 172*)

A strip club with multiple chairs and poles inside. The building itself is half buried in the snow, although it's fine to stay in for the night.

173 - Metal Wall (*feature 173*)

A large, metal wall sectioning off the eastern side of downtown, confirmed to be some sort of security wall. @donner discovered a book in 144 that mentioned walls that can be raised for defensive purposes. Winter also spoke about this wall here, as did Miller, here. @donner spoke with Miller about this wall and how to get to town hall and was told to "follow it around, there should be an opening in the south." Further: "You'll likely have to go east first, through that tunnel you found recently", almost certainly meaning Hsiao Pass. Security walls, and the one downtown specifically, have been discussed by both Miller and Winter: [1](#), [2](#), [3](#), [4](#), [5](#).

@totheark has tried Robert Miller's keycard here to no avail.

Buildings and features are numbered according to [the town map](#), located [here](#).

(ooc note: House's IC numbers are listed first, with the corresponding OOC number beside them in italics.)

Hsiaoke Pass (Split Tunnels)

These are the north eastern tunnels leading off from the residential area, not the caves to the south. They can be reached through the small house in the snow slope, 124. The tunnels themselves are cramped, dangerous, and full of rubble. As of yet no supply points have been found inside, so plan accordingly.

174 *(building 174)*

A hallway that seals up at night. The doors leading off to what were once likely apartments have collapsed, but it works as a shelter.

175 *(building 175)*

Relatively intact apartment with window. Two bedrooms--one with a full-sized bed, and one decorated for a child. Child-sized twin still has mattress, but full-sized bed is lacking. Living room filled with very heavy furniture that's nailed down. Water here doesn't work, except for the toilet.

176 *(building 176)*

A one bedroom apartment. A large eye symbol is drawn on every wall, with a note beside each that reads as follows: "Drawn on Day 161 by Dr. G. House."

177 *(building 177)*

This building is uninhabitable. This apartment can be entered through a small hole that must be climbed down, which is easy to miss in the rubble. The entrance is a drop down from the ceiling. Inside is a bloodstain covering almost all of the floor, and a large section of the wall has been damaged, revealing the metal underneath. The graffiti here is as follows: "There was an eye symbol here from a former resident. It has been marked out by Dr. G. House on Day 166. Observations made with Prophet Eye App. Eye symbol ceased glowing after being marked out with pen." A ragdoll was found here.

178 *(building 178)*

An empty apartment. The metal underneath the walls is visible in patches.

179 *(building 179)*

A storage closet that fits two or three people. There is a large sink in the back that has **hot water**.

180 *(building 180)*

Only a bedroom remains here, but there is a mattress and a heavy comforter in the bedroom.

181 *(building 181)*

Ancient, nondescript bloodstains indicating someone was dragged out the door while bleeding, probably dead.

182 (building 182)

This apartment is in poor condition, but still serves as a shelter, with the bedroom and bathroom being intact enough to stay in.

183 (building 183)

This one bedroom apartment is in poor shape. The only remaining furniture is metal, but everything is scattered throughout the rooms, and the walls have been scraped at, revealing metal underneath.

184 (building 184)

This building is uninhabitable. Only living room accessible. Circles drawn floor in red paint - circles appear to be perfect.

185 (building 185)

This building is uninhabitable. Laundry room with drawings of Prophet Eyes in black paint all over east wall.

186 (building 186)

This building is uninhabitable. Bedframe sits upside-down in the living room, bent nearly in half. "SINNER" written on the bedroom wall in red paint.

187 (building 187)

This building is uninhabitable. This apartment is ruined, but the debris has been pushed to the sides of the rooms and is glued down. In the center is a chair with a ragdoll who has an eye symbol on its face. When brought together, the ragdolls look at each other. This doll was removed when all the others were brought here.

188 (building 188)

Only the bathroom is left of this apartment. **Water works** (unlimited hot water).

189 (building 189)

A small, one bedroom apartment. The shower here does not work, and there is only a couch to sleep on.

190 (building 190)

Standard apartment. Living room, small kitchen, two bedrooms, and bathroom in between both bedrooms. Bathroom has three doors: entry from the hallway, and either bedroom.

191 (building 191)

A one bedroom apartment. The shower here does not work, and the sink is missing. "GO BACK" has been written in red paint on the wall.

192 (building 192)

This building is uninhabitable. A ruined apartment with only one remaining room. A window here looks out into a courtyard filled with rubble. These were once in the shape of an eye symbol, but they've been moved. A ragdoll was also found here.

193 (*building 193*)

Laundry room with table in the center for folding clothes, a few folding chairs scattered about, and large sink that receives cold water. Enough room for three washing machines and three dryers, but no machines.

194 (*building 194*)

An eye symbol was drawn here by Hange, but it has been removed.

195 (*building 195*)

An apartment with two bedrooms, one for an adult and one, decorated in purple, for a child. There are stars and missiles drawn on the walls of the child's room.

196 (*building 196*)

This building is uninhabitable. There is a large eye symbol in the tub here, but it has been covered in charcoal. A ragdoll was found here.

197 (*building 197*)

This house is buried in snow, and contains one bedroom. The tub and sink here receive **working water** (**hot water**).

198 - Apartment Complex 1 (*feature 198*)

Apartment complex in severe disrepair. Moving through treacherous--floor is rotten and unstable, sometimes missing. Debris everywhere. Navigating building requires climbing, ducking, squeezing, and caution. In some places, impossible to advance without climbing or descending a staircase to get around. Wall of snow bears down completely on what's left. Some apartments still intact that seal up at night.

199 - The Museum (*building 199*)

This is clearly an art museum, marked as the "West Entrance" with an information desk and pamphlets. Most of the art is still here (albeit in bad shape), but no one as of yet has reported mentioning any of the artists, and none of the dates are later than 2050. Some of the art seems to reference the protests, but there is no further information.

The eastern half is in much worse shape, and it appears to have been intentionally destroyed. Eyes and "long live the prophet" have been written and drawn all over, but many of the eyes have been covered with charcoal. The eastern entrance leads to the rest of the tunnels.

200 (*building 200*)

A glass roof has caved in to split the museum in two, but enough of the rubble has been removed to create a path.

201 - Apartment Complex 2 (feature 201)

Apartment complex in severe disrepair. Moving through treacherous--floor is rotten and unstable, sometimes missing. Debris everywhere. Navigating building requires climbing, ducking, squeezing, and caution. In some places, impossible to advance without climbing or descending a staircase to get around. Wall of snow bears down completely on what's left. Some apartments still intact that seal up at night.

202 (building 202)

This building is uninhabitable. Every inch of this apartment has been covered in black paint.

203 (building 203)

A two bedroom apartment. One wall of the kitchen is covered in children's drawings. Rocket ships, motorcycles and hot rods have been drawn on top of them in pen.

204 (building 204)

Only half of the living room remains here, but it's safe to stay in. There are stuffed animals and dolls all over the furniture.

205 (building 205)

Small, mostly intact apartment with a kitchen, living room, bathroom, and bedroom. Closet has a bunch of empty plastic water bottles and food wrappers. Stains on the floor look like feces/urine. Possibly someone attempting to live here.

206 (building 206)

This building is uninhabitable. Ruined apartment with dried blood everywhere. Furniture pieces, with teeth and bones mixed in with the dirt and the dust.

207 (building 207)

Hollowed out apartment with working toilet. Sand bags are everywhere; too heavy to move alone and can't be cut open (seem to be some sort of flexible metal). Sand bags positioned to make several trenches leading to bedroom. Bedroom has metal chair and desk (Prophet eye symbols spray painted on desk).

208 (building 208)

The only rooms that remain here are the living room and kitchen, and it is covered in graffiti. "THE PROPHET" and "THE HERETICS" can be made out. Chunks of drywall have been removed from the walls, revealing metal underneath.

209 (building 209)

This building is uninhabitable. The living room is still intact here, and there are claw marks and blood on the floor.

210 - Best Place for a Thinking Man in Norfinbury (building 210)

Janitor's closet - no windows; cramped; folding chairs to sit on; relatively clean.

211 - AKA Someone Torch this Apartment (building 211)

Apartment is covered in spiderwebs filled with dead insect exoskeletons and wings and empty egg sacs. No living spiders. Fuck this place. Fuck this place, in particular.

212 (building 212)

This building is uninhabitable. The entire apartment has largely rotted, minus the metal walls. There is a hole in the floor here with sharpened metal rubble at the bottom, and the perimeter has been sprayed in blue spray paint with "DANGER" and an arrow beside it.

213 (building 213)

This building is uninhabitable. Only the living room remains of this apartment, and the walls here are charred. There are two knife blades, with the handles missing, driven into the wall, and they are impossible to get out. Eye symbols have been drawn around the blades in charcoal. Winter apparently died here, killed by the cult of the prophet.

214 (building 214)

This building is uninhabitable. Accessible by a small hole in the rubble. Only the second floor bedroom remains. It appears to have belonged to a child.

215 (building 215)

Only a bathroom remains here, with just a shower. It receives **working water** (**runs hot**).

216 (building 216)

Indoor swimming pool: no water; smells like chlorine. Men and women's locker rooms with three showers each and a handful of lockers without locks. **Water works** (runs cold). Eye symbols drawn all over the bottom of the pool in blue paint.

217 (building 217)

The living room is the only room remaining, and there's a fake fireplace on one wall that has a wooden figure with an eye symbol in the center. It's too heavy to lift, and there are bloodstains surrounding it.

218 (building 218)

A first floor office containing a metal desk and four chairs. Ragdoll found here.

219 (building 219)

Intact second floor hallway. Door on either end; everything else in apartment is ruined wreck. Habitable for overnight stay.

220 (building 220)

An empty room painted light purple. There are empty shelves on the walls with doll stands glued to them.

221 (building 221)

Furniture has been broken apart and placed near the door of this apartment as a barricade. There is one bedroom and a working toilet.

222 (building 222)

This apartment is filled with shattered glass, and it only consists of the living room and bathroom.

223 (building 223)

Only a living room and apartment, with no furniture. Eye symbols are drawn on every available surface.

224 (building 224)

Some kind of lobby with collapsed entryway. Serviceable shelter. Wooden benches to sit or sleep on, and a square post boxes for various apartments.

225 (building 225)

This building is uninhabitable. This apartment is covered in eye symbols, but the walls have been torn up, revealing the metal underneath.

226 (building 226)

Only the kitchen remains. The water is cold and tastes metallic.

227 (building 227)

A relatively intact apartment. The linen closet contains jars and jars of preserved human eyeballs, but the jars are glued to the shelves, and the shelves themselves have eye symbols carved into them.

228 (building 228)

The rooms of this apartment are ruined, and the furniture is missing, but it can be stayed in overnight. "LONG LIVE THE PROPHET" is written all over the walls.

229 (building 229)

This was once a balcony, and it can be reached through an intact glass door. Because the balcony has essentially become sealed off, it is safe to stay here at night.

230 (building 230)

Ruined apartment, but bathroom still useable for shelter. **Water works** (runs cold).

231 (building 231)

This building is uninhabitable. Laundry room with gutted machinery. Old-fashioned washer (scrub board) can be used as an alternative; everything is stuck or chained down for it.

232 (building 232)

Only a hallway, bedroom and bathroom remain, and the bathtub is covered in rust.

233 (*building 233*)

A small one story house buried in snow. There is no bathroom.

234 (*building 234*)

This building was obviously once on fire, but it still seals up at night. A ragdoll was found here.

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(ooc note: House's IC numbers are listed first, with the corresponding OOC number beside them in italics.)

Entrance

235 - Aquarium *(building 235)*

This building still receives **hot water** in the sinks. Small for an aquarium, and the tanks once held fish native to Alaska, but they're all empty now. The graffiti here reads as follows: "An anomaly has been trapped in the bathroom in the fire station. Avoid if possible, and use caution if you have to pass through or spend the night. DO NOT OPEN THE DOOR. @standardissue". There is also a map with the location of the aquarium marked on it.

236 *(building 236)*

Small tool shed, lots of empty boxes.

237 *(building 237)*

@makeme discovered a **sealed door** here, with no visible locks, handles or keycard readers. Behind door is room covered in the symbols of the Prophet painted in dried blood. In center of the far wall is painting of figure in cloak, with Prophet symbol where the face would go. Found SD card that showed someone in heat suit descending into a glowing core, likely at power plant.

238 *(building 238)*

Greenhouse with glass walls and ceiling. Benches and a few large pots for potting plants. Rough map of the entrance zone is drawn on one of the benches, along with the following warning: "An anomaly has been trapped in the bathroom in the fire station. Avoid if possible, and use caution if you have to pass through or spend the night. DO NOT OPEN THE DOOR. @standardissue" The fire station (242) and the fast food place (248) are both labeled as such, with an X on 238 with the note: "You are here." "ALPHONSE ELRIC, DAY ONE HUNDRED AND SEVENTY SIX, CONTACT @LELRIC FOR ANY ASSISTANCE." is carved on the wall.

239 *(building 239)*

One-story A-frame house. Walls slanted to account for the triangular shape. Small lofted area that contains a bed. Kitchen, living room, and bathroom. Loft ladder wobbles. Be careful, assholes.

240 *(building 240)*

Small, single-story house. Single bathroom with a shower but no tub. The **water works** (runs cold). Mattresses in both bedrooms. Living room has three plush chairs.

241 - Police Station *(building 241)*

This building contains a **morgue** and cells, and **cannot be stayed in overnight**.

242 - Fire Station *(building 242)*

There WAS an **anomaly** trapped in the bathroom here until one of the resident morons let it out. It's safe to use the bathroom now.

243 - AKA Screw the Epileptics (building 243)

Oppressive feeling with pressure that hurts the ear drums. House is two-story A-frame. Upstairs is single bedroom, bathroom, and closet. Downstairs is kitchen, dining room, and living room. Whole house buzzes loudly. Has electricity with working plugs. Lights flicker on and off.

244 (building 244)

Gift shop with shelves set up to display cards. Employees only area is small, with a break room and a bathroom. [Water works](#) (runs lukewarm).

245 (building 245)

House sunk into snowdrift - entry through second story window into master bedroom. Area downstairs colder than upstairs; snow shattered windows downstairs. Arrow drawn faintly on the floor in paint, pointing south toward a faintly drawn X. New text from current session: "GATE" carved onto the floor near the X.

246 (building 246)

Half of a duplex. One half is rubble. Other half has a garage. [Water works](#) (runs cold).

247 (building 247)

Small sporting goods store. Half of the building buried under snow wall and dark. Unisex bathrooms. Employees only area contains an empty back warehouse area. Break room has chairs and tables.

248 - McAnomaly King in a Burger Box, Jr. (building 248)

Cannot be stayed in overnight. Fast food restaurant. Has burgers, fries, chicken nuggets, soda, and the legend that is hot coffee.

249 - The Wall (feature 249)

Curving wall that connects to exit gate and encircles town. Too slippery to climb. Graffiti: "ALPHONSE ELRIC, DAY ONE HUNDRED AND FIFTY TWO, TRAVELLING WEST, IF ANY ASSISTANCE IS REQUIRED CONTACT @LELRIC ANY TIME"

250 - The Gate (feature 250)

"TOWN OF NORFINBURY SECURITY GATE" stamped across gate.

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Industrial Zone

Some kind of industrial zone that's meant to have a power plant. Lots of destroyed skyscrapers and other debris. Not surprising with the freaking nukes landed here. What is *anything* intact? The great Snowhell mystery. Also the Prophet guys got real kooky over here.

251 - Industrial Zone Entry Gate *(feature 251)*

Jesus Christ the *specificity* getting this damn thing open. Screw those freaking ragdolls and their salty, salty tears.

252 *(building 252)*

Partially collapsed building. Lobby has overturned table; sign reading "Sign in at the table" on the wall behind the table (nothing to sign). Elevators no longer work; one staircase blocked by rubble; other staircase has electronic lock on second-floor door. **Now open.**

253 *(building 253)*

Large, intact two-story warehouse. The first floor has giant boxes (shipping container-sized). Filled with large bricks of metal, making them immovable for the moment. Boxes arranged in a defensive position toward the back. Prophet Eye symbols on every box, lots of bloodstains on the fronts, probably some kind of assault. Second level locked electronically, with no key card slot or keyhole available. **Now open.**

254 *(building 254)*

Half-ruined skyscraper (top collapsed). Lobby intact with dusty, cracked marble floors. Prophet and Prophet Eye graffiti on the walls. Door to the stairs and the elevator shaft are both electronically sealed. **Find how to open this, probably in another building knowing the mechanics of this place.**

255 *(building 255)*

Scrap Pile Mountain. Found cable for the Power Plant here, along with industrial cleaner.

256 *(building 256)*

Bus station with vending machines for **food**. Workable shelter overnight, but vending machines don't restock. Looks like something attacked it: glass covered with spiderweb cracks.

257 *(building 257)*

Two skywalks connect here: 255 to west and 263 to the south. Top floor covered in a glass dome with barren plots of soil--rooftop garden? Feeling of intense pressure walking through. No way down from top floor--door welded shut. Ground floor door also welded shut.

Written on the floor: "Buried here are an unknown number of bodies. All appear to have died by unnatural causes. All are branded on the forehead with a sigil depicting an eye. Approaching them causes bleeding. Do not disturb the dead." (*< ignore this, it's crap and we need more information*)

258 (building 258)

Bus station with vending machines for **food**. Workable shelter overnight, but vending machines don't restock.

259 - Scrap Wall (feature 259)

Wall of razor sharp metal scrap and glass. Don't try climbing it.

260 (building 260)

Tall building; first few floors ruined, all ash and char and exposed metal. Most upper levels same way. Fourth floor intact, but has constant sprinklers running. Water is ankle-deep and rushes out when staircase door opened. Probably a daycare: moldy stuffed animals, wooden blocks, and plastic slide evident.

261 (building 261)

Empty storage unit. Prophet-centric graffiti and eye symbols on walls, bloodstains on concrete floor.

262 (building 262)

Single-story office converted to infirmary. Rod-iron beds with mattresses (no sheets) in some offices. Former cubicle area has heavy metal tables. Tables clean, but blood stains on carpet below.

263 (building 263)

Small office building with two stories. Lobby area, waiting room, and secretary desks on first floor. Cubicles on second floor with desks and chairs. Only one one-person office in the back that's empty. Public bathrooms have **working water** (runs cold).

264 (building 264)

Skyscraper with skywalk stretching north. Top floor unused except for passage. Offices and cubicles downstairs re-purposed, covered in prophet symbols. Contains rows of bloodstained desks. Air in building feels thick--feeling intensifies as you descend floors. Increasing signs of torture as you descend floors. Blood, broken bones, scattered teeth, human skin turned to leather and used to decorate the walls present. Exit located on ground floor. Makeshift grave outside.

265 (building 265)

Geothermal power plant still flickering with electricity. **Very warm inside**. Inside is a museum for kids that talks about geothermal energy and a gift shop.

EMPLOYEES ONLY area: Few offices before hallway opens up into large, open area with shining machines and a sealed off central area. No buttons on machines (probably automated). Central area is extremely hot and has door requiring a key card to enter. Door displays following warning: INTENSE HEAT. DO NOT ENTER WITHOUT PROTECTION.

CENTRAL AREA: Has sealed, clear closet containing thick suits to one side; suits retrievable with key card. Shaft has been cleaned.

266 - Entry Gate to Power Plant (feature 266)

What it says on the tin.

267 (building 267)

Bus station with vending machines for food. Workable shelter overnight, but vending machines don't restock.

268 (building 268)

Small office building; extremely clean. Waiting room with place for secretary behind intact glass sliding window. Small office with four cubicles beyond. Large machine dominates in room and is bolted to the ground. Machine has reading: "Please insert or provide image." Attached scanning device can duplicate keycards and put other things onto keycards that are scanned.

269 (building 269)

Small warehouse containing a crapload of buckets of red paint. Red prophet symbols all over walls.

270 - Scrap Wall (feature 270)

Wall of razor sharp metal scrap and glass. Don't try climbing it.

271 (building 271)

Bus station with vending machines for food. Workable shelter overnight, but vending machines don't restock. Lights work here intermittently.

272 - Scrap Wall (feature 272)

Wall of razor sharp metal scrap and glass. Don't try climbing it.

273 (building 273)

Office building with intact offices. Desks empty and building silent. Windows not visible on north side from inside, but visible from outside. Floors should be larger than they are, but walls on northside currently impassable. Lobby at bottom larger than floors above, lined with glass doors and windows on all four sides. **DO NOT ATTEMPT TO DEFEND THIS SPACE ALONE.** Get to higher ground.

Other half of building accessible through Maintenance Tunnels. No floors left, just a large, open space, with the ceiling above. Whole place is decorated in massive black and red tapestries with the eye of the prophet They can't be pulled down. Think they might span the entire length of the building. We found the keycard for the high school by climbing the tapestries.

274 (building 274)

Old office building covered in prophet symbols. Most decorated/scribbled to remove effect when Eye App used. Top floor, where skywalk connects, has one the size of the entire floor on the ground. Walls knocked through to make room for it. Center of room is pile of ashes and wood--funeral pyre with human remains in it. Three accessible floors below, all similar to top floor, with giant prophet symbol on the floor and pyre in the center.

275 (*building 275*)

Bus station with vending machines for **food**. Workable shelter overnight, but vending machines don't restock. All glass walls covered completely on both sides by red paint.

276 (*building 276*)

Seals up every morning and needs to be unlocked again before accessing. **Access by drawing prophet symbol on the door with paint.**

Business hotel that's had its lobby converted to a freaky prophet chapel. Chairs and sofas arranged in rows like pews. Long swath of red paint leads from the door down center to large prophet eye symbol on the wall--made with sharp scrap. Unclear how symbol made without the idiots who made it passing out from bloodloss.

Most upper floors too ruined to access, but the top floor is one large suite, two bedrooms, two bathrooms, and living area. Everything smells like cleaner. Skywalk connects to another building stretching east.

277 (*building 277*)

Large, air-conditioned building (still warmer than it is outside. Contains rows of empty server racks. @totheark found a chord here and plugged it into his tablet. @dulcedeleche was able to access the Norfinbury system through the tablet and make adjustments. Rumbling followed her intrusion, with the loudest centered on the Entrance area.

278 (*building 278*)

Empty garage--big enough for snowplows. Hard to close doors, but super defensible once you have it closed. All windows blacked out with black paint, making inside pitch black when door closed.

279 (*building 279*)

Tall skyscraper that's completely sealed off with no door. **Someone is in this building, according to Winter.**

280 (*building 280*)

Bus station with vending machines for **food**. Workable shelter overnight, but vending machines don't restock. Prophet symbols drawn all over glass walls and doors.

281 (*building 281*)

Big open gate leading south out of the Industrial Area and into Radiation Zone.

282 (*skywalk 1 - 282*)

A skywalk/bridge thing connecting buildings. Connects Building 252 to Building 253.

283 (*skywalk 2 - 283*)

A skywalk/bridge thing connecting buildings. Connects Building 253 to Building 254.

284 (*skywalk 3 - 284*)

A skywalk/bridge thing connecting buildings. Connects Building 254 to Building 257.

285 (*skywalk 4 - 285*)

A skywalk/bridge thing connecting buildings. Connects Building 257 to Building 264.

286 (*skywalk 5 - 286*)

A skywalk/bridge thing connecting buildings. Connects Building 254 to Building 274.

287 (*skywalk 6 - 287*)

A skywalk/bridge thing connecting buildings. Connects Building 273 to Building 276.

Buildings and features are numbered according to [the town](#) map, located [here](#).

(ooc note: House's IC numbers are listed first, with the corresponding OOC number beside them in italics.)

Radiation Zone

Ground zero for the nukes. The Geiger App turned up when we arrived here. It's a bunch of twisting tunnels. We also started picking up signs of a Russian chick when we got here. There's another morgue in the area, this one seems to be where some of the original residents were buried. All areas outside buildings turn up as **RED**. Proceed quickly through.

288 *(building 288)*

YELLOW on the Geiger App. Old family restaurant called LILY'S PLACE. Good to stay for night. Do NOT eat food. That turns up as **RED**.

289 *(building 289)*

GREEN on the Geiger App. Small tattoo and piercing parlor. No equipment, but seating still there, and various designs and photographs of tattoos are hung up all over the walls. Building is pretty dark, without enough windows in the back.

290 *(building 290)*

YELLOW on the Geiger App. A-frame house with living room, bedroom, kitchen, bathroom, and half of an attic in loft area. Empty boxes plus empty wooden trunk where they found a kid's skeleton. Grave outside for the kid.

291 *(building 291)*

GREEN on the Geiger App. Pawn shop with variety of items, some more useful than others.

292 *(building 292)*

GREEN on the Geiger App. Arcade, possibly. Machines and electronics gone, but the layout matches, and signs for games and coin dispensers present. Tables for tabletop, board, and card games.

293 *(building 293)*

YELLOW on the Geiger App. Single-story house with flash shadows of three people--one adult, two kids--burned onto the side of house from nuke blast. They were probably just playing outside. Like idiots. Has a living room, bathroom, and two bedrooms--master bedroom and bedroom for two kids.

294 *(building 294)*

YELLOW on the Geiger App. Small house, single story with living room, kitchen, bathroom, and bedroom. "жёлтый" is written on the inside of the door. Means "yellow" in Russian.

295 *(building 295)*

YELLOW on the Geiger App. Funeral home half crushed under snow and ice. No morgue and back of building blocked by wall of ice and snow. Has front area, viewing room with an empty coffin, and public bathroom.

296 (building 296)

GREEN on the Geiger App. Half-ruined convenience store; partially collapsed, but good enough for shelter at night. Shelves are ruined mess and it doesn't stock food regularly. Some ration containers here, though, in radiation-proof boxes.

297 (building 297)

GREEN on the Geiger App. Garage no longer attached to house. Has a tool bench in back, complete with a cork board.

298 (building 298)

YELLOW on the Geiger App. A-frame house with scorched roof. Has living room, kitchen, bathroom, and loft area for bedroom. Mattress present, but no bedding. House groans when snow especially heavy.

299 (building 299)

YELLOW on the Geiger App. Small shed--probably a backyard thing. House long gone. Concrete floor if you're stuck overnight. Sweet dreams, Snowhellions.

300 (building 300)

YELLOW on the Geiger App. Mostly collapsed pile of wood and metal. Door still standing and interior dark and empty but intact enough for night. Trap door near the western side that leads to Columbarium.

301 (building 301)

YELLOW on the Geiger App. Mostly ruined house; everything collapsed and inside is pitch black. Only one room, but closes up for the night.

302 (building 302)

GREEN on the Geiger App. Tailor and dry cleaning shop. No electronics, but some stuff left.

303 (building 303)

GREEN on the Geiger App. Concrete maintenance building with small windows up near the top of it. There are pipes and containers for gas, water, and electricity, but nothing inside. **Trapdoor in the back corner that leads to the Maintenance Tunnels.** "ALPHONSE ELRIC, DAY TWO HUNDRED AND SEVENTY TWO, CONTACT @LELRIC FOR ANY ASSISTANCE." is written on one of the walls.

304 (building 304)

YELLOW on the Geiger App. Very small shoe repair shop. Signs long-since worn away.

305 (building 305)

GREEN on the Geiger App. House half buried in the wall of ice and snow. Inside, some areas soggy and second floor completely crushed. Has living room, kitchen, and bathroom. Water dripping in turns the Geiger counter **RED**.

306 (building 306)

YELLOW on the Geiger App. Half-buried house that creaks and groans with weight of the snow. Single-story house with living room, kitchen, bedroom, and bathroom. Shower in bathroom works, but water is ice cold.

307 (building 307)

YELLOW on the Geiger App. Small gardening shed. "желтый" written on the back of the door. "Yellow" written under this in three languages: English, Latin, and Ancient Greek. Also a note that these three additions are a recent alteration to the site.

308 (building 308)

YELLOW on the Geiger App. Small shed with nothing inside. Floor is old concrete, and little holes in the walls let the wind in. Still habitable for the night. "желтый" is written on the inside of the door. Means "yellow" in Russian.

309 (building 309)

GREEN on the Geiger App. House that looks like it's out of the 60s or 70s. **Trapdoor leading to the maintenance tunnels in the bedroom.** There's a bedroom, living room, kitchen, and bathroom. "зеленый" (translates to "green") written on the inside of the door.

A ration box from the convenience store has been attached to the inside of one of the kitchen cabinets with wood glue. Message below: "i left a ration box here for storing food. if you want to leave rations for the people exploring it should hopefully protect them from radiation. any other supplies can go in the cupboard outside the box. contact davesprite (@featherydouche) if some fucker steals it"

310 (building 310)

GREEN on the Geiger App. Fairly intact house with a living room, kitchen, dining room, and half bath on the first floor, two bedrooms and bathroom on the second floor, and an attic. First two floors look normal; no sheets on beds. Door to attic has black prophet's symbol on outside of door. Series of shackles attached to the wall inside. No keys for them, but the insides are rusted and stained with blood. Anyone with the Eye app active in the attic can lock and unlock the shackles via the app. **DO NOT shackle yourself and claim any relation to Andromeda. It will result in severe whipping.**

311 (building 311)

YELLOW on the Geiger App. Remains of a house, mostly crushed by snow and charred by fire. Seals up at night; about the size of a walk-in closet.

312 (building 312)

GREEN on the Geiger App. A-frame house. Butts up against a wall of snow--back door useless and back windows pitch black. Living room, bedroom, bathroom, and kitchen. The hot water here works, but Geiger counter turns **RED**. Don't be a moron. Don't touch it.

313 - Tunnel of the Human Skulls (tunnel 1 - 313)

Long, straight tunnel deep in the ground. Narrow, walls lined with well-cleaned, neatly stacked human bones. Skulls mounted in straight lines on the walls with stakes through their eye sockets. Ladder on either end.

(<could we GET any more indiana jones here?)

314 - Columbarium (building 314)

You cannot stay overnight in this building's morgue. Only entrance is through a trap door that opens into large morgue. Two wide walls for body drawers and multiple cremation rooms. Upstairs is large structure of marble and winding hallways, walls lined with small square plaques. Each plaque represents a dead person. Years vary, but last year accounted for is 2050. Most common plaque date, though, is "UNKNOWN," which fills top three floors. Building is ten floors in total.

315 - Tunnel of the Human Skulls (tunnel 2 - 315)

Long, straight maintenance tunnel that leads to Residential Area 3.

Residential Zone 3

Cult City. There's another morgue in the area plus a convenience store for food and a makeshift clinic. High school and church are here. Sam warned Andromeda about those. Everything Prophet-y gets replaced and repaired here if you try to destroy it. It's pretty much bullshit.

316 - Entry/Exit to Residential Zone 3 (building 316)

House with only living room left intact. Decorated in thick, black and red tapestries depicting the prophet's eye symbol covering the windows. Carved eye drawn on inside of the door that exits into rest of the area. Graffiti: "ALPHONSE ELRIC, DAY TWO HUNDRED AND SEVENTY TWO, CONTACT @LELRIC FOR ANY ASSISTANCE." and "ALPHONSE ELRIC, DAY TWO HUNDRED AND SEVENTY FIVE, CONTACT @LELRIC FOR ANY ASSISTANCE."

317 - Makeshift Infirmary (building 317)

Used to be a house, but converted into makeshift infirmary. Lots of metal tables in living room and kitchen. Bedroom mattress stained with blood. The toilet and shower work. Shower has **hot water**.

318 (building 318)

Garage that smells like blood... with blood-soaked floors. (These assholes need a new motif.) Empty wooden tables, but whole place has hostile air. Walls sound like they're breathing at night. Graffiti: "ALPHONSE ELRIC, DAY TWO HUNDRED AND EIGHTY TWO, CONTACT @LELRIC FOR ANY ASSISTANCE." and "ALPHONSE ELRIC, DAY TWO HUNDRED AND EIGHTY SIX, PLEASE CALL @LELRIC FOR ANY ASSISTANCE NEEDED."

319 (building 320)

Intact house with living room, two bedrooms, kitchen, and bathroom. Attic covered in hammered-in nails in shape of the prophet eye symbols.

320 - Convenience Store (building 321)

Convenience store covered in symbols of the prophet. Building stripped bare, but food restocks in a giant pile on the floor. **You can't stay here overnight.**

321 (building 322)

House reduced to living room. Fireplace has long arcs of prophet eyes drawn around it on the floor. **Feed the blood fire?** (We're seriously getting next level on the horror game tropes crap.)

322 - Chapel (building 323)

Small chapel, locked up. Stained glass windows depict eyes, bright flashes of light, and feature red and black color scheme. Curtains in front of all windows. Door sealed, and so cold to the touch it almost burns.

323 (building 327)

Corner of a brick bus garage that someone built plywood walls onto. Faded remains of a map drawn on the plywood. Map can't be made out, but "школа" (translates to "school") and "туннель" (translates to "tunnel")

labels remain. Graffiti: "ALPHONSE ELRIC, DAY TWO HUNDRED AND EIGHTY FIVE, PLEASE CALL @LELRIC FOR ANY ASSISTANCE NEEDED."

324 (building 324)

Single-story house. Looks intact from outside, but inside charred. SINNER written all over floor in red paint. (These guys need to get some new material. "Blood, blood, sinner, blood, long live the prophet, blood, blood, blood, sinner" ...seriously.)

325 (building 325)

Small shed converted to some kind of slaughterhouse/meat storage. Large butcher's hooks hanging from ceiling. Blood stains on walls, ceiling, and floor.

326 - High School (building 326)

ONLY ACCESSIBLE THROUGH BUILDING 316 MAINTENANCE TUNNEL. Large building labeled Norfinbury High School. All windows are blacked out. Lights work on crap motion sensors. Give them a minute to come on. General spooky bullshit. Hallways seem to stretch, shadows move. Doors decorated with prophet symbols, and walls are covered in graffiti honoring the prophet and talking about killing sinners. All doors are locked, but sometimes rattle as you pass, or someone knocks on the other side. Additional Graffiti: "ALPHONSE ELRIC, DAYS TWO HUNDRED AND SEVENTY SEVEN, TWO HUNDRED AND SEVENTY EIGHT, TWO HUNDRED AND SEVENTY NINE, CONTACT @LELRIC FOR ANY ASSISTANCE."

We're looking for a password to get the doors open here. It works with the Eye App and it's probably in that freaking Chapel.

327 (building 329)

House with only living room left. Completely empty except for bulbous mound of flesh (affectionately dubbed "Fleshul") hanging down from ceiling far enough to touch. It's warm, it bleeds, it even screams! Injecting its blood into you gets you symptoms including: temporary loss of motor control, vocabulary, and possibly morality. Blood apparently tastes gross. Can't cut into it all the way thanks to something hard in the center. Disembodied screaming starts up in the room if you cut too deep. Graffiti: "ALPHONSE ELRIC, DAY TWO HUNDRED AND SEVENTY SIX, CONTACT @LELRIC FOR ANY ASSISTANCE."

328 (building 328)

Small sports shed. Some remaining sports equipment. Graffiti: "ALPHONSE ELRIC, DAY TWO HUNDRED AND SEVENTY SIX, CONTACT @LELRIC FOR ANY ASSISTANCE."

329 - Entrance to the Wall/Bunker (building 335)

Metal building attached to the metal wall. Probably goes through that wall. Need keycard or tripping a switch through the sealed door.

330 (*building 330*)

Building looks like it was constructed out of remains of other houses. Bare metal and rough wooden door. Metal floor, no windows. Habitable overnight.

331 (*building 331*)

Roughly-constructed wooden structure size of a small shed. Ground is hard, cold dirt and wood is rough, held together with old nails and screws. Habitable overnight.

332 (*building 333*)

A-frame house with no furniture in the living room, kitchen, or loft area. Toilet and shower still work (cold water only). 27 tally marks dug into the wood paneling on the wall of the loft. Large window makes loft good area to watch the door of the house.

333 - Cultist Funeral Home (*building 334*)

Funeral home where curtains, carpet, and chairs all covered in the symbol of the prophet (red and black, per usual). Morgue is pristine. **You can't stay here overnight, and you might wake up here if you die.**