

Whispers in the Dark – Opening Lore

*Have a voice reading this out from the begging if possible

(The screen fades in from black, revealing an abandoned Victorian mansion, its windows shattered, its walls covered in creeping ivy. The wind howls, carrying distant, ghostly whispers. The sound slowly gets louder and pushes forward, the whispers growing louder... then silence. A low, eerie voice begins to narrate:)

"There are places in this world where the dead never rest... where the walls remember every scream, every drop of blood, every plea for mercy. This house... is one of them."

"The locals call it Hollow Manor. No one dares go near it. Not after what happened here. Decades ago, it belonged to Victor Halloway, a man of medicine... until his curiosity twisted into something far darker. He didn't just experiment on the sick—he made them sick. He didn't just study the dying—he made them suffer. His basement became a place of nightmares—cells for the forgotten, chambers for the tortured, and a room where bodies were left to rot. He believed pain could unlock the soul's secrets. But all he unlocked... was something far worse."

(The screen flashes to eerie glimpses of the basement: rusted chains swinging in the darkness, walls smeared with ancient blood, a grotesque figure lurking in the shadows.)

"Victor never left this house. Not truly. Some say his victims still whisper in the dark, warning those who enter. Others say... they call for help, luring new souls into his grasp."

(A faint, ghostly whisper hisses: "He's watching...")

"You shouldn't be here. But now, it's too late. The doors have locked. The whispers have begun. And Victor... he knows you're here."

(A sudden flicker of movement—Victor's twisted, half-decayed face appears for a split second before the screen cuts to black. Then, the game begins.)