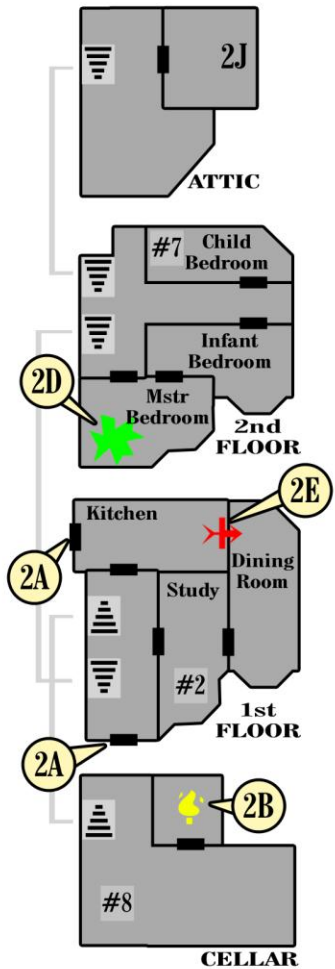


Dimension 1



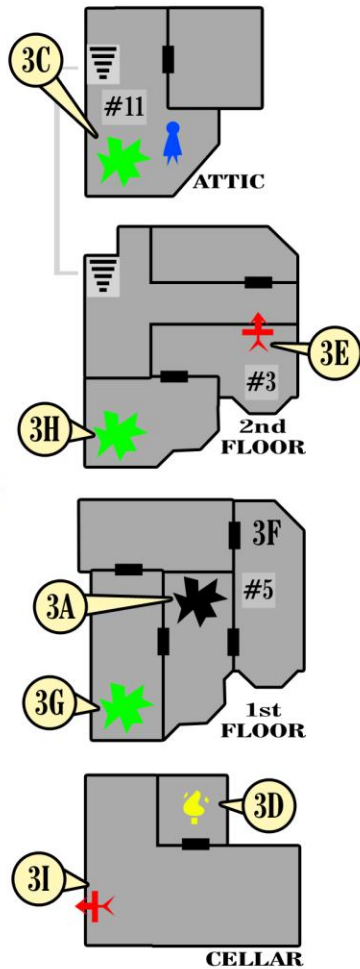
2A) Players can enter or exit here.

2B) Walk through the portal and exit at portal 3D.

2D) A rip in the ceiling to the rip at 3C. Can visually communicate with Ephanie(1) at 3C. The rip becomes unlocked by a player passing through gate 4A.

2E) A one-way gate to the dining room in dimension 2 (room 3F).

Dimension 2



3A) A hole in the floor over the portal at 3D.

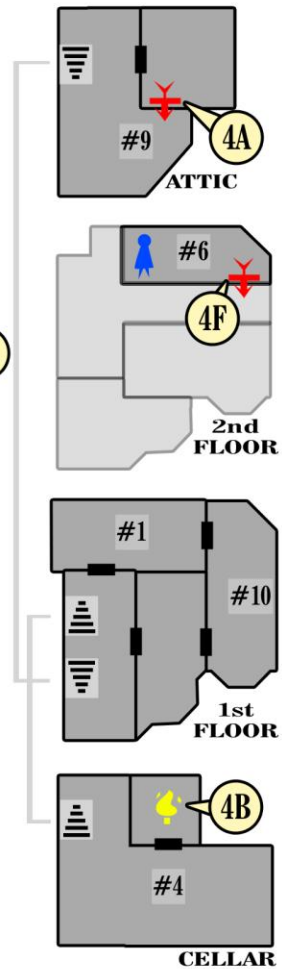
3C) A rip in the floor allows visual communication to rip 2D. The rip becomes passable by a player going through gate 4A.

3D) Walk through this portal and exit at portal 4B.

3E) One way gate in dimension 3 child bedroom (room 4F).

3G) A rip in the ceiling to 3H, passable only if an Ephanie is in the room.

Dimension 3



3H) A rip in the floor to 3G, only passable if an Ephanie is in the room.

3I) One-way gate to 2J.

4A) This gate exits into room 3C/#11. Passing through this gate turns the rip at 3C/2D into a passable hole.

4B) Walking through this portal will transport the player to 2B.

4F) Ephaine(2) is in this room. Passing through this gate exits at gate 3E.

Twilight House

A young girl, Ephanie, has gone missing in the abandoned house on the hill. Can you find her?

EPHANIE: When the first Ephanie is found, she will tell the party that when the man with the mask broke the mirror, another girl that looks just like her ran away into the house. Both Ephanie's must leave the house through the same door at the same time...once outside, only one Ephanie will remain, the other will vanish.

PORTALS: Small candles in the center of a chalk-drawn star, emitting an adult sized blue flame. Walking through the flame will result in exiting out a different portal, with no sensation of transport. Flame only exists when the candle is in the center of the star.

GATES: A one-way, shimmering passable hole into a different room. When exiting, the wall behind you will appear to be a regular wall. Looking into the gate, you can see the room the gate will enter into. Sounds from the gate entry can be heard into the exit room, but anything in that room will have no idea of where that sound is coming from.

RIPS: Dimensional tears in the floors and ceilings of rooms. They are otherwise holes, which are only passable when certain things are triggered; if not "triggered", any attempts to pass through them will result in a force of green sparks, preventing passage. Both visual and audio cues can be used on either side of a rip.

GHOSTIES: As far as the players are concerned, they are existing in different dimensional rifts within the same physical house. However, they can see "ghost" objects and creatures that exist in the same room as they are, but in a neighboring dimensional house as shown in the map. Creatures can also see ghost images of the players. Ghosties cannot interact physically or audibly with each other, but they can use visual cues, or otherwise attempt fruitless attacks on the ghosties.

ENCOUNTERS:

- #1: Flying rusty knives, cutlery...maggots.
- #2: Well dressed, but faceless man, with a sword.
- #3: Fast crawling baby, naked, no eyes in sockets, sharp teeth.
- #4: Large skinnles cat, angry.
- #5: Broken boudoir-style mirror, broken glass, images of Ephanie "locked in" in the shards.
- #6: The cloaked man, wearing a ceremonial mask, wielding a ceremonial dagger. Also, Ephanie(2), who the cloaked man is holding hostage.
- #7: 15 animated clown dolls, small, some with tentacles.
- #8: Shimmery invisible constrictor snake.
- #9: Spider egg pods, that drop from above, rather sticky, leggy, bitey.
- #10: Sit of armour, when investigated becomes animated, attacks, contains a dead "clone" of one of the party members.
- #11: Ephanie(1) is here. The rip in the floor will become a passable hole once players use the gate at 4A to enter this room with Ephanie. She should warn the players that there is no way out on the floor below, and she has seen the animated demon clown dolls in the room below (which are just the ghosties of #7 from the other dimension).