

THE FAMILY

A **One Page Dungeon** about a lost Family and an abandoned house by **Joakim Andersson**. *Gone Home* and *Moominvalley* in November are my two major sources of inspiration for this OPD 2018 entry.

Player Background

You came to this remote valley to seek **The Family** in their mansion home. However the family is nowhere to be found and the house has fallen into disarray. You cannot connect your memories of the house with the estate in front of you and decide to investigate. Where did the family go? Are they coming back? Will they have the answers you seek and can they provide the security your heart desire?

GM Background

The family is gone and the valley is haunted by spirits that will change shape and purpose as the players explore the abandoned house.

Building the House

Take a map of a house with at least 7 rooms from an old RPG adventure. Preferably one that your players have played a long time ago. Key five of the rooms 1-5 in **red ink**. These are the **Key rooms**, use key below for description. Remaining rooms are assigned a letter, a-z in **pencil**. These are **Spare Rooms**.

Exploring a Key Room: each key room allow one player set a Flashback Scene, where the PC encounters the Family incorporating the theme of the room. To decide who will set the Flashback Scene the PC's will have to sacrifice something. Hit points, gold, memories or similar things of value. The player with the most significant sacrifice sets the Flashback Scene.

Exploring a Spare Room: roll the spare room table and use the original room key to create an abandoned room.

Spirits of the valley

The family are gone forever and the spirits that live in the valley will take their shape and start to haunt the PCs. The spirits will be shy at first but as the players spend more time in the house and establish more and more facts about the Family the spirits power will grow. The spirits will show themselves as twisted and bleak versions of things established in the Flashback Scenes.

Key Rooms

1 - Parents room. The parents are in Control and all things in this room are versions on that theme. Bondage gear. Clocks. Spreadsheets. Rules and regulations. The Flashback Scene is about the PC's joy of being controlled by the Parents.

2 - Kids Room. Sparkling of innocence and Wonder items in the kids room are tied to magic, exploration and discovery. The Flashback Scene focus on the PC being saved from a mortal danger by one of the Kids.

3 - Sitting Room. The sitting room was a safe space. It is not possible to use violence in this room. A feeling of calmness dulls the minds of the PC's. The Flashback Scene is a situation where the Family made the PC feel loved and completely safe.

4 - The Church. The church is a room of faith and purpose. Wooden carved figures sit on the benches in place of the absent parish. The Flashback Scene is the PC holding sermon.

5 - The Study. A library and workshop. Everything in here is damaged in some way. The Flashback Scene is about mending what can be mended and evolving to make do with things that cannot.

Spare Room Table

Roll two separate D6s.

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|--------------|------------------------------|
| 1. Broken | 1. Abandoned Campfire |
| 2. Dry | 2. Spores, molds and fungus. |
| 3. Inverted | 3. Odd paintings |
| 4. Ancient | 4. Wasp Nests |
| 5. Overgrown | 5. Rotten foodstuffs |
| 6. Flooded | 6. Broken china |

Final Words

Moominvalley in November ends with the characters having developed so far that they don't need to see the Moomin Family again. At that time the family returned from the Island where they stayed in *Moominpappa at Sea*. *Gone Home* ends with the main character realizing something important about her sister. You will know in your hearts and minds how *The Family* ends.