**Start Cut scene**

* Backstory of getting the key from a letter.

**Entrance way**

* Coat hangers, Sofa / seats, Plants in the room

**Grand Staircase**

* Expensive assets
* Golden platter (sentient)
* Statues (4 of them facing the staircase), about the Cally’s height
* Red carpet
* Double doors at the top of the stairs to upper floor (can’t go there yet)
* Portraits (facing that are somewhat similar to Cally.

Actions:

* Look at statues with Perception – “they look expensive”
* Hear wishers from golden platter – “Touch me” – after look at statues
* Move to next room

**Room C – Private Classroom**

* Has: blackboard, desks, drawings, letters, chairs.

Actions:

* Shadowy figure on the teacher’s desk, player approaches
* Turns out the be a woman, wearing all black, she is spooked to see you.

Dialogue:

* Woman – “gasp”, “Who are you?”, “I didn’t expect anyone”.
* Cally – “Who are you?”
* Maranda – “I’m Maranda”, I received a call about this place, I decided to investigate, I think it may be haunted”.
* Cally – “I’m Cally”, “It was my aunt’s house”.
* Maranda – “Nice to meet you”, “nice to know who owns the house”.
* Maranda – “may I ask you a few questions?”
* Cally – “Sure”.
* Maranda – “When did you inherit the house?”
* Cally – “A week ago, I received a letter at my house, it had a key inside of it”.
* Maranda – “Who was the last person living in this house”
* Cally – “an aunt of mine, though I never met her”
* Maranda – “Can you recall her name”
* Cally – “I don’t know”
* Maranda – “So…you are sure she is dead?”
* Cally – “As far as I know yes”

Maranda then looks around the room

* Maranda – “Are you 100% sure, she is dead”.
* Maranda – “My mind is picking up something strange from somewhere else in the house, please take care as you explore”.

Maranda then gets up and leaves the room.

More Actions:

* You approach a set of draws in the room and attempt to open it. You manage to open the draws finding a crystal ball inside, its cloudy and you can’t see anything in it. For now, you just put it in your inventory.

Cally moves to Room B

**Room B – Kitchen**

Actions:

* You attempt to open the door, its locked.

Cally moves back to Room C, she looks around for the key but fails to find anything except for some spider webs in the corners of the room.

Cally Moves back to the main staircase

**Grand Staircase**

Actions:

* Cally looks around the room for a key but fails to find anything.
* Cally is however fixated by the golden platter which once again says: ”touch me”.
* Cally moves over and pokes it, it falls off its stand onto the floor.

Dialogue:

* Golden Platter – “ah… that’s much better”, “Now throw me at that statue”

More Actions:

* Cally throws the platter, missing the statue and hitting the wall behind it instead.
* The golden platter says “no…..” while slowly melting into a lump of gold on the floor.

Cally Moves to Room D

**Room D – Larder**

Cally attempts to open the door, but its locked as well.

Cally moves to Room A

**Room A – Mirror Room**

* There are 10 mirrors in the room, facing towards a table in the centre of the room.
* The table has lit red candles on it.

Actions:

* A woman with long dark hair & a pristine white coat smiles at you. She raises a needle the size of a fist the point of the needle glistens in the candle light.
* She laughs at you, pointing the needle at your eye
* Cally tried to dodge the needle, but it hits her, not taking her eye out.
* The needle sucks out her soul, Cally yells in pain.
* As the woman fades into the air, she says “ollie broke it”.
* **Stats: Strength -1, Agility -1**
* Cally then recovers and looks around for a key, she notices that one of the mirrors is fake.
* Cally knocks over the mirror, it shatters and reveals a key.
* The walls around her start to drip with blood, the wall in front of her seems to say “ollie broke it”, the wall behind her says “7 years…”

**Room G – Conservatory**

**Actions:**

* Cally attempts to unlocks the door with the key, it doesn’t work.