**Starting Room Descriptions 3/7/21**

**Kenzie**

**Foyer**

* Starting Room
* Room Description:
* You find yourself standing in the ‘***foyer***’ of the mansion.
* Room specific commands and actions (usable only in this room) :
  + ffff
* Directional Commands
  + ffff
* Gained player commands (usable whenever) :
  + ffff

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**Cemetery**

* Room to the South
* Room Description:
* You exit out the mansion doors and find yourself in the ‘***cemetery***’ that surrounds the property. The air is heavy, cold and the atmosphere is damp. A light breeze is blowing through the surrounding forest causing water droplets to land on your skin. You shiver. Around you resides countless headstones of uniform size, each small and dull. Ahead of you is a dried, stone fountain and past that are the property gates (‘***south***’). Suddenly, a screeching sound resonates causing you to jump and look to the left. You notice a crow resting on a peculiar headstone. The crow lets out another screech before flying into the dark woods. However, your eyes do not follow the path of the crow. The statuesque headstone it was resting on has left you frozen, grounded to your spot. From where you are standing, the details of the statue are impossible to make out. All you can observe is it’s eerie silhouette in the moonlight. A distant crow lets out another screech and you regain control of your body with a sharp breath, but you cannot get rid of your urge to run to the statue. Upon approaching the figure, you notice its shape: a naked fallen angel, it’s face carved into a permanent wail gazing towards the sky. Behind the statue resides the grounds garden (‘***east***’). The ‘***fallen angel statue****’* has no markings to give away who may be buried beneath it, but her arms extend outward with cupping hands. The moon acts as a spotlight into her cupped fingers and you notice a small necklace resting in her palms. The necklace chain is made of small bone leading to a heavy pendant. The pendant has silver metalwork framing the skeleton of a crow head with a ruby gem in its beak. You are overcome with an intoxicating need to grab the necklace. You do so and place it around your neck, a burning sensation trickles down your body. You feel a newfound power.

*You have obtained the ‘****cursed necklace****’ and gained the attributes of a ‘****necromancer****’.*

* Room specific commands and actions (usable only in this room) :
  + Cemetery
  + Fallen Angel Statue
* Directional Commands
  + South
  + East
* Gained player commands (usable whenever) :
  + Cursed Necklace (Displays description of weapon and current usable spells)
  + Necromancer (Displays class description)

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**Library**

* Room to the West
* Room Description:
* You enter into a room that appears to be a ‘***library***’. It is dimly lit, but you can make out an endless assortment of hardbound books displayed against each wall from floor to ceiling. In the center of the room, a large dark wood ‘***table***’ sits, lit up by an overhanging candle chandelier. A thick layer of dust accompanies every inch of the room and you make a short cough as the dust covers your throat when you inhale. It smells heavy and antique in this room. On the far end of the room (‘***west***’), a faint outline of a door is present and you can hear a light thudding sound coming from it’s other side. Approaching the table, you can make out various items cluttering the edges with a leatherbound book at its center. The book is closed, its cover decorated in metal work with a single emerald in the middle. A belt buckle keeps the book closed. You feel an excited chill run up your arms. It's almost as if the book is whispering for you. You reach out and grab its worn spine. The moment your fingertips come in contact with the textured surface, a powerful aura surges through you like lightning. You feel a newfound power.

*You have obtained the ‘****grimoire****’ and gained the attributes of a ‘****mage****’.*

* Room specific commands and actions (usable only in this room) :
  + Library
  + Table
* Directional Commands
  + West
* Gained player commands (usable whenever) :
  + Grimoire (Displays description of weapon and current usable spells)
  + Mage (Displays class description)

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**Storage Room**

* Room to the North
* Room Description:
* You enter into a room that appears to be a ‘***storage room***’.

*You have obtained the ‘****rusty sword****’ and gained the attributes of a ‘****warrior****’.*

* Room specific commands and actions (usable only in this room) :
  + ffff
* Directional Commands
  + ffff
* Gained player commands (usable whenever) :
  + Rusty Sword (Displays description of weapon and current usable attacks)
  + Warrior (Displays class description)

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**Kitchen**

* Room to the East
* Room Description:
* You enter into a room that appears to be a ‘***kitchen***’.

*You have obtained the ‘****kitchen knife****’ and gained the attributes of a ‘****rogue****’.*

* Room specific commands and actions (usable only in this room) :
  + ffff
* Directional Commands
  + ffff
* Gained player commands (usable whenever) :
  + Kitchen Knife (Displays description of weapon and current usable attacks)
  + Rogue (Displays class description)

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Test