

# Haunted House Journal

*You have inherited an old mansion from a distant relative, but you must spend several nights there if you want to keep it. This game will help you create a journal about your time in this haunted house and the ghosts that you meet.*

## Supplies Needed:

- A Die (six-sided)
- A Pencil or Pen
- Paper
- Stapler



## Directions:

1. Create your journal. Fold a few sheets of paper along their width and staple down the centre line.
2. Roll your die once for tables A, B, C and D to create a writing prompt for your first journal entry. The prompt will consist of a room in the haunted house, an unusual situation, a ghost, and something the ghost wants.
3. Repeat step # 2 for each night that you spend in the haunted house.
4. For the final entry in your journal, roll the die once for table E to find out how your stay in the haunted house ends.

**Tip:** The writing prompts are just basic outlines. Add some details by considering how you would feel or react in a similar situation.



A. Where are you?	
1	Your room
2	The kitchen
3	The hallway
4	The basement
5	The attic
6	The study

B. What is unusual?	
1	Floating furniture
2	Loud wailing
3	Whispering
4	Oozing slime
5	Totally empty
6	Crawling with bugs

C. Who is here with you?	
1	A child
2	An invisible presence
3	An old person
4	A black cat
5	A crow
6	A doll

D. What do they want?	
1	For you to leave
2	For you to stay forever
3	To find something they lost
4	To find someone they miss
5	To talk a while
6	Nothing, haunting things is fun

E. Final Entry: What do you do?	
1	Keep the house
2	Run and never come back
3	Sell the house
4	Get trapped by ghosts
5	Give the house to the ghosts
6	Turn it into a haunted B&B

