**Prologue**

You wake up in darkness with no idea where you are. A voice calls out to you, demanding your unborn child in return for your freedom. You beg for them to let you free with your child, offering them anything they want in return. The voice laughs and says there is nothing that you could possibly give him that he would want more. ‘If there is nothing that you could want more, then what harm is there in me trying?’ you ask. The voice considers the offer, and says he will make a game of it, he says you will wake in his home, and that he will return every evening until the 3rd day. If you have nothing to give him by the third day, he will take your child.

**Day 1 - The Cabin**

In the morning you find yourself in a cabin in the woods. The room is furnished reasonably, but has clearly been neglected for some time. A pile of broken wood lies against the wall, there is torn paper at the base of a water-damaged bookcase, and a torn painting is hung up against the wall. There is also desk with some notes and a small lock box on it, a bed, a stove, candles, a wardrobe, and a chest at the base of the bed. You can read the notes on the table and various other scraps of paper/books lying around to discover a man lived here years ago. Eventually you discover that a potion has been locked away in the box on the desk, and once you figure out how to open it, you drink the potion and fall asleep.

**Night 1**

On the first night Rumpelstiltskin comes to see your progress. He tells you that a man used to live here but that he left, and Rumpelstilskin has lived here ever since. He finds the cabin both calming and infuriating, his thoughts are scattered and his dreams are disturbed by nightmares. He says he need a son, that he can’t bear to be alone any longer. You can learn various things about his character and why he remains here by pursuing various lines of dialogue.

**Day 2 - The Potion**

The potion you took the previous day has had an effect. You can now speak to objects in the room to learn about their past. Some objects will be unwilling to talk to you initially, and you must speak to other objects in the room to find out why. Eventually you will find out that the axe, scissors, and knife were used to destroy a chair, a book, and the painting, respectively. After you finish enquiring one of the items used to dismantle the others, Rumpelstiltskin arrives, and the day is over.

**Night 2**

Rumpelstiltskin explains that he destroyed the items in a fit of rage, but he doesn’t know why. Again you can explore various lines of enquiry to learn more about him. At the end he says that a particular item has been causing him distress and fills him with fear and dread when he touches it.

**Day 3 - The Stone**

In the morning you see a stone on the floor in the centre of the room. When you pick up the stone and hold it against different objects you can temporarily revert them to their past state. By talking to the painting, book, or chair, you can learn vital information about Rumpelstiltskin, and the curse he is under. There will then be a timed event in which you will try to find out his true name.

**Epilogue**

When the time ends, Rumpelstiltskin will come and ask what you have for him. If spoke to any of the destroyed items, you can tell him about who he used to be and give him closure, though he will remain a monster. If you manage to find out his true name, you can tell him, and he will be transformed back into a man.

**Items:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Role** | **Relation** | **Personality** |
| Potion | Use item | N/A | N/A |
| Key | Use item | N/A | N/A |
| Chest | Use item | N/A | N/A |
| Notes | Use item | N/A | N/A |
| Letter knife | Character | Antagonist | Quick to blame, deceiving, direct |
| Candle | Character/Narrator | Protagonist | Alert, quick speaking, makes mistakes |
| Pen | Character/Narrator | Protagonist | Wise, blind, slow |
| Desk | Character | Antagonist | Parent, tired, caring |
| Books | Character | Protagonist | Loud, childlike, conflicting |
| Book | Character | Protagonist | Mad, broken, paranoid |
| Painting | Character | Antagonist | Sad, torn, lovelorn |
| Axe | Character | Protagonist | Manly, sorrowful, quiet |
| Chair | Character | Protagonist | Confused, old, friendly |
| Logs | Character | Antagonist | Angry, spiteful, scared |

Window Area

Book Area

Fireplace Area

**Day 1 flow:**

See scribbled note, has initials TTT. Look around room, look at items on walls. Other paper strewn around with doctors information, talks about complications. Other letters are apologetic and sympathising. Find key in draws. Key opens chest. Chest contains potion, drink potion, fall asleep.

**Day 2 flow:**

Wake up to hear two voices, turns out it’s the pen and the candle. The pen is asking what’s going on, and the candle is saying she’s back. The pen says he’s misremembering, but the candle says he knows what he can see. You realise that the potion has had an effect, and ask the candle who it’s talking about, but the candle can’t remember. The pen says that candle can’t remember things that happened, and gets muddled easily. Pen also says that it can’t see so the candle is it’s eyes. The pen says that she is the first person to come here for years, that all the items in the room have been disused and lonely since Rumpelstiltskin started living here. You ask what happened, but they don’t know, they tell you that the man who used to live here left, but not before destroying his prized possessions- his favourite book, a painting, and a chair.

**Path 1: The Painting and the Knife I**

If you speak to the knife about the painting, it will claim to know nothing. If you speak to the painting it will whisper and cry about betrayal. The painting will appear to be smudged. If you talk to the candle it will say it couldn’t see what was going on, but that the books saw what happened. The books are confused and forgetful, saying that the knife did it, and the axe, and the desk. If you speak to the axe you can accuse it or ask it. If you accuse it the axe becomes mad and won’t speak to you, but if you ask it, it will say it has it’s own problems to worry about. If you have already burned the logs, the axe will tell you the knife did it. Otherwise if you ask the desk it will insult the knife and the candle, revealing that the knife did it, but it will no longer speak to you. When you confront the knife it will reveal that it was used to smudge and slash the painting, who was it’s best friend, and that he was ashamed to be involved.

**Path 2: The Chair and the Axe I**

Speaking to the chair will yield nothing, the chair will just moan and blubber idiotically. If you ask the axe what happened he’ll say he knows what happened but that he is tormented by the logs every day about it. If you ask the logs they insult you and anger the axe. Speaking to any object in the room will reveal that the logs hate the axe because he killed their friends and family. The candle and the bookcase hate the logs because they are loud and rude, and say they need to be punished. If the player throws them on the fire, they will burn and the axe will be happy. Now if you ask the axe he will say he did it.

**Path 3: The Book and the Pen I**

The book will just mumble random passages from Grimm’s fairy tales. If you ask the books they just cry, and if you ask the bookcase it says the book was the previous owner’s favourite novel. If you speak to the pen he says he was used to draw all over the pages. You can ask the pen if it remember which pages were drawn over, it says it couldn’t see. Asking the candle will reveal that it crossed out all the pages except Rumpelstiltskin.

**Rumpelstiltskin**

Used to be a carpenter, loved by many, and his skill lauded by all in his village. His young wife died during childbirth, and his child, a boy, died soon after. Distraught he sought out any power to bring back his family. Giving up his mind and his body to dark powers, he believes his child will be returned to him. Instead he is cursed with a desire to kidnap pregnant women and steal their unborn children. At first he resists, going to numerous doctors to cure the voices in his head, but eventually he cannot resist any longer, he turns into a monster and destroys everything in his house that could remind him of his former life. His obsession becomes a compulsion, and he kidnaps dozens of women, playing games with them in an attempt to satisfy his need for a son. The villagers move, leaving him isolated and alone with only his thoughts to drive him mad, until a pregnant woman passes through.