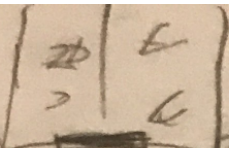
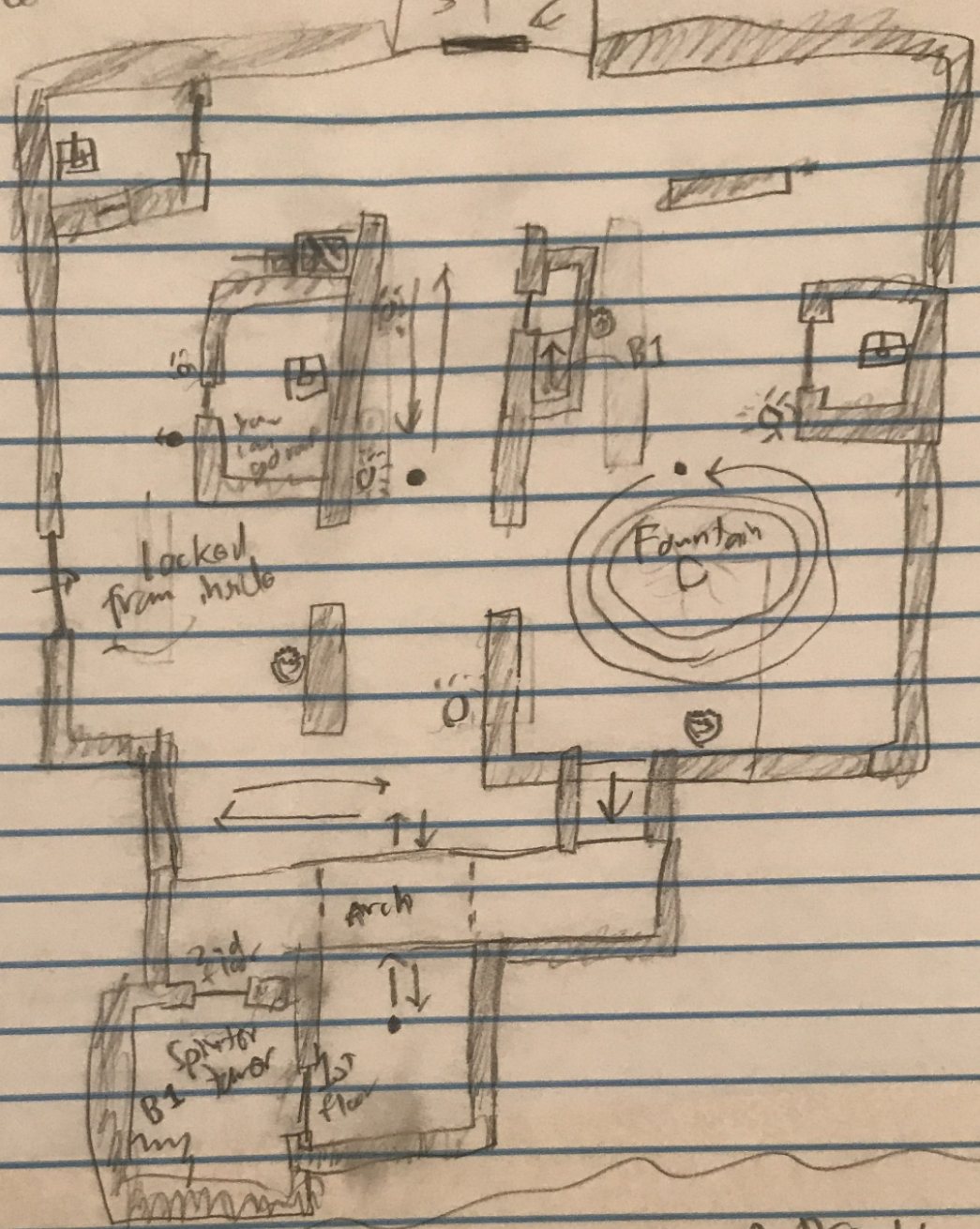


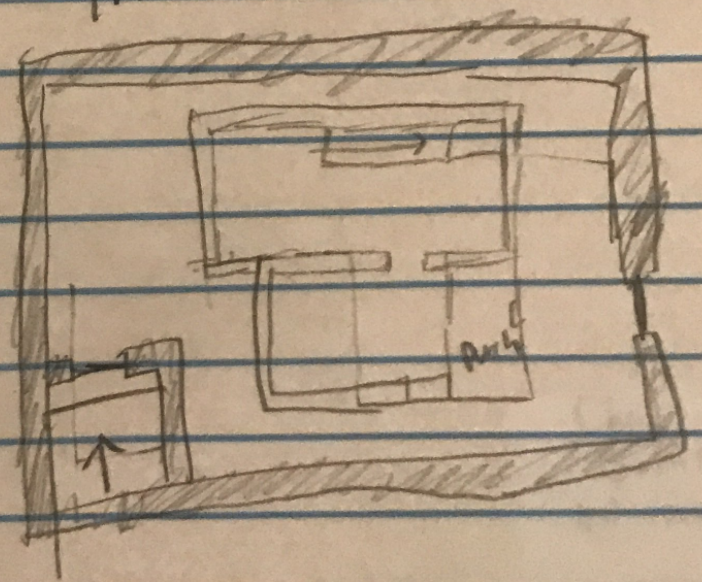
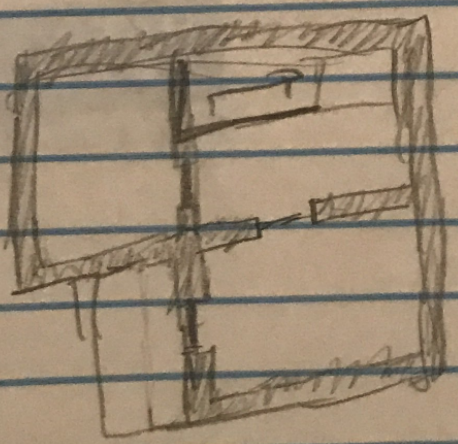
Garden Main:



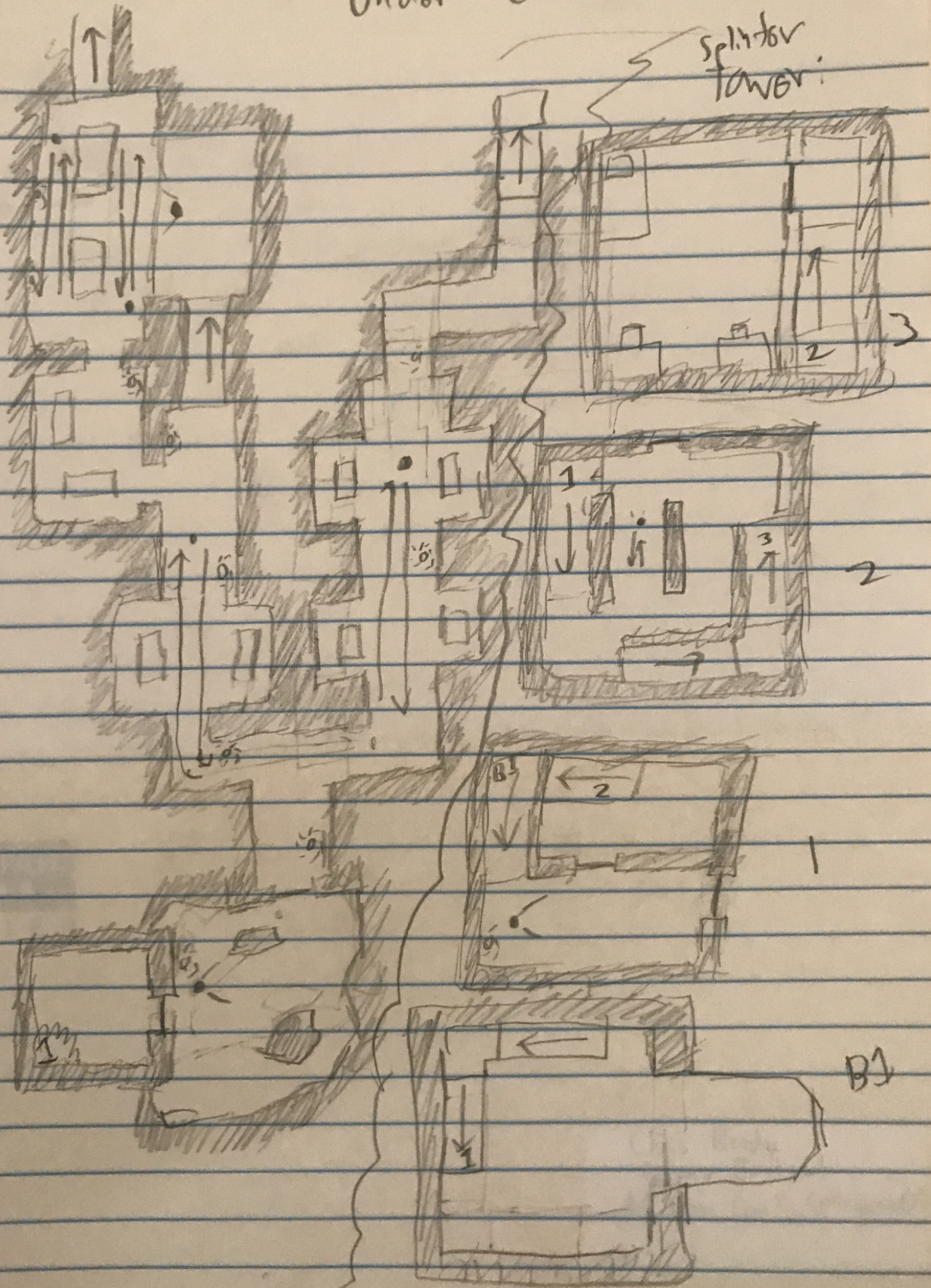
Private
Retreat

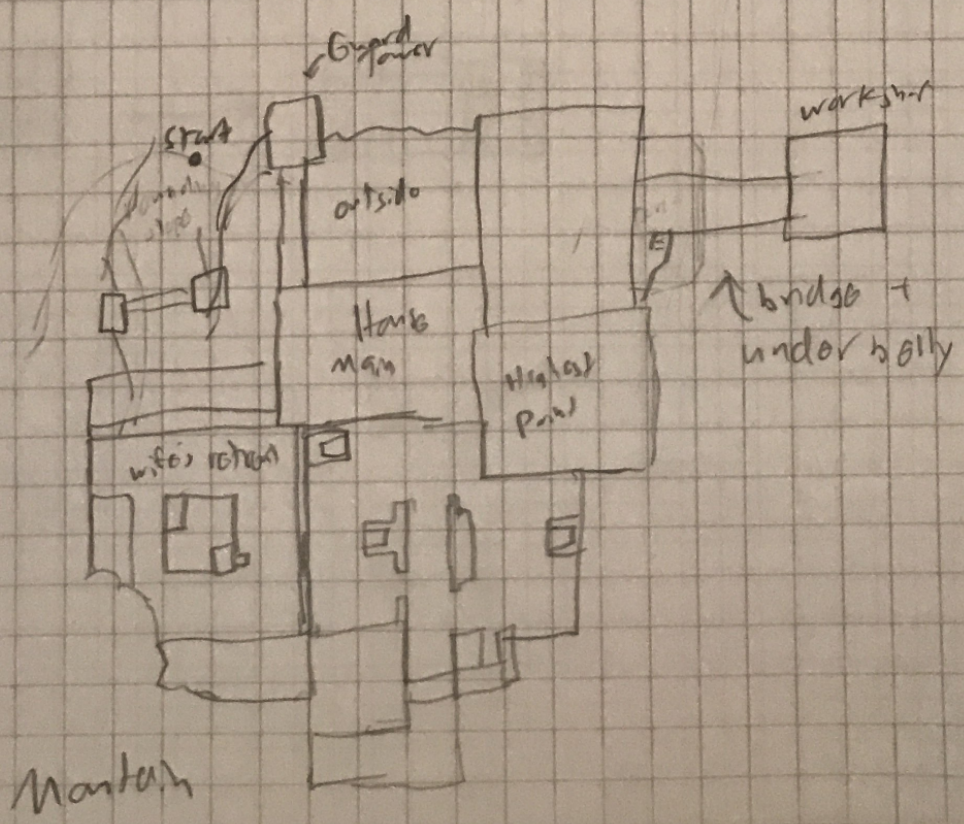
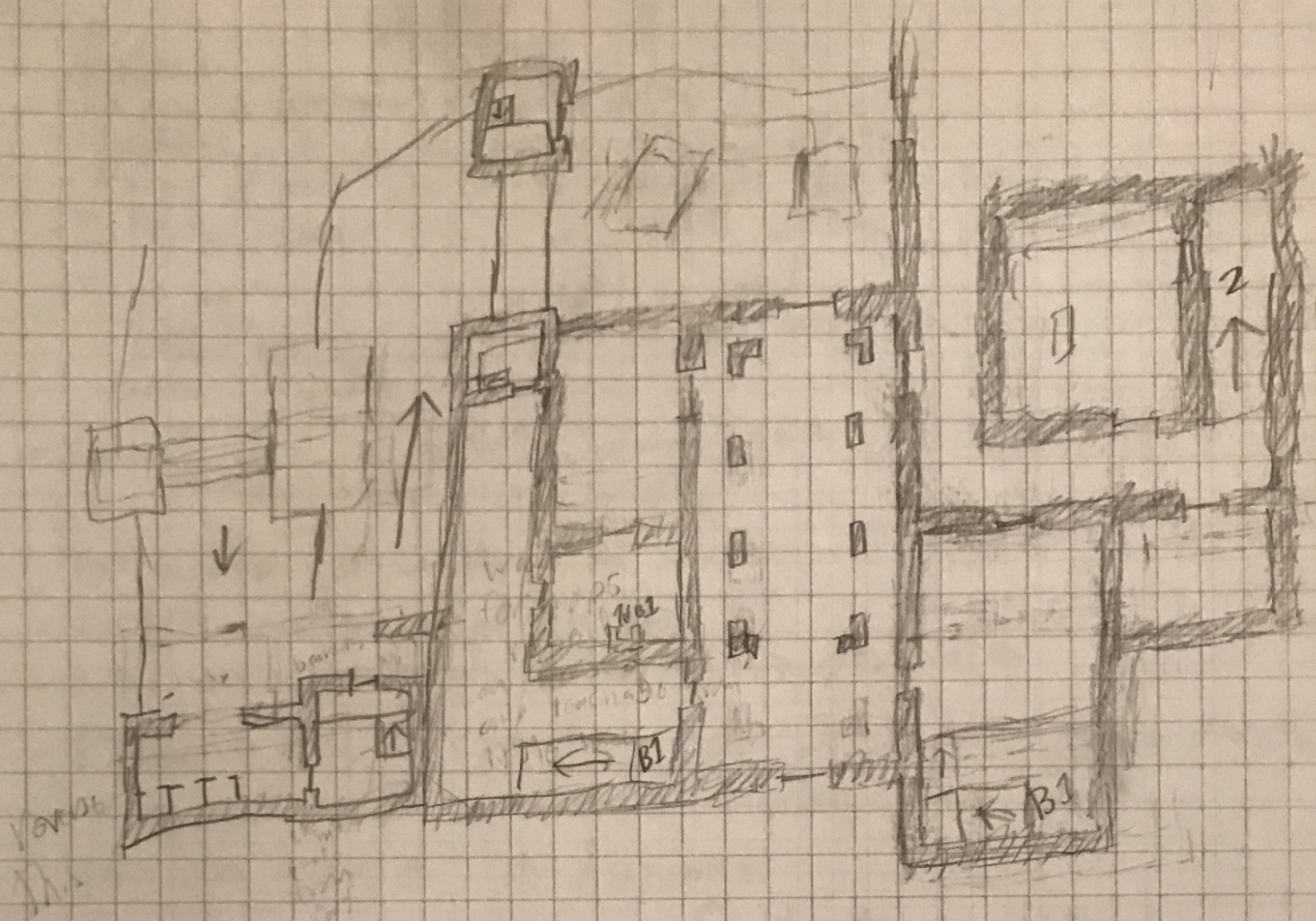


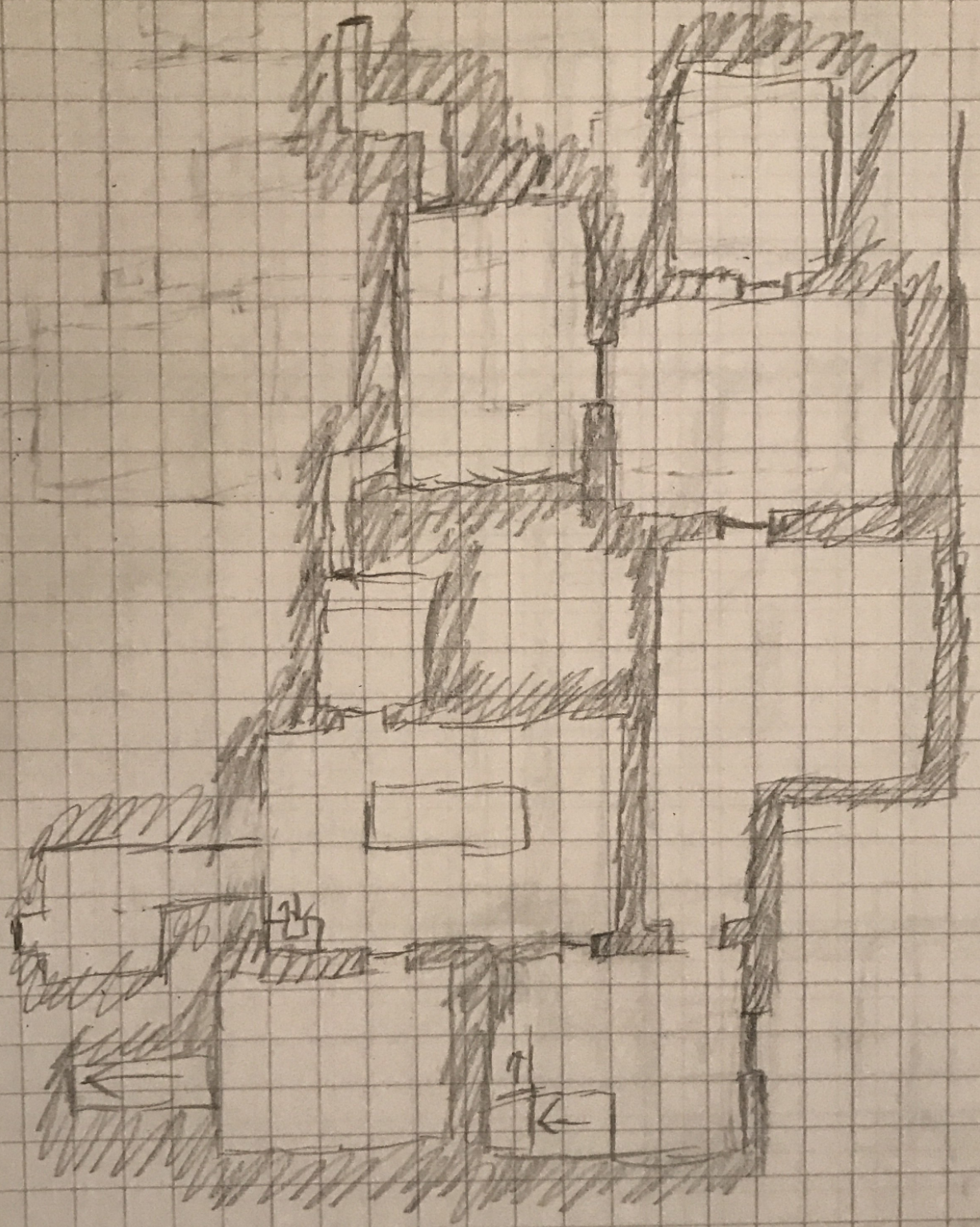
Private Retreat:

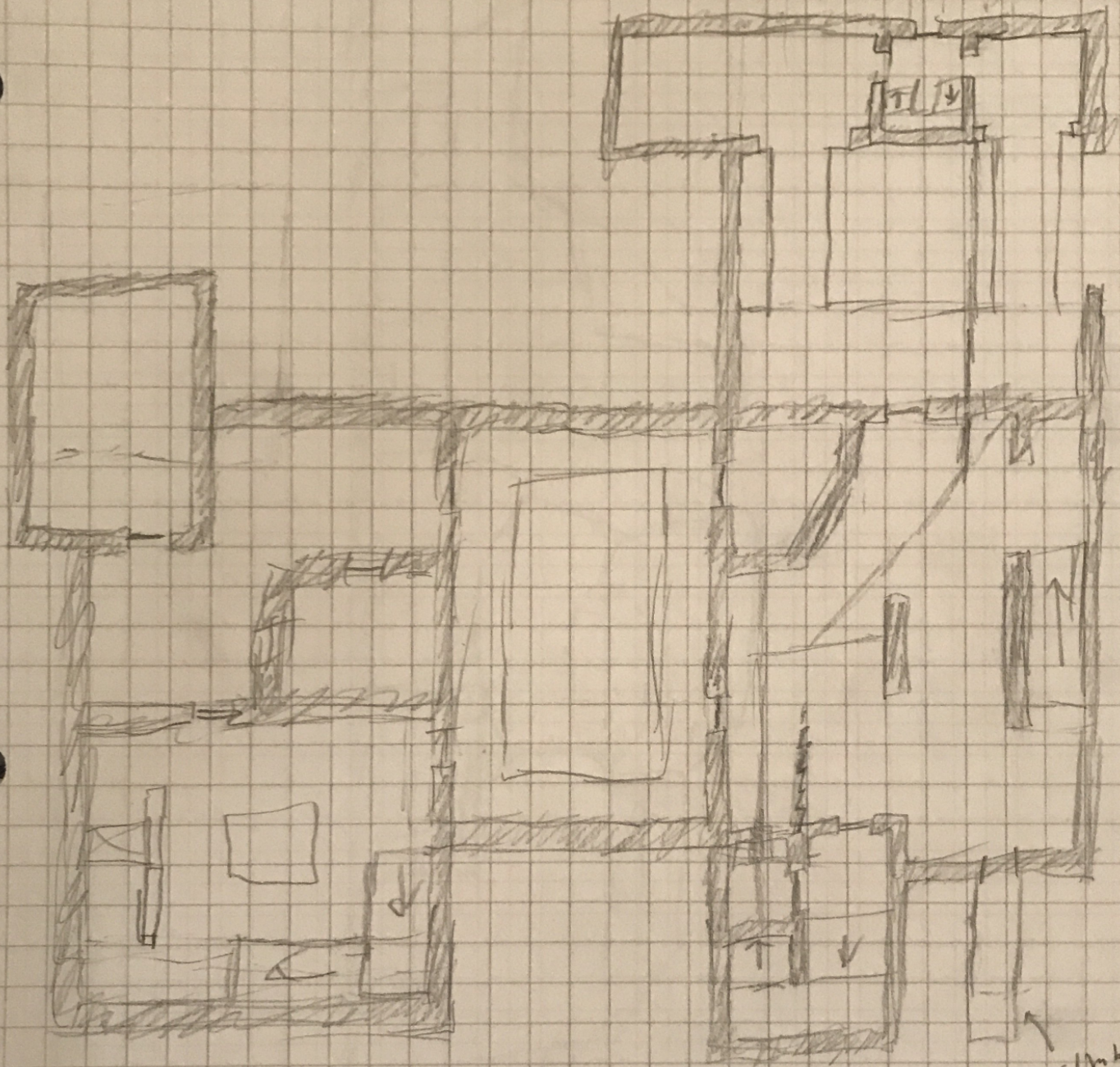


Under Garden

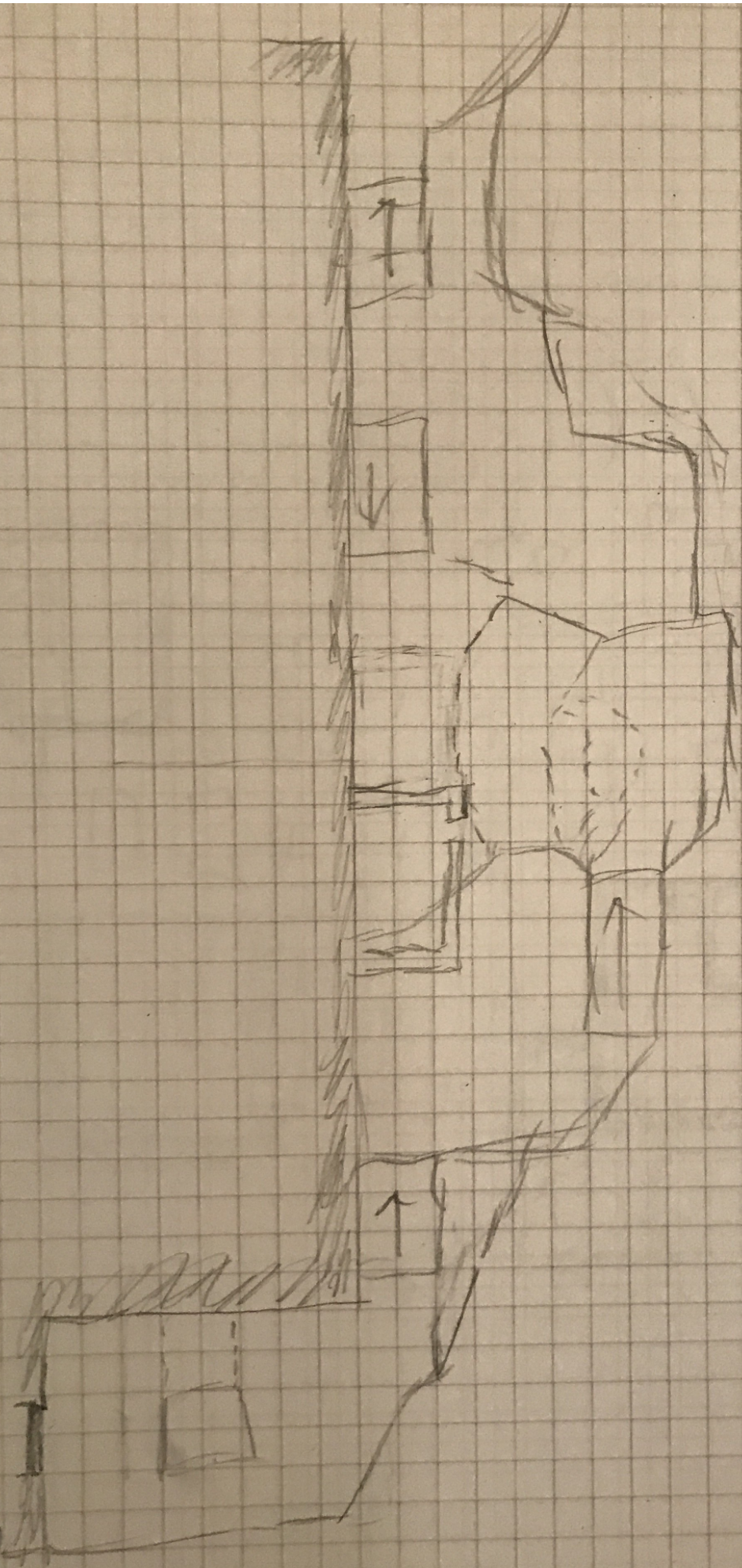


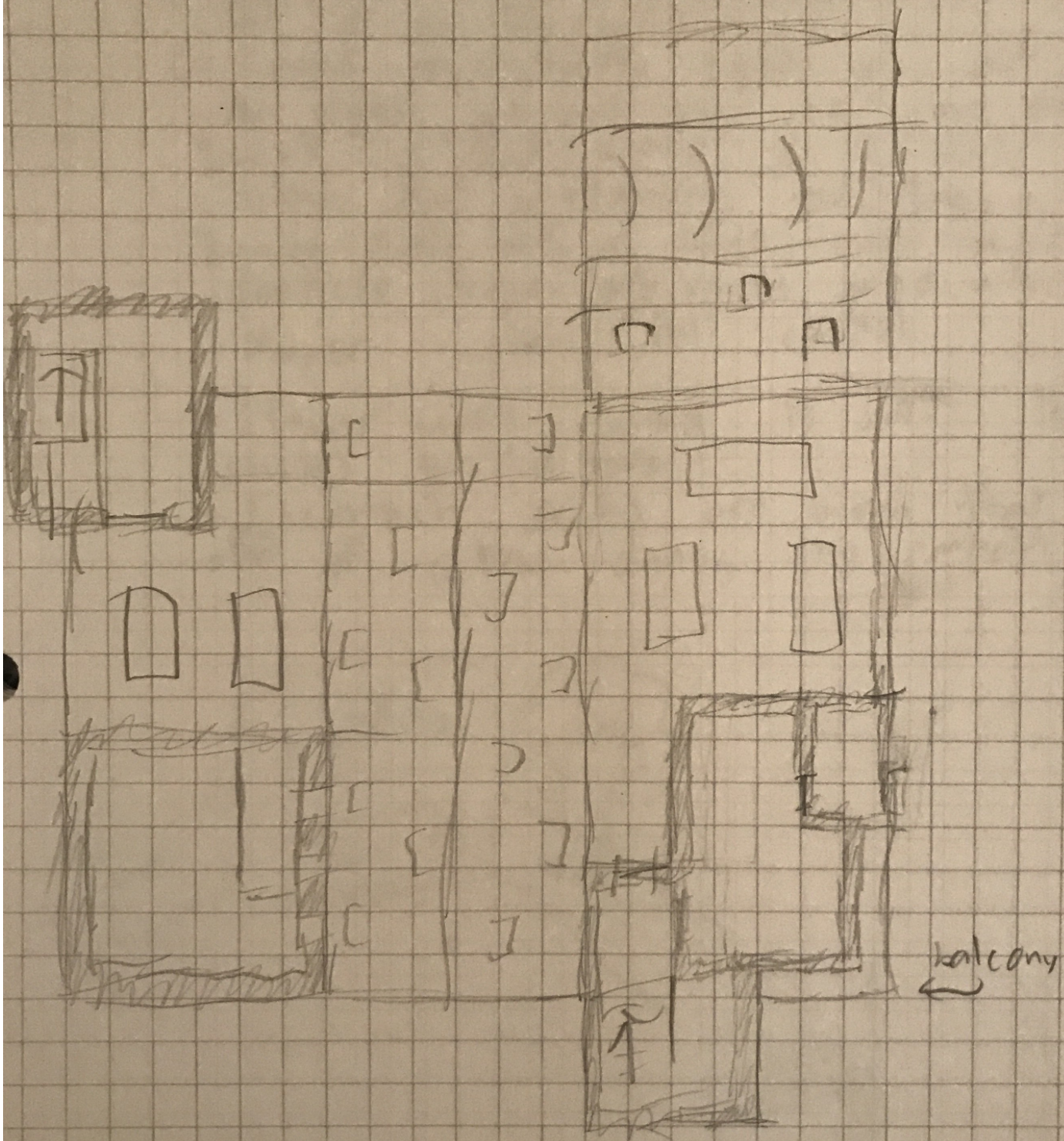






climbable
arch from
cliff side.
Punk ancor
lands

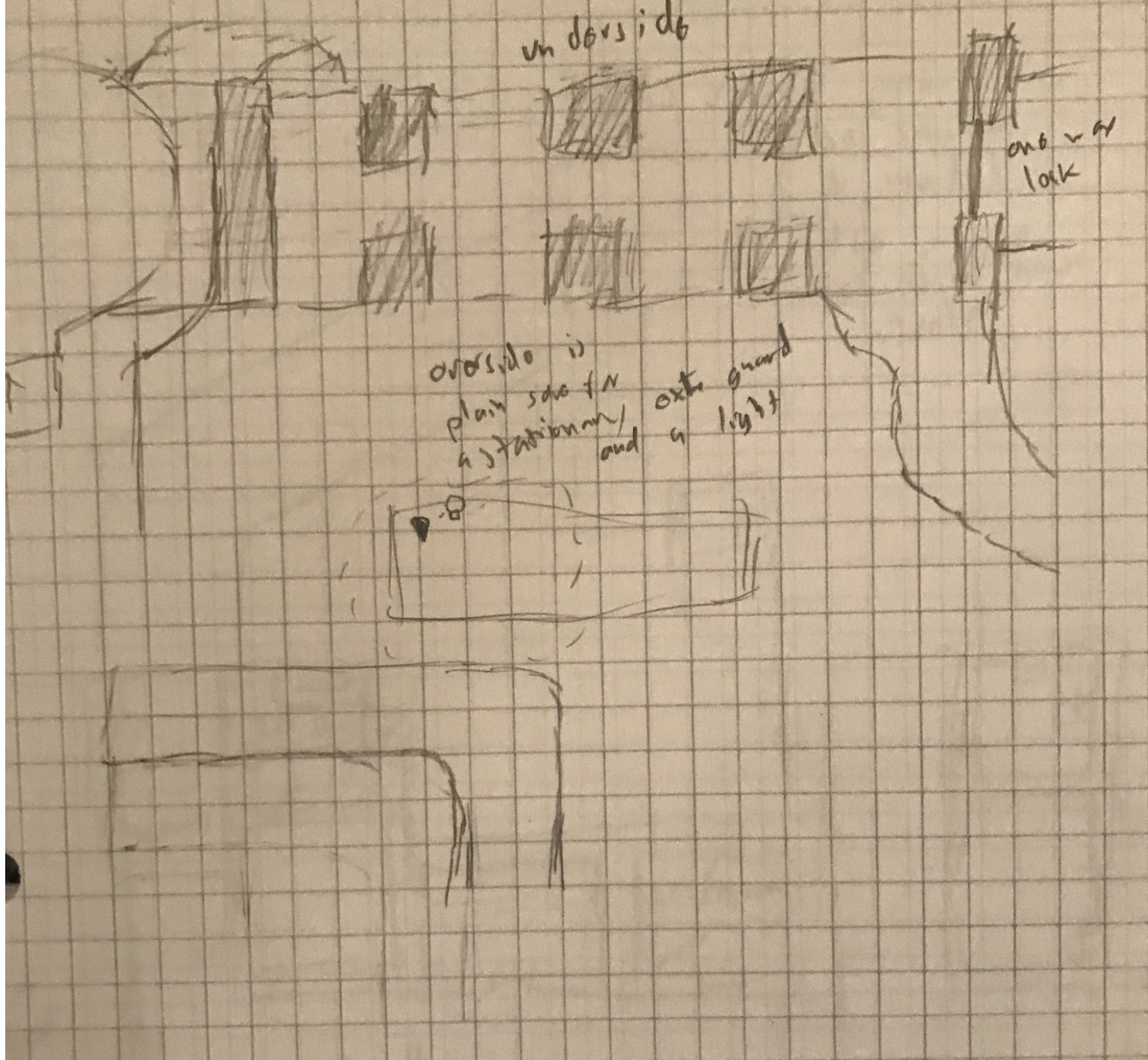




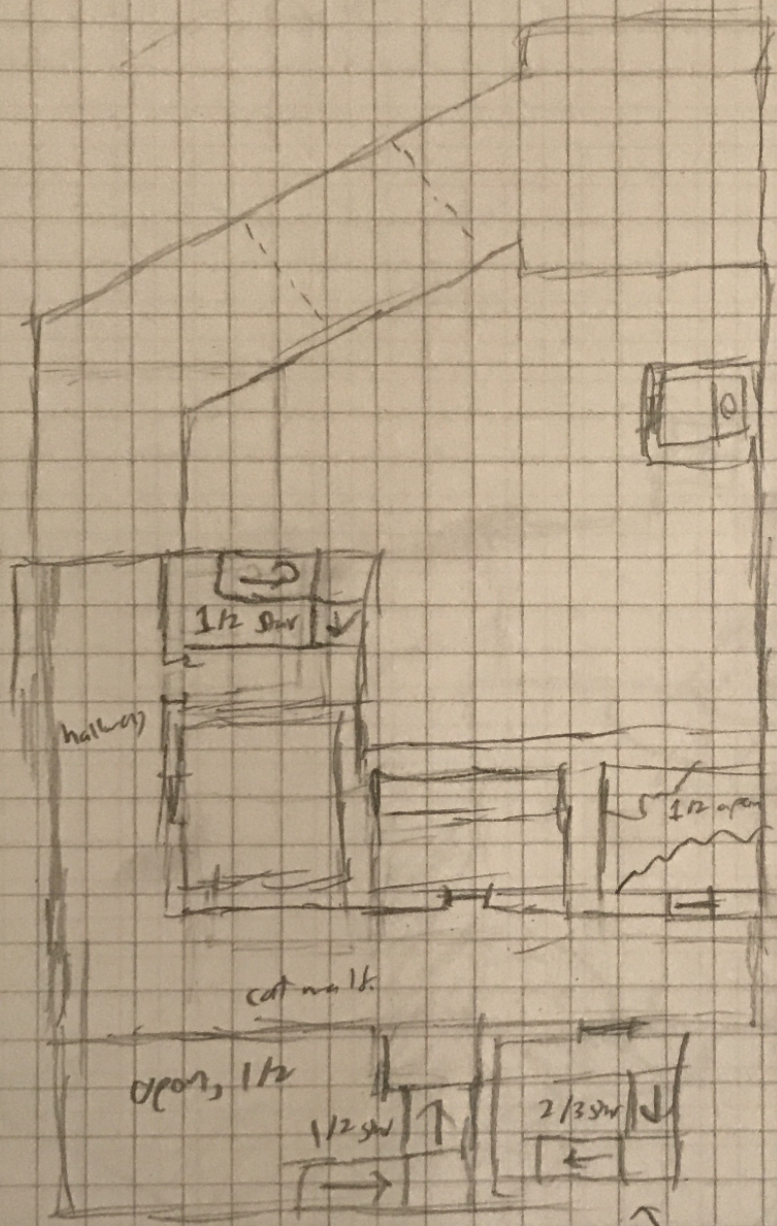
underside

one-way
lock

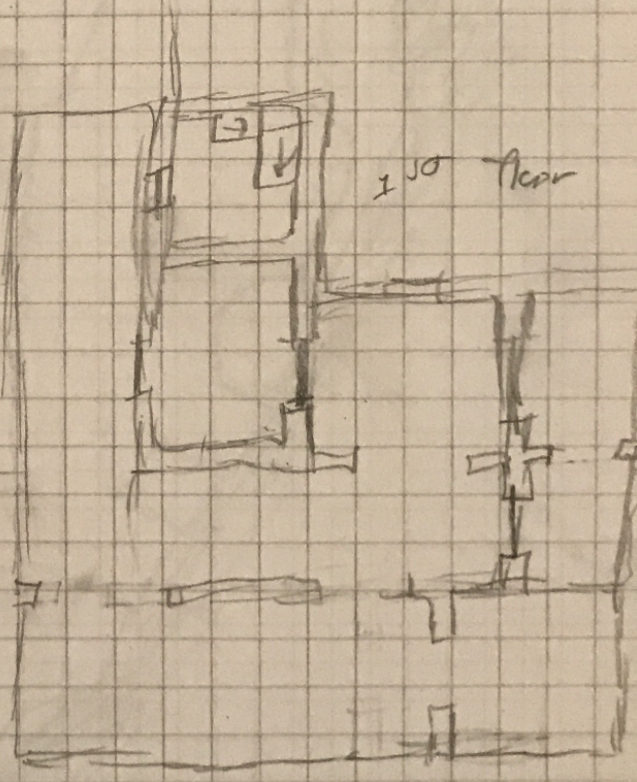
overside is
plain side for
stationary and
extra guard
and a light



This should probably
 be smaller
 to match
 the scale
 of the house
 itself



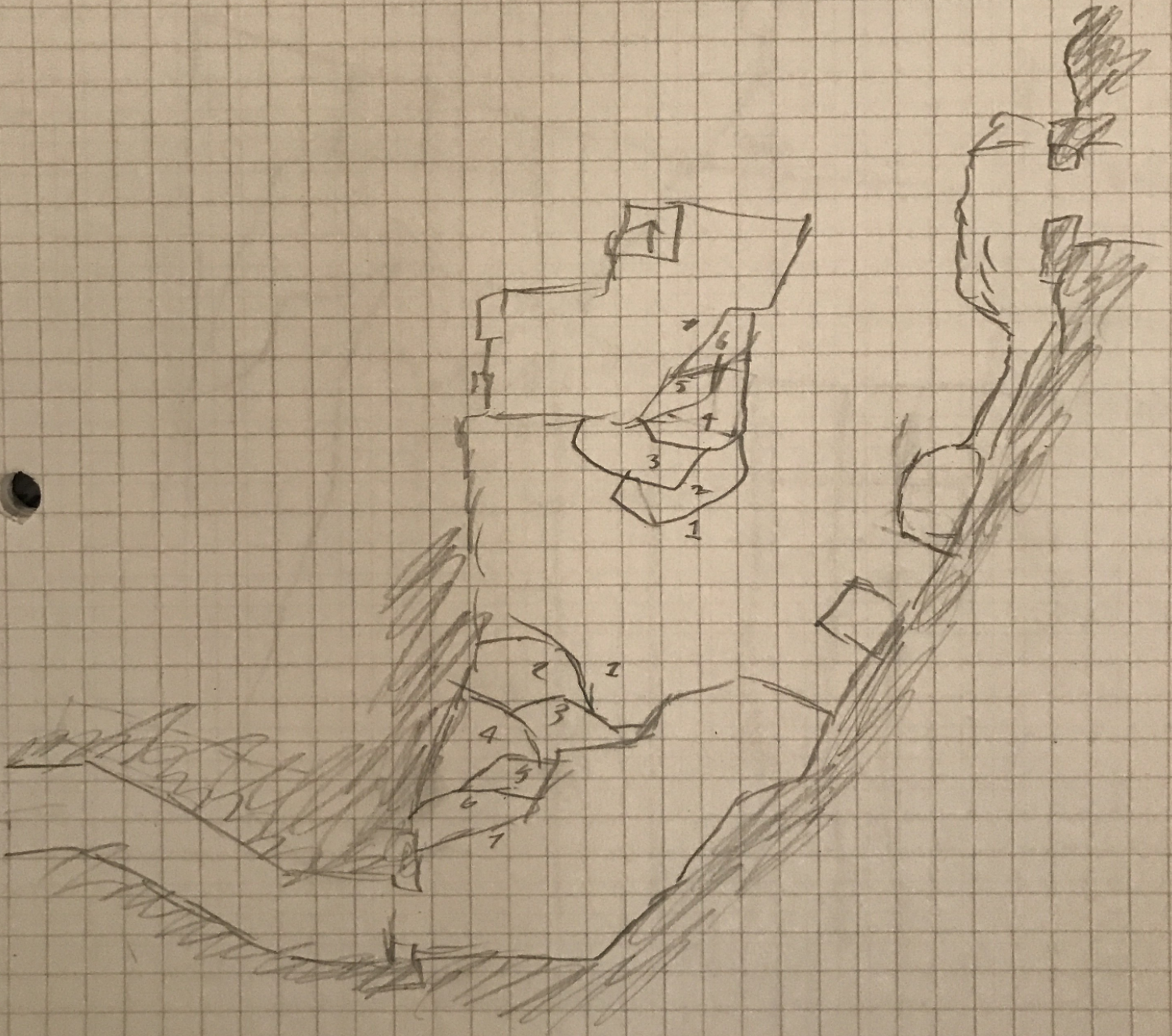
2nd floor



1st floor

open 1/2/3

- To-do:
- More furniture open floor plan
 - Add books to mechanical bar or terrace
 - Fit missing



Clifford Manor Rework:

Paris criticisms:

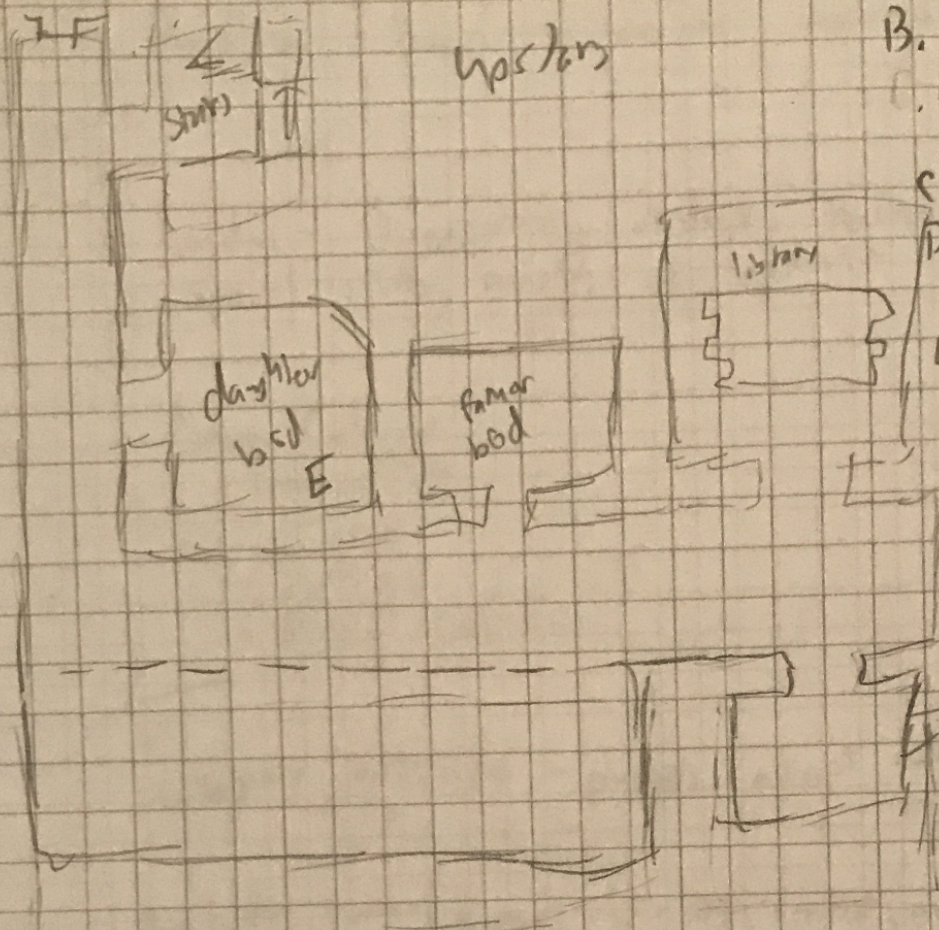
- Like TG Thieves guild
- Dense, underground, highly stealth
- Too little context as to why they're there
- Doesn't know why we're after doll
- Too many factions overall

Paris ideas:

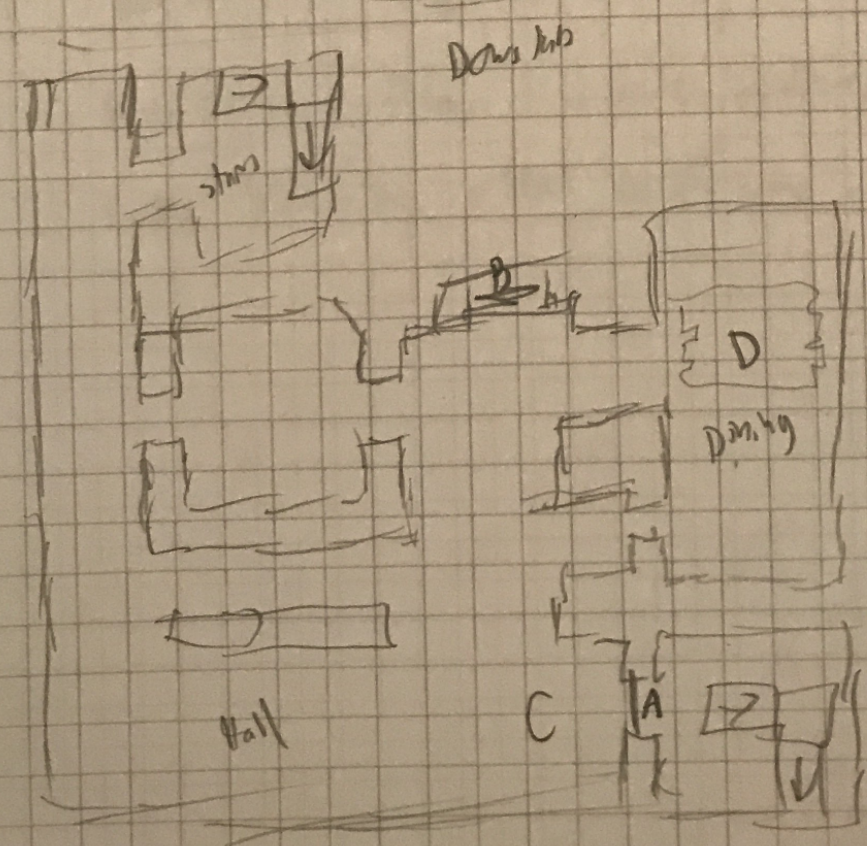
- Puzzle oriented
- Less stealth
- Booby traps
- Exploration driven
- Praised D1 flooded district
- Doll frees Wife spirit (I'm not sure, affects navigation/goals too much)

Overall rework ideas

- Ground levels uninhabited, adventure game style with goal of getting into basement, Light on basement guards
- Give more context to the doll. It's the first thing Briar gave to Cathorne.
 - Update Clifford note (make diary)
 - Update jail note
 - Add Cathorne note (?) runs mystique
- Piers collected the doll as a tool to make a mockery of Briar
- The doll would be Piers's before Briar gave it to Cat
- Briar used Piers's money to buy doll, soiled his friendship
- Cut finger note repurposed to explain the doll



- A. Metal door, key lock #1
- B. Metal door, key lock #2
- C. Key just past on inside add key to where room
- D. Bread crumbs #1
- E. Bread crumbs #2, fall from library
- E. Key #1, end of trail



Consider adding a new puzzle outside where you jump onto you to get into a chimney its a secondary option to the key my story. Make obscure