## = Needs filling/More

Rooms:

* Reception
* Hallway
* Waiting Room
* Toilet
* Morgue
* Car park

At the start:

(Driving in your car)

You direct the car left to join the windy dirt track that will take you to the isolated hills of ##. The silence and stillness becomes disturbed by the rattling and banging of your beaten car. Despite the painful noise of your car dying you put your foot down, racing up the track. Seconds later you arrive at the ##. You speed into the car park and skid to a halt, causing the car to finally cut out.

(You get out of the car)

You begin to scope out your location. Cautiously looking around for potential threats and items that may be useful. You see a group of old decaying cars, who have broken windows and open doors. Further along you find an open waste bin ###

Potential actions:

* Look through bin
* Investigate cars

(Enter the Reception)

You are greeted with a sign saying “Welcome to ## “, located above a dusty wooden counter covered in faded leaflets and ripped paper. You peak over the counter to discover a desk chair and open draws. The sound of dripping attracts you, so you move to the corner of the room where you discover a puddle of dark water. You proceed to explore the room and discover an abandoned backpack.

Potential actions:

* Look Through draws
* Look through back pack

(Enter the Toilet)

You are met with a horrific stench of damp. The walls and ceiling are caked in mould, making you cautious of possible healt implication. You look down to see a cracked toilet fading into the vegetation growing through the walls. A shine catches your eye, you spot that there is a broken mirror above the sink. ###

(Enter the Waiting room)

As soon as you enter this room you notice someone sitting in a chair. You cautiously move towards then, they are sat leant forward so you go pull up their head. As you lift them up, you slowly reveal the face of Kirill. ###

(Enter the Hallway)

You see a long cold corridor with hard oak floor and dark wallpapered walls. You step forwards and the floor begins to creek.

(Enter the morgue)

Horrific thoughts go through your mind as you enter the Morgue, the shine of the gold-plated name tag of “Morgue” on the front of the door stays with you. As you step in the cleanliness of the floor surprises you, you begin to investigate the room and see 2 cold, white tiled boxes' In the middle of the room. As you come closer you begin to assume these are where the bodies would have lay. Examining the table, you discover hair caught in the drain on the middle of the table. To the right you see a silver table that still has tools on.

Possible actions

* Investigate tools

Items that need to be found to make serum

* A lock of Kirill's hair
* Kirills Birth Certificate
* A cut of Flower kirill
* A toe nail cutting
* A photo of Kirills mother
* A tear from the day kirill lost his virginity