**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:**

Axe

Chair (destroyed)

Knife

Painting (destroyed)

Scissors

Book (destroyed)

Potion

Key

Chest

Notes

Books

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:

Desk starts talking to you. You look around, can talk to various items.

Talk to chair/painting/book, they won’t respond to you. Speak to bookshelf to find the scissors destroyed the book. Talk to the scissors to find out why the book was destroyed. Scissors mad at axe for destroying chair.

Speak to axe, he won’t talk. Speak to logs. Logs are rude and uncouth. Go back to scissors or knife to find the logs have been hateful towards the axe for what it did. Put logs on fire. Axe happy. Axe says it was used to destroy the chair.

Speak to knife, knife crying over painting. Speak to key/desk/chest to find knife is a pacifist, didn’t want to hurt painting. Ask how painting could be helped.