

Many areas of the Wizarding World are free for us to explore through media and themed attractions: Hogwarts, Diagon Alley, Hogsmeade. However, we haven't gotten to tune into the darker aspects of the Wizarding World.

Synonymous to wealth and status, we welcome players to the headquarters of a pure family with a muddy past: The Noble House of Black.

An Escape Room experience.

### **The Backstory**

The year is 1979. You are a mid-level Death Eater serving the Dark Lord, whose power and influence has never before reached such heights. However, among the Dark Lord's most loyal followers lies a traitor. You receive word of his fury – Regulus Black has betrayed him. He is nowhere to be found; it can only be assumed that he has met his death somehow – perhaps at the hands of another Death Eater? Unfortunately, the Dark Lord trusted him with some precious artifacts and documents before his demise, which Regulus hid somewhere inside his house.

In going to find them however, you realize you've walked into Regulus' trap. You are trapped in 12 Grimmauld Place, unable to apparate out! The Order of Phoenix knows your location and is on their way to catch you. You have exactly one hour to escape the House of Black – and find the artifacts the Dark Lord demanded, as upsetting *him* would lead to a potentially worse fate.

### **The Objective**

Find Voldemort's secret artifacts and the secret code that breaks the charm sealing the house's exit within 60 minutes.

### **Player Recommendations**

2-6, No age restriction

### **Setting and Decor**

#### **12 Grimmauld Place**

- Home to the most Noble and Ancient House of Black, one of the twenty-eight most prominent pureblood families in the Wizarding World.
- Though formerly magnificent looking, it's starting to show slight signs of dilapidation following the death of Regulus.
- Other than Kreacher, there are no residents as they are all dead, and Sirius lives in his own property that he purchased with his inheritance from Uncle Alphard.
- Players enter through a door that is camouflaged in a mural depicting 11 and 13 Grimmauld Place.

### **Featured Areas**

- Ground Floor Room (starting area)
  - Has a large chandelier, ornate wallpaper that's starting to peel, a dresser, black heirlooms, a wall of house-elf heads, and a portrait of Mrs. Black
- Regulus' Bedroom (upstairs)
  - Very neat, Slytherin decorations and tapestries all over the walls, has newspaper clippings of Lord Voldemort's feats
- Drawing Room (hidden)
  - Olive green walls, velvet curtains with doxies, giant mural of the Black family tree, dark items everywhere, especially within a cabinet, writing desk
- Kreacher's Den (hidden)
  - Very messy with blankets and rags strewn everywhere, lovingly annotated portraits of the Black family



### **Key Characters**

#### **Playable Characters**

Players are given robes and character profiles of various Death Eaters, out of which they can choose which character they wish to play during the course of the experience. Each character profile contains a name, photo, and biggest fear.

- Alsephina Gibbon

- Biggest Fear: Monkeys
- Neo Shafiq
  - Biggest Fear: Snakes
- Polaris Boone
  - Biggest Fear: The Darkness
- Rydon Selwyn
  - Biggest Fear: Trolls
- Callisto Greengrass
  - Biggest Fear: The Ocean/Sea Creatures
- Atlas Perks
  - Biggest Fear: Insects, specifically bees

### **Allies**

- Voldemort
  - Though not explicitly involved in the Escape Room, Voldemort, the players' "boss", is mentioned multiple times. The players seek an artifact that he entrusted to Regulus Black.

### **Black Family**

- Regulus Black
  - Regulus is a former Death Eater that betrayed Voldemort. He created a trap, sealing the exits of 12 Grimmauld Place and devised a series of complex puzzles to hide the artifact from Voldemort and the Death Eaters.
- Walpurga Black
  - Walpurga is the mother of Regulus and Sirius Black and the Mistress of the House of Black. She is mentioned in Kreacher's diary and her portrait hangs in the main room of the experience. Players interact with her near the end of their experience.
- Kreacher
  - Kreacher is the Black family's house-elf who feels a great devotion to Walpurga. Stricken by great sorrow following the death of Regulus, he has abandoned the upkeep of the area. Kreacher is not physically present during the course of the Escape Room, but players can assume he is in a different part of the house, as he is tied to the property.



### **Enemies**

- Order of the Phoenix

- The Order of the Phoenix is an organization founded by Albus Dumbledore to fight Lord Voldemort and his followers. They become alerted by the Death Eaters' presence at the location, but due to the charm barring apparition, it will take them one hour to arrive and capture the players.

## Gameplay

### Walkthrough

#### Intro

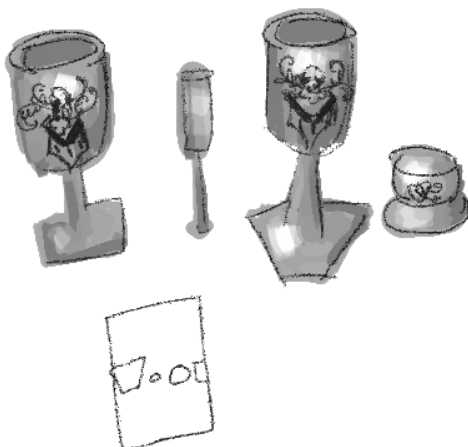
1. The Gamemaster is a fellow Death Eater, a lowly assistant of Voldemort (similar in status to Wormtail) who introduces the premise of the experience and guides players to 12 Grimmauld Place, opening the hidden door and leading them to the "Ground Floor" room. They tell them the rules (no damaging property, climbing on objects etc.) and offer to provide hints when the player is stuck.
2. The players are shown the costume robes and character profiles and the Gamemaster checks to see which characters have been picked.
3. After they leave, the Gamemaster makes an announcement via intercom stating that something went wrong and there was a charm that locked them in the house. They mention that they would have one hour to escape before the Order arrives and wish them luck.

#### Stage One

1. Players see the wall of named and numbered house-elf heads, but many are missing. They also find a **logic puzzle** around the room with the word "BLUE" scribbled on it.
  - a. They use the clues on the logic puzzle, which describes the features of the elves and their position on the wall (e.g. "Loopy is adjacent to an elf with green eyes) to place them correctly.
  - b. Once in proper position, players use the numbers of four elves

with the names Blinky, Loopy, Ugsome, and Ekko (each first letter spells "BLUE") to get a 4 digit code.

2. Players use this code to unlock the **dresser** which



contains goblets of various sizes marked with the family crest and a diagram of 4 shapes. It also contains a **flat object** with cut-outs that is labeled “Regulus”.

- a. Players match the goblets in the order of the shapes (the bottom of the goblet aligns with a shape) and use the volume (printed on the cup in mL) to gain a **4 digit code**.

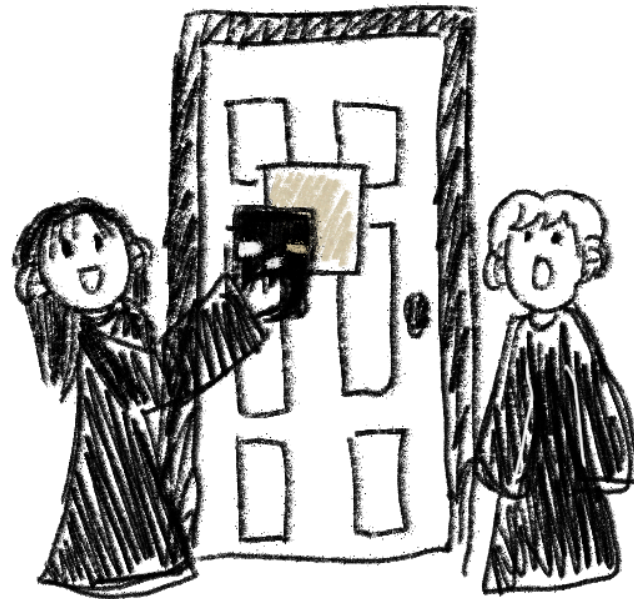
3. The players find pictures of some Black family members strewn across the room.

#### Stage Two

1. Players can take a small staircase at any time from the main room leading to Regulus’ room which has a note on the door that says *Do Not Enter Without the Express Permission of Regulus Arcturus Black*. However, the door is locked with a letter lock.
  - a. Players use the flat object and overlay it onto the note. Upon doing so, the cutouts reveal the letters “GURU”, which is the code that unlocks the door.
2. Inside the room, among the news clippings of Voldemort on the wall, players find pictures of some Black family members.
3. Behind a Slytherin Tapestry, players discover another **door** leading to the Drawing Room.

#### Stage Three

1. Players see a cabinet which is unlocked using the 4 digit code from before.
  - a. It contains scary looking potions, snakeskins, Wartcap powder etc.
  - b. Players see a set of **instructions** asking them to mix certain potion ingredients into a beaker containing red liquid which is on top of the desk (in the same room).
  - c. When players follow the instructions properly, the liquid in the beaker turns clear, and the word “BOO” is written on the bottom in red ink.
2. Players use this code to unlock the desk which has a letter lock. Opening the drawer has a screen with a loud noise and a **boggart**. (The Gamemaster can control which image is shown based on the character profile of the player(s) who opened it.) It also

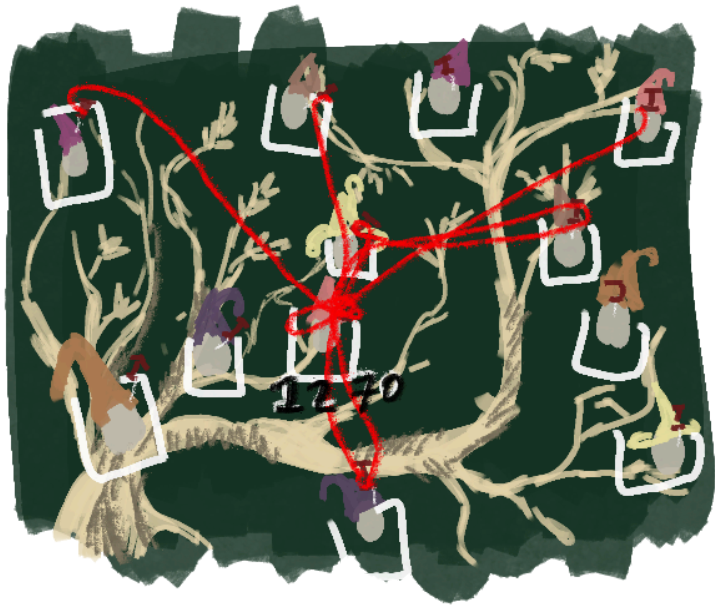


contains the last **Black family pictures and red string.**



3. The “Toujours Pur” wall in the room contains a giant mural of pinned family members forming the family tree which is accompanied by a **list** of “dishonorable” Black members.

- a. Players fill in the empty gaps by pinning the pictures they found where they correspond on the tree.
- b. When connecting the string on the pins of the pictures in the order of the dishonored list, the lines of string intersect at a certain family member. The member’s birth year gives the players a **4 digit code**.



4. Behind the slightly doxy-filled curtain, there is a hatch with a lock.

- a. Players enter the code they just obtained and enter the hatch which leads to Kreacher's **den**.

#### Stage Four

1. Underneath the massive pile of blankets in the den, Players find Regulus' hidden **artifact** belonging to the Dark Lord. This artifact is unable to be opened, but it's alright, the Dark Lord ordered the players not to look at it (mentioned in the beginning Gamemaster spiel)!
2. Players also find Kreacher's **diary** which contains a drawing of his mistress' portrait and the words "Mudbloods", "Filthy", "Traitor", "Family", and "Pure".

#### Stage Five

1. Players return to the portrait in the main room, but this time, the painted Mrs. Black is moving and shouting. The audio keeps looping, but if players count the number of times she says each word in her rant in the order that Kreacher wrote them in his diary, they obtain a **five digit code** that unlocks the door to exit the House of Black!