

### Narrative Description:

After a hike gone wrong, you ventured too far into the woods. Desperate to find your way out of there, you follow what seems to be some sort of path, with leaves sunk into the floor, indicating food traffic. This leads you to an abandoned mansion. You see something inside, 2 people, fighting. One falls the other follows. You wait for either of them to get back up, for neither of them to resurface. You feel perturbed. It is getting dark, you should go see if they need help. You then hear a scream, one behind, and another from the house.

### Mechanism:

The doorbell at the front of the house. You go up to it and look to see if anyone will answer, all you get is an envelope that drops from the mail slot located at the top of the door. It reads "Find the key before they come, a wish is what you need, or you might just need to run".

### Lock and Key:

You find a quarter in the bird fountain, this quarter is then thrown into the fountain, which will spew out a key for the door to open.