

Investigation Report		
Investigation Site	Much Hadham Forge Museum	
Investigation Date	Saturday, 7 th February 2026	
Report By	Luton Paranormal Society	
Team Members	Andy, Ben, Dee, Jane, Paula and Robin	

Location Background Information

The Team was not given any significant historical information about the location before the investigation. The following is from the Museum's website.

Much Hadham Forge Museum is set in a Grade II* listed building situated in the picturesque village of Much Hadham. It features unique Tudor wall paintings as well as a local history gallery displaying collections from both Much and Little Hadham and galleries devoted to the craft of the blacksmith.

The earliest parts of the building date from the 15th century. The forge and bellows room are part of a 17th century barn conversion and in 1811 the shoeing room and blacksmith's shop were added.

The Museum was first opened in 1991 by the [Hertfordshire Building Preservation Trust](#). The Museum underwent further expansion and refurbishment in 2009, with the support of a Heritage Lottery Fund grant.

Source: <https://hadhammuseum.org.uk/visit-us/>

Pre-Investigation Notes

Sealed Envelope Experiment

Before leaving for the long drive from Suffolk to the location, Dee took a moment to sit quietly and jotted down the first two words that came to her immediately when she focused on "The Forge Museum, Much Hadham" – a location she had no prior knowledge of, nor had she ever been there. One word was simply a word and the other a name. She then sealed the folded papers in separate envelopes and took them with her to the location to be opened at the end of the investigation. The purpose of the experiment was to see if the two words would feature in the investigation in any way.

Base Camp

The Team sets up Base Camp in the Refreshment Area, which is in a separate (modern) building immediately behind the main building.

Initial Walkthrough

The Team is taken on a tour of the location. The Museum Curator leads the team from the Refreshment Area out along the passageway, which runs alongside the building towards the main street, and in through the door to The Office. However, before entering the building, Dee is strongly drawn towards the street and feels like she wants to turn left at the end of the passage by the entrance gate. She feels 'pulled' but ignores that in favour of entering the building for the tour. NOTE: The areas not open to the Team are the actual Forge, the Bellows Room, and the Basement.

The Investigation

Session 1: The Office

Time: 20:20 – 20:58

Team: Andy, Ben, Dee, Jane, Paula and Robin

Equipment Used: Notepad; pen; cat (motion) balls; Rempods; audio recorders; mobile phones on 'Airplane Mode' to stop interference with other equipment; KII meters; Paula's Spirit Talker app on iPhone.

Ambient Sounds: Intermittent faint extraneous noise outside (note: the building is on the main street of the village); occasional aircraft flying over; equipment clicks, beeps and tones; shifting of the team members; occasional movement above from the Curator in her home.

Team positions:

Everyone is seated around the room: Ben is by the main entrance to the room in the corner, Jane is standing on the walkway to Ben's right opposite Paula and Dee, who are seated behind the long desk, Andy is to Dee's left and Robin is near the exit to Paula's right (opposite end of the room to Ben).

The following is comprised of Dee's and Robin's written notes (and parts of Dee's audio recording)

20:22 Start of session

Silent Vigil

Robin feels a cold breeze around his legs; it could be due to being in an old draughty building.

20:28 Dee gets a strong feeling of 'welcoming'.

20:29 Dee feels like the team is being watched/observed/sussed out.

20:36 Dee feels like the room is 'holding its breath' – to her, this means she is feeling like a tension is building, like the quiet before a storm. Just after Dee says this, two of the KII meters start flashing.

20:37 Robin places his Rempod next to the main door [*note: the Rempod did not activate at all*]

20:42 Dee mentions that she is not sensing a presence, as such, meaning she is not sensing a spirit.

20:43 Dee says: "I do get a sense of – this may well be residual – somewhere, but not necessarily in here, somewhere...somewhere in the vicinity... I don't know... like a meeting, or... like a courtroom or something..."

After Ben asks out "Are you grounded here?" Dee thinks she sees a shadow over by the door near Ben (the main entrance).

20:44 Just as Dee is asking about the light near the door, trying to ascertain what might have caused the shadow movement she saw, a double-knock or rattle of the door is heard.
Dee also notices that the light near the doorway has faded a bit.

20:45 The team confirms that it is not windy outside, so rule that out as a cause for the door rattling.

20:54 Dee feels something touch the top of her head. Paula checks and there is no spider or cobweb on Dee's head or above her.

20:55 Dee mentions that she feels like something is hovering on the periphery of her senses, like it's 'tiptoeing' around her...like "somebody standing on the other side of a curtained window".

20:56 Dee mentions getting a chill down her spine.

[It should be noted that during Session 1, there is a significant amount of intermittent interference on Dee's digital recording, which mostly coincides with when the KII meters starting flashing, which they do a lot during this session. This could be an indication that something physical (as opposed to paranormal) was actually activating the KII meters.]

20:58 End of session.

Session 2: Wall Paintings Room

Time: 21:00 – 21:34

Team: Andy, Ben, Dee, Jane, Paula and Robin

Equipment Used: Notepad; pen; mobile phones in 'Airplane Mode' to stop interference with other equipment; motion (cat) balls; Paula's Spirit Talker app; Jane's HexCom device (another word-generating device);

Ambient Sounds: Intermittent faint extraneous noise outside (note: the building is on the main street of the village); occasional aircraft flying over; equipment clicks, beeps and tones; and shifting of the team members.

Team positions: The Team stand/sit around the small room, which displays original Tudor wall paintings. Dee has her back against the windows (which are at the front of the building on the main village street).

The following is comprised of Dee's, Paula's and Robin's written notes (backed up with digital recording).

21:00 Start of session

Calling out Session alongside Paula's Spirit Talker app on her iPhone and Jane's HexCom

Dee tries to reach out psychically. This room feels different to her and has a somewhat uncomfortable energy; it's like something is 'lurking' just out of reach.

21:03 S/TALKER: I'M FAMILY

The team notes that there are very old wall paintings that have been here hundreds of years. One depicts the Judgement of Solomon, going to cut a baby in half.

21:06 S/TALKER: MY DEATH WAS BRUTAL

ANDY: [Calling out] Does anybody want to make contact, there are a number of devices on the floor? Andy – can you give us another word?

ROBIN: [Calling out] Can you make a noise somewhere else?

Dee hears a noise coming from the corner

21:08 S/TALKER: WHERE?

PAULA: That's a very old wooden frame.

BEN: What was this room used for?

DEE: It feels like decisions would have been made here.

21:08 S/TALKER: EDITH

ANDY: [Calling out] Was this room used for meetings?

21:09 S/TALKER: SOMEONE'S WATCHING

BEN: [Calling out] We think someone has been with us all night. Did you follow us in here?

ANDY: [Calling out] You're more than welcome to join us.

BEN: [Calling out] Can you give us a name?

21:10 S/TALKER: GROWL

The team notices that the eyes of the figure in one of the paintings, seem to stand out.

21:11 S/TALKER: HAROLD

ROBIN: [Calling out] Is the person in the painting called Harold?

BEN: [Calling out] Is Harold the person in black? Is it the King?

DEE: I get the feeling of a judge. Did they hold courts in this building? Is that what this room would be for?

21:12 S/TALKER: BE CAREFUL IN HERE

BEN: [Calling out] Are you influencing Dee?

DEE: This room feels different. I'm not comfortable in here.

21:13 S/TALKER: SHOULD BE SCARED

DEE: Is this talking to me?

ANDY: This is maybe a room where they made decisions. Maybe they held services in here. The floor drops down 2/3 feet below the platform.

ROBIN: It feels official with the family crest.

DEE: It's not unusual for them to have paintings like this on the walls.

21:15 S/TALKER I'VE BEEN HERE 150 YEARS

ROBIN: [Calling out] Were you about when the paintings were done?

21:16 S/TALKER: MY NAME IS KATHERINE

ROBIN: [Calling out] Can you tell us what this room was used for?

21:16 A noise is heard by everyone

21:17 S/TALKER: OPHELIA

DEE: That's a very old name.

JANE: It's Greek originally.

HEXCOM: POWER

21:18 Dee is suddenly poked right between the shoulder blades and it shocks her! Dee describes it as a definite feeling of a finger firmly poking her hard.

DEE: Oh, my goodness, that was horrible!

S/TALKER: YES IT'S ME

DEE: [Calling out] Was that you that just pushed me?

21:19 S/TALKER: TEENAGER

ANDY: [Calling out] Are you a young person?

JANE: People lived to 25 or 30. All of us would be ancient, (except Andy – the athlete!) You would think that the temperature would go up in here with all these people in a small room, but it's colder.

21:21 S/TALKER: I FEEL HOPELESS

HEXCOM: MOST

ANDY: [Calling out] Do you like the Spanish?

It is noted that the temperature is going down.

BEN: It's still going down.

ANDY: It feels stuffy

S/TALKER: A GIRL WAS KILLED

BEN: [Calling out] From the village?

ANDY: [Calling out] In this room?

BEN: [Calling out] Was her murder tried or judged here?

21:22 Dee and Paula both notice a peculiar, unpleasant musty smell. It is quite strong and appeared suddenly. They can't pinpoint exactly from where it emanates and it isn't the costume on display or the curtains. Andy also mentions that he can smell it.

BEN: [Calling out] Should we leave?

S/TALKER: ABANDON

PAULA: It smells really musky/sour.

DEE: It's not the costume is it? [There are Tudor costumes on display]

Paula checks out the costume and also the cupboard to see where the smell might be coming from. It is not coming from either.

ROBIN: [Calling out] Are you still here?

ANDY: It [the smell] is like sweaty socks.

JANE: Queen Elizabeth I was quite disgusting.

21:24 Dee notes that the strange smell has now gone.

S/TALKER: SAFETY

The team briefly discusses the HexCom. Jane says "it's rubbish"!

ROBIN: [Calling out] Is there anything you would like to share with us about your life?

21:25 S/TALKER: I AM DAMIEN

JANE: [Joking] Where's Del Boy?

ANDY: [Calling out] Were they Damien's socks?

The teams discusses feet, leg coverings and the paintings.

21:27 S/TALKER: KELSI
MY DEATH WAS HORRIBLE

ROBIN: [Calling out] Do you want to share anything with us?

21:27 S/TALKER: SARAH

Ben feels something brush the side of his head.

21:28 S/TALKER: NANNY

PAULA: [Calling out] Sarah, did you touch Ben? Did you have grandchildren?

ANDY: [Calling out] Can you touch one of us that hasn't been touched?

JANE: [Calling out] Can you pull my hat off?

BEN: There are not many places where I feel uncomfortable.

21:30 S/TALKER: MY LIFE WAS GREAT

ROBIN: [Calling out] Did you paint the walls here?

21:30 S/TALKER: PATRICIA

21:31 Dee is not comfortable at all, because she senses many layers but cannot peel them back to define anything clearly. Dee does sense that the room has a 'court room' feel.

Andy agrees that we might be picking up too many different parts.

ANDY: I feel numb here down the side of my face

21:37 S/TALKER: I TOOK MY LAST BREATH HERE

DEE: [Calling out] In this house, or this room?

PAULA: [Calling out] How old were you when you died?

ANDY: [Calling out] We are going shortly from this room.

21:32 S/TALKER: ANNA

DEE: Maybe ladies sat in here doing embroidery.

JANE: Sunday school?

ROBIN: Men in the forge, ladies in here?

21:33 S/TALKER: REVIEW

DEE: The smell has gone. It was quite pungent.

21:34 End of session.

Break: Base Camp [The Refreshment Area]

21:47 During a break in the base camp room while chatting, Jane mentions Italy and the Six Nations rugby and this ‘woke something up’ in Dee – she suddenly feels that there is an Italian connection to this investigation somehow. Jane then mentions WW2 POW camps. Dee does not know the history of the area, so cannot comment.

Dee also strongly hears a man’s voice say ‘Charlie’ in her mind.

Session 3: Estes Method Experiment

Time: 22:05 – 22:42

Team: Andy, Ben, Dee, Jane, Paula and Robin

Equipment Used: Notepad; pen; audio recorders; mobile phone is on ‘Airplane Mode’ to stop interference with other equipment; motion (cat) balls; KII meters;

Ambient Sounds: Intermittent faint extraneous noise outside (note: the building is on the main street of the village); occasional aircraft flying over; equipment clicks, beeps and tones; and shifting of the team members.

The following is comprised of Dee, Robin’s written notes and excerpts from her voice recording).

22:05 Start of session

Estes Method Experiment

The Question Team (QT) are situated in one area asking questions and awaiting any responses via walkie talkie radio from the Receiving Team (RT), who are situated in another area out of earshot. The Receiver wears headphones connected to the SB7 Ghost Box, which is rapidly cycling through radio wavebands. The theory is that spirits can manipulate the radio waves to produce coherent sounds, words and phrases. The Estes Method separates the Questioner from the Receiver so that the Receiver is not influenced by the questions being asked and can therefore repeat the SB7 words/phrases without unconscious/conscious suggestion.

For this experiment, Ben, Jane and Paula are the Receiving Team and are in The Office; Paula is the Receiver wearing the headphones connected to the SB7. Andy, Dee and Robin are asking questions in the Break Room.

The responses from the Receiving Team (RT) are in CAPITALS.

22:05 Dee tries to reach out psychically to see if there is a presence who might wish to communicate, but does not sense anyone at this time.

The team begins asking questions (such as ‘what is your name’, ‘did you work here’ and so on).

Robin has a theory that maybe spirits get confused when investigators use more than one method or device for communicating at one time. He wonders if a spirit can cover the same space as a hand or much larger and therefore, may only be able to answer questions in one room (QT) or the other (RT).

He places a cat ball on the table between himself and Dee to see if it activates in response to questions instead of communicating with the other team using the SB7.

22:11 Ben radios through to say that Paula isn't catching anything through the headphones, so Jane will take over as Receiver.

22:12 Jane takes over as Receiver. The team chats a bit and then begins asking questions.

22:14 QT: If any spirits wish to talk to us, please go to the other room and talk to the lady wearing something on her ears.

RT: First word out: ALL RIGHT

QT: Can you tell us your name?

RT: WAS IT

22:15 QT: Are you a woman?
What year is it?
Who is on the throne?
Are you a male?
Are you a child; are you under 10 years old?

22:16 RT: BARRY

ANDY: Do you know, the funny thing is, I was just thinking of 'Harry'!

DEE: Which, of course, is a 'Henry'.

QT: Are you from this building, Barry/Harry?
Did you work in the forge?
Are you from this village?
Are you a labourer?
What is your age?

22:17 RT: REACHED OUT

QT: Did you reach out from the room with the paintings?
Can you tell us what the paintings are for; what they did in that room?
Did you make it smell?
Have you reached out to us before? If so, where?

22:18 DEE: I've just got the name 'Charlie' in my head.

QT: Is Charles I on the throne?

ROBIN: I think it's Charles II!

DEE: What? When? What are you talking about? What's that got to do with this building? [Dee is confused!]

ANDY: Because it's the right time period...well, maybe the building's a bit earlier.

- 22:19 QT:** Are you linked to the Civil War?
Or are you from the War of the Roses?
Are you from the World War 2? Or the Great War (WW1)?
- 22:22** The RT relocates to the Wall Paintings Room to see if they get any responses in there.
- QT:** Can you give us a name?
Can you explain what that room is used for?
- 22:23** Ben radios that the RT is now set up in the Wall Paintings Room with Jane still wearing the headphones.
- QT:** How many of you are in that room? Not the living people...the people like you.
Please come forward and speak to the person with the headphones on in that room.
Are you connected with this building?
Are you connected with items within the building?
- 22:25** Ben comes over the radio to say that Jane has just been poked in the back and on the Spirit Talker app was "get out".
Dee was also poked in the back in that room, so Jane experiencing the same thing is a corroborative experience.
The QT's cat ball lights up.
- QT:** Why is it just women being poked?
- Dee thinks the cat ball might have been triggered by her writing in her notebook on the desk. The team waits for it to stop flashing then Dee scribbles in her notebook. The cat ball does not light up.
- 22:26 QT:** Why do you want us to get out?
- RT:** REACHING OUT
- DEE:** Again!
- Ben radios to say that Jane is feeling quite uncomfortable at the moment.
- QT:** What is your intention toward Jane?
[Dee explains that it might not mean to make Jane uncomfortable]
- 22:27** Paula takes over from Jane as the Receiver.
- 22:28** Dee wonders if this Forge Museum has reported paranormal activity. Andy confirms that LPS knows nothing, that we have not been told anything.
Andy mentions that he would be keen for the men to go into the Wall Paintings Room to see if they get poked, as it only seems to be women.
- 22:29** Andy starts fiddling with the lid of his water bottle (doing it up) and it makes a clinking noise.
- RT:** WHAT'S THAT

QT: It's a drinking device that holds water...

22:30 Dee mentions that being poked in the back is not residual and seems to validate that her sensing something/someone hanging around on the periphery of her senses was not residual.

QT: How many entities are there?

Robin mentions that he feels that maybe if there are any spirits present, that they are not understanding our language very well, as Tudor English was very different.

22:31 QT: Why don't you want to talk to us?

22:32 Do you have a question for us?

22:33 RT: JOHN

QT: Do you know King John?

How old are you, John?

What year are we in, John?

22:34 Are you happy that we're here?

Do you wish to talk to us?

Do you work with horses?

Are you from around here?

Do you have kids?

Do you prefer males or females?

22:35 Are you sitting in this room with us?

Why haven't you moved on; why would you still be here?

Andy mentions that he's never known a Spirit Box session to be as quiet as this and Dee agrees.

22:37 *[NOTE: At this point on Robin's recording, a small 'thud' sound is captured]*

Dee sees a flash of light reflected in the glass of a door in the Break Room just as Robin hears a 'click-click' noise that sounds like waterdrops. *[NOTE: Robin thinks this might be the sound captured on his recorder]*

Ben radios to say that the SB7 said **WE NEED** at the same time as the Spirit Talker app said WE NEED POWER.

Dee thinks this is very interesting, and this sparks a discussion about creating energy for spirits to use in the next session.

22:38 RT: TWINS
GET UP

22:39 QT: Is there any item in this building that is affecting your energy?

DEE: I think this is relevant – "we need power" and might be why they're not coming forward. And they need to learn how to communicate [if there haven't been any investigations before] – it's not something they can just do.

Dee mentions that museums are confusing for her psychically.

22:41 End of session.

Session 3A: The Wall Paintings Room

Time: 22:45 – 23:00

Team: Andy and Robin

Andy and Robin go to the Wall Paintings Room to do an experiment to see if either of them will get poked, as did Dee and Jane earlier. Andy wants to test his theory that it is only females who are affected. The rest of the team is in Base Camp.

Robin's notes:

Me and Andy set up 1 cat ball near the door. Plasma orb in the centre of the room. Andy uses the thermomotor (heat gun).

We start to reach out, asking for some interaction. The Cat ball activates two times.

About 3 minutes in, Robin comments that he feels like he had a tug, like when a child is too small to hold your hand, so instead pulls on your top. This occurs on Robin's right-hand-side.

Andy confirms there is a cold spot on that side of Robin; however, it is not on Robin, but a little distance away, near to the light switch. This does not go until they thank the spirits and start to leave the room.

Robin is unsure what could have caused the tug.

Session 4: The Display Corridor (Local History)

Time: 23:14 – 23:52

Team: Andy, Ben, Dee, Jane, Paula and Robin

Equipment Used: Notepad; pen; audio recorders; mobile phones on 'Airplane Mode' to stop interference with other equipment; motion (cat) balls; plasma balls; Ovilus III device; Spirit Talker app (Paula), KII meters; Ghost Tube app (Robin);

Ambient Sounds: Intermittent faint extraneous noise outside (note: the building is on the main street of the village); occasional aircraft flying over; equipment clicks, beeps and tones; and shifting of the team members.

Team positions: The Team members spread out along the corridor which houses display cabinets containing various museum artifacts. Andy, Dee and Paula are at the end of the corridor near the entrance to the basement and nearest to the Wall Paintings Room while Ben, Jane and Robin are further up near the display cabinets towards the Shoeing Room end.

23:14 Start of session

Ovilus III / Spirit Talker App Experiment

The OvilusIII (affectionately referred to as 'Ollie' by the Team) is a device that contains a database of words. The theory is that spirits can manipulate the environment, such as electromagnetic energy, which the Ovilus III can detect. The spirit can supposedly use the energy to select relevant words from the device's dictionary in order to communicate.

Paula is using an app on her phone (Spirit Talker).

The responses from the Ovilus III are in CAPITALS.

The following is comprised of Dee's, Paula's and Robin's written notes and excerpts from voice recordings.

S/TALKER: JESS
FEARFUL

Cat ball activates to the left of Andy.

23:15 OVILUS III: TREE
FIFTEEN
ENTIRE

23:16 ANDY: [Calling out] Can you give us your name?

S/TALKER: GODFREY

OVILUS III: HUMAN
TRAVEL

23:17 S/TALKER: DOREEN

Ben mentions that the plasma ball is acting weirdly.

OVILUS III: THING
MOMENT
FLOATING
INDIRECT V [The Team remarks that this is really unusual]

S/TALKER: SHOP

OVILUS III: SHOULD

23:18 OVILUS III: COUNTRY

Ben says that it looks like someone is touching the plasma ball (which has been placed in the child's cot on display).

OVILUS III: OBSERVE

S/TALKER: HELLO NEW FRIENDS

PAULA: [To team] Have you got two plasma balls up there? Are they acting differently?

23:19 DEE: [Calling out] Are you affecting the plasma ball?

NOTE: Ben, Jane and Robin are observing the reaction of two plasma balls they have placed on the display cabinets further up the corridor and the plasma balls – or one of them at least – is behaving strangely, indicating possible manipulation.

ANDY: [Calling out] Can you give us one of our names?

The team introduces themselves.

S/TALKER: YOU'RE SAFE HERE

OVILUS III: CASKET [full strength signal]

DEE: We don't get that word very often.

OVILUS III: ENGLISH

23:20 ANDY: [Calling out] Why have you said 'English casket'?

DEE: [Calling out] Did your casket rest here for a while?

23:21 ANDY: [Calling out] Are you a spirit that was in the room with the paintings?

OVILUS III: CREATURE [very strong signal]

BURN

23:22 MAIN

OVILUS III: STOP RIGHT THERE

Ben mentions that from where he is standing, it looks like there is a figure inside the plasma ball – like a child.

OVILUS III: PINE

Paula goes to look at the plasma ball. It looks like a child in it. The ball is acting strangely compared to the other one placed on the floor further down the corridor.

BEN: I've never seen that before.

23:24 Dee mentions not liking to have her back to the doorway (that leads to the Wall Paintings Room).

OVILUS III: FILE

DEE: I'm not sure what we're trying to do here...

OVILUS III: SPRING

[Ovilus III experiment is not very successful, and the other half of the team is preoccupied with the plasma balls, so Dee decides to go stand in the Wall Paintings Room. Andy decides to go with her. – see the notes for their vigil on page 18]

From Paula's and Robin's notes:

ROBIN: [Calling out] Can you touch a ball? You've seen me do it.

BEN: That's weird!

JANE: That is. It's so cold in this bit.

BEN: It looks like there's something moving in it.

The KII meter is flickering – maybe pulling energy from the plasma ball.

ROBIN: I've never seen it inside the plasma ball.

JANE: Did you see the black orbs flying around? A couple flitting about.

ROBIN: You can get fixated on it [the plasma ball] if you don't look away.

BEN: It looks like someone is in it.

JANE: I do agree it does. This is what happens when you touch it [demonstrates].

ROBIN: I've never seen this happen for this length of time.

BEN: This is what it should be like, with multiple arms [arcs].

ROBIN: It's ideal for investigating.

The team discusses the equipment and agree that it's not necessary to spend loads of money on gadgets.

BEN: It still looks weird.

PAULA: Has it only done this sitting in the cot?

Robin opens up the Ghost Tube app on his phone.

G/TUBE: FEMININE
KARMA

23:32 S/TALKER: TESSA

G/TUBE: UNDOUBTABLY

ROBIN: Apart from the plasma ball, there's not a lot going on.

G/TUBE: FOOL
CLOSET
IT'S NOT EASY
HOW?
BUTTOCKS

Paula and Robin remain in the corridor while Ben and Jane go to the Paintings Room where Dee and Andy are investigating.

23:35 Ben and Jane return to the Display Corridor from the Paintings Room.

ROBIN: [Calling out] If any entity of a child wants to use Ghost Tube please do. I've put a cat ball near the plasma ball too.

G/TUBE: NOT VERY
OPEN IT

23:36: G/TUBE: DISAGREE

S/TALKER: I'M NASTY

The members talk about Robin's job in Aylesbury Prison. He has asked if he can take a recorder in.

ROBIN: I can take cat balls in, but not a KII. They're very strict on what you can take in the prison.

23:37 G/TUBE: WASH

S/TALKER: EMOTION
I'M FROM THE 1500s

G/TUBE: VOWS

ROBIN: Aylesbury Prison was built in 1847.

23:39 S/TALKER: I WAS STATIONED HERE

BEN: Can we swap plasma balls

G/TUBE: I'M FOLLOWING

S/TALKER: MY NAME IS ROSE

ROBIN: We're just swapping these items about they change.

G/TUBE: WATCHING
WOOD

JANE: They've definitely changed.

BEN: I can see a face in there.

JANE: Look, there's a constant blue light flickering at the bottom.

G/TUBE: SPELL
ANGER

PAULA: They're fascinating, aren't they?

23:41 S/TALKER: BLOOD

The KII meter flickers.

S/TALKER: ATTACH

EVERYONE: No, we don't give you permission to attach yourself – you stay here!

G/TUBE: BELIEVE
WHY AM I HERE
ASSUREDLY

ROBIN: [Calling out] What's it like where you are?

PAULA: [Calling out] Are you finding it cold?

JANE: [Calling out] Is it a happy place? Peaceful? Are you with family?

G/TUBE: I DON'T NEED THIS
[then immediately afterwards]

23:42 S/TALKER: ENCOURAGEMENT

ROBIN: I love it when the devices work together.

G/TUBE: IT'S NOT FOR YOU
DAMAGE

ROBIN: [Calling out] What is damage? Are we talking to a lady here?

G/TUBE: WHISKEY

23:43 S/TALKER: TEARS

ROBIN: [Calling out] Are you not in a happy place?

BEN: I'm glad I got that one [plasma ball] on video.

ROBIN: That's not acting right.

JANE: I can't get over that blue light at the bottom.

G/TUBE: COME BACK

ROBIN: [Calling out] Sorry – we didn't mean to upset you. Are you a child? Or a mother looking after a child?

23:45 S/TALKER: MY LIFE WAS GOOD

ROBIN: [Calling out] Why are you still here if your life was good? Why haven't you moved on?

JANE: Perhaps, because it was good they don't want to move on. They liked it here.

23:45 S/TALKER: I WORKED HERE

ROBIN: [Calling out] Thank you. What did you do here? Can you warm it up for us?

23:46 S/TALKER: BROWN

JANE: [Calling out] Is that a surname?

ROBIN: [Calling out] Or your favourite colour?

G/TUBE: I LIVE HERE

23:47 S/TALKER: WE CAN USE THIS

ROBIN: [Calling out] We're a bit too big for the cot. What did you do here?

JANE: [Looking at the plasma ball] There are still more arms [arcs].

PAULA: They're both fairly similar now.

23:48 S/TALKER: WILLIAM

G/TUBE: ARE YOU FROM HERE

End of session with Ben, Jane, Paula and Robin.

Meanwhile...

Wall Paintings Room [Dee and Andy]

The following is comprised of Dee's written notes and excerpts from her voice recording.

23:25 Dee and Andy have relocated to the Wall Paintings Room. Dee shuts the door to minimise the noise pollution from the other team.

23:26 Both Andy and Dee agree that so far, this room is the most active area, energetically.

DEE: I'm going to see if I can get past the 'fuzz' in my head.

23:27 ANDY: How do you want to do this? Just as completely silent?

DEE: I don't think we need to be silent; I think if we perhaps call out. We've got the Ollie [Ovilus III]... I don't put a lot of trust in Ollie, but you never know.

ANDY: We'll give [the Ovilus III] a couple of minutes and see if the results are different from outside [the room].

The Ovilus III session commences. Ovilus responses are in CAPITALS.

DEE: [Calling out] My name is Dee. This is my friend Andy and we've come to try and communicate with whoever's in this room...and I do think there's only one of you, even though you've been churning out lots of different names [referring to Session 2].

OVILUS III: TIN

23:28 DEE: [Calling out] Ok...what we'd like you to do is try to communicate. I know it's probably difficult, but you can use a bit of my energy – and a bit of Andy's energy. But you're not allowed to enter, or take over --

OVILUS III: GENERAL

DEE: [Calling out] Are you a general? Are you military? Did you work here during the War? Did you live here?

ANDY: [Calling out] Were you a gardener? A servant?

DEE: [Calling out] Can you tell us something about this room and why you stay in here-

23:29 OVILUS III: ALTHOUGH

ANDY: [Calling out] Can you tell us about the costumes in this room?

DEE: [To Andy] Who's that painting of? That big picture? [It is hanging on the chimney breast]. What does it say?

ANDY: I haven't looked at it to be honest.

DEE: I haven't either. Obviously somebody to do with this family, isn't it? [Dee reads the label] Clement Newce.

OVILUS III: BURY

DEE: [Calling out] Are you buried here? Are you buried nearby?

**23:30 OVILUS III: AUTOMATIC
FACTORS
SQUEEZE**

ANDY: These are just standards [meaning, random words that come out of the Ovilus III quite often]

DEE: [Calling out] So... we'd like you to pick out some relevant words. Can you tell us the words that are in the envelopes – the two envelopes – that we brought with us? Two pieces of paper. One of them has a name. Can you tell us what that name is? And the other one has a word, which I think might be relevant to --

OVILUS III: WIDE

DEE: -- relevant to this room.

ANDY: [Calling out] Are you from the Tudor period? Are you Georgian?

23:31 OVILUS III: MARCH

ANDY: I think that's a random word.

DEE: Hang on a minute, though...we've had 'general' and we've had 'march'. Could this be a military person?

ANDY: Could be.

DEE: War time? Nah... it's a bit tenuous isn't it!

ANDY: Yeah. I think a lot of the words are regurgitated time and again.

OVILUS III: LEVITATION

ANDY: [Calling out] Can you levitate something?

OVILUS III: COMPOUND

ANDY: [Calling out] Can you levitate one of these manequinns? [There are a couple of costumes on display in the room]

DEE: Compound... wait a minute! Who said there was a POW camp around here?

23:32 OVILUS III: MADE

ANDY: [Calling out] I want to see the levitation.

Ben and Jane come in quietly and Ben shows Dee and Andy some of the video footage of the plasma ball. Dee is surprised to see that there does indeed look like there is a figure/child inside the ball and remarks that the plasma ball has not done that before.

23:33 Dee asks Ben where the plasma ball was placed to which he replies 'in the cot [on display] and it's still in there'.

BEN: Can you see the head?

DEE: You can, yeah...

BEN: Like...what is that?!

ANDY: Let's hope it's not in the ball when you take it home!

DEE: ...But WHAT's in there, Ben? ...It looks like a...hand, two hands. It's like it's looking at this middle bit... [Dee is suddenly shocked] That's a CHILD!

Ben and Jane both say that's what they thought as well.

DEE: ...That's a child's head; it's leaning over like this... it's leaning over looking in. Look at the head! It's got it's arms like this and it's looking over... That's SPOOKY!

23:34 The members discuss the weirdness of the video images and how to put them on Facebook but not to say anything to influence what people might see.

23:35 Jane and Ben depart and Dee and Andy continue their session. Andy switches his video camera on.

DEE: I've just had a chill down my back.

23:36 ANDY: The Ollie has been quiet all of a sudden.

DEE: Exactly! That's what's strange, Andy. When we were asking questions, it was spewing words out. Now that we've had the interruption, it has stopped. So, don't you think that's interesting?

ANDY: [Calling out] Are there any spirits in here with us? We would like to make contact with you. Would you like to make contact with us?

DEE: [Calling out] We know this might be your first time [communicating].

OVILUS III: SEEK [very strong signal]

23:37 DEE: [Calling out] We ARE seeking...
[pause]
[Calling out] This is your opportunity to try to communicate—

OVILUS III: PARANORMAL

DEE: [Calling out] Thank you. This is what we are researching.

OVILUS III: BIKE

DEE: [Calling out] I know you're probably struggling to pick the right words--

OVILUS III: THINK

DEE: [Calling out] So, if you're trying to talk to us, I know that the right words are not there. You can try and talk to ME. If you come and talk in my ear I might be able to hear you. Or there's little device with a red light--

23:38 OVILUS III: MOMMY

DEE: [Calling out] There's a recorder on the shelf—

OVILUS III: JIM

DEE: Oh, God, not Jim again! [This comes out quite frequently on the Ovilus]

OVILUS III: BUSINESS

DEE: It's trying! Someone's trying to talk to us...?
[Calling out] Can you come forward a bit? I'm not going to hurt you; I'm not going to make you leave... I know you can probably sense me...

OVILUS III: HASTE

ANDY: The other funny thing is, that there's no dust orbs.

DEE: And it's a dusty room.

OVILUS III: COMPOUND [again]

DEE: [Calling out] Can you tell me your name?

23:39 ANDY: [Calling out] Is Sarah still here? Or Katherine? Or Damien, even? [These were names that came out in Session 2, but Dee was not recording that and so did not note them down]

OVILUS III: WATER

DEE: [Calling out] Why did you poke me in the back earlier on? Was that to get my attention? I did feel that.

ANDY: [Calling out] And why is it you didn't poke the men?

DEE: Perhaps she...he...is frightened of the men.

23:40 ANDY: [Calling out] Can you give us a name?

OVILUS III: SENT

ANDY: [A car goes by the window] We're quite close to the road here...

OVILUS III: AWARD

ANDY: No, these [words] are just garbage.

DEE: Yeah, they are...but, Andy, we're talking, right? We're talking to the room and it's answering us. And it didn't when Ben and Jane came in.

23:41 ANDY: [Calling out] Is there a female spirit in here with us?

DEE: [Calling out] We're just trying to talk to you.

Andy mentions that we won't mention anything to the Curator when as we leave, but he will ask if the staff have reported anything unusual.

DEE: I've just felt something between my shoulder blades again, but it wasn't a poke. Just a little tug. A little stroke between my shoulder blades.
[Calling out] Are you behind me?

OVILUS III: CHILLS

DEE: And I have got chills! And I said that earlier, that I got chills down my back.

23:42 OVILUS III: MURPHY

DEE: Don't worry about WHAT it's saying, just WHEN it's saying it. [That is what Dee always finds interesting about the Ovilus.]
[Calling out] So...ok...so you're standing behind me...you're still not very clear to me, though. I'm not really getting any [psychic] sense of who you are...

OVILUS III: EAT

DEE: [Calling out] ...But I do get a sense that somebody's here. But you're very faint, and you're sort of hiding in the fog. So, if you'd like to come forward then maybe we can talk to each other.

OVILUS III: RABBIT

ANDY: Yeah, it's not what it says, it's how often.

DEE: It's how often. [Dee coughs]

ANDY: And it's not smelling in here like it was earlier.

DEE: No... no.

ANDY: And to be honest, either it's one of the team or it's the ghost!

DEE: I hope it's not one of the team!

OVILUS III: SEND

Dee coughs again.

DEE: [Calling out] Are you affecting my throat?

23:43 OVILUS III: CHANGE

DEE: My throat's got really tight. [This can be heard on the recording]
[Calling out] Were you strangled?
I don't even know why I thought that...

ANDY: [Calling out] Are you the girl?

DEE: [Calling out] Were you strangled? Was it an accident?

ANDY: [Calling out] Were you killed here?

DEE: [Calling out] Were you a servant?
Ok...I'm getting a vision of...what looks like a tavern or a pub.

23:44 DEE: [Calling out] Is there a pub? Are you from the local pub?

ANDY: There's one up the road there.

DEE: Is there?

ANDY: Yeah.
[Calling out] Is your name Mary?

OVILUS III: WINDOW [really strong signal]

DEE: I...I... [Calling out] Are you at the window?
There's something....
[Calling out] You came in through the window?

ANDY: [Calling out] Are you a serving wench?

DEE: Ah. Yeah...I'm getting... It's something to do with a pub. Was this ever a pub? I don't know the history...

OVILUS III: [indistinct]

ANDY: I don't know.

DEE: ...But, interestingly, Andy, when I first arrived I was really drawn to the street.

ANDY: What, where the pub is?

23:45 DEE: Well, I don't know, because I don't know where the pub is! No...when we were coming to do the tour, I said to Robin I'm really drawn towards the street, the road. Out there [indicating the window]. I wonder if she's come in.

ANDY: Oh, off the road you mean?

DEE: Off the road! Yeah.

ANDY: Maybe she's from the pub.

DEE: [Calling out] Are you from the pub?
Maybe that's why she can't answer questions about this building!

ANDY: It could well be!
[Calling out] Are you from the pub up the road?

DEE: [Calling out] Did you work in the inn? Was it an inn?

ANDY: That's correct.

OVILUS III: DOOR

DEE: [Calling out] You came through the door...what, with us? Did you follow ME?

ANDY: That's quite interesting.

DEE: That's really odd, yeah... I'm definitely getting a sense of a pub.

23:46 ANDY: [Calling out] Did you have to serve beer?

DEE: [Calling out] Or were you a maid?

OVILUS III: FOLIAGE

DEE: That comes up quite a bit...

ANDY: Doesn't it just!

DEE: [Calling out] So, are you trying to get somebody's attention? Have you been wandering around near the pub?

ANDY: [Calling out] Is that why you're poking people?

DEE: [Calling out] Can you not speak?

ANDY: [Calling out] If you speak, we'll hear you.

DEE: [Calling out] Are you... ah!
Do you know, something's just come to me.
[Calling out] Are you deaf?

ANDY: That's a very good point. What made you think of that?

DEE: Because I'm getting a vague image of a young person working in the... as a maid or something...
23:47 ...and she may have been deaf.

ANDY: She's deaf.

DEE: She may have been deaf. So she was working like in a kitchen, or... she wouldn't have been interacting really with people.

ANDY: And that's why she probably can't speak.

DEE: ...How interesting.
[Calling out] And you're in this room, because you came in through the door from the pub. What pub? Where? What's the name of the pub, can you tell us?
[To Andy] And we don't have any idea of what year we're talking about.

23:48 ANDY: Ollie's gone quiet...

DEE: OK. I'm getting a sense of 'this way' [Dee indicates to her left as she's facing the window]. Is that where the pub that you're talking about is?

ANDY: Yes.

DEE: It's down that way...so...

ANDY: She could have come in through there tonight.

DEE: That's what I'm thinking. She's come in... she has followed us. I wonder if she followed me. Do you know what I mean? She sort of sensed me or something.

ANDY: Well you did stop outside the pub briefly when you were coming down [the road in the car on the way to the museum – the team was standing on the pavement waiting for Dee to arrive]

DEE: I don't know, did I? I was watching the headlights [of oncoming cars], because I had to keep stopping to let cars past [as the road in the village is very narrow].

ANDY: You stopped right outside the pub.

DEE: Did I? Do you know, I never even noticed it, Andy!

ANDY: Yeah, you stopped right outside the pub and we were trying to get you to come...

DEE: I saw your torchlight. But I was looking at the headlights...

ANDY: There was a car coming the other way.

DEE: There were about two or three along that road!

23:49 DEE: So, what's the pub?

ANDY: I think it's called the Bull's something...
OK, are we done here do you think, because this [equipment] has gone dead.

DEE: Yeah. I think that's who we've been dealing with and she's got nothing to do with this building particularly.

ANDY: I'm happy to run with that.

OVILUS III: MIST [strong signal]
HOLIDAY

23:50 DEE: So...I don't think she's got anything to do with this building and I think she was a maid and I think she's deaf... and she has followed us.

ANDY: I was thinking of Mary Hopkin – that song. [Maybe the maid is called Mary after all!?!]

23:52 End of session.

Session 5: The Shoeing Room (which adjoins The Old Blacksmith's Shop)

Time: 23:54 – 00:30

Team: Andy, Ben, Dee, Jane, Paula and Robin

Equipment Used: Notepads; pens; cat (motion) balls (Paula has also placed three cat balls in the adjoining room, The Old Blacksmith's Shop); audio recorders; mobile phones on 'Airplane Mode' to stop interference with other equipment; two plasma balls; video recorders; KII meters; Rempod; SB7, Spirit Talker app; trail camera.

Ambient Sounds: Intermittent faint extraneous noise outside (note: the building is on the main street of the village); occasional aircraft flying over; equipment clicks, beeps and tones; and shifting of the team members.

Team positions:

Everyone is seated around the room: Dee is seated by the doorway to the Display Corridor and is facing into the room. Ben starts out sitting opposite Dee on the metal furnace (which is about the size of a two-drawer filing cabinet) and then Robin sits on it part-way into the session. Andy is seated to Dee's right, Paula and Jane are opposite Andy facing into the room, with Robin starts out standing at the far end of the room, then when he swaps places with Ben to sit on the furnace, Ben moves between the area between Robin and the entrance to the Old Blacksmith's Shop.

The following is comprised of members' written notes and Dee's digital audio recording.

23:54 Start of session

SB7 [Spirit Box] Experiment (with Spirit Talker app)

Andy sets up the SB7, which cycles extremely fast through radio waves. This is the device used for the earlier Estes Method experiment, but for this experiment is used without headphones so that the whole room can hear anything that comes through. The theory is that spiritual entities can manipulate the radio waves and communicate through the device. For this session the SB7 is set to cycle through on the AM frequency.

SB7 and Spirit Talker app responses are in CAPITALS.

S/TALKER: I'M FROM THE LIGHT

23:55 S/TALKER: MY NAME IS ROBERT

BEN: So, this is our last room of the investigation. SB7 is turned on by Andy. Paula has put three cat balls in the adjoining space.

23:56 ANDY: [Calling out] Are there any spirits who want to make contact with us?

S/TALKER: VIDEO [Paula notes that she believes Ben had started filming at this point]

The team chats briefly about the odd behaviour of the plasma balls in Session 4 and that they're now not behaving in the same way.

23:57 ROBIN: [Calling out] Calling spirits of the Forge one last time. We're here to speak to you.

S/TALKER: DO I SCARE YOU

TEAM: No.

S/TALKER: TRAGEDY

ROBIN: [Calling out] Should we be scared of you? What is your intention?

A KII meter lights up strongly on the table that runs along the wall (opposite Jane and Paula).

23:58 ROBIN: [Calling out] Thank you for that. Obviously you gain energy from us and the plasma balls.

SB7: IT'S ALL ABOUT

ROBIN: [Calling out] Are you able to make any noise for us so we know you are in the room?

The KII meter lights up again.

Ben comments that both plasma ball batteries were changed at the same time earlier (with witnesses), but that his plasma ball is behaving like it's being drained.

A noise is suddenly heard and several members react. *[NOTE: Not captured on recordings]*

23:59 BEN: *expletive* What was that? Something moved behind me!

ROBIN: I heard it.

DEE: This [the SB7] is very distracting. It's hard to hear it.

ROBIN: There's something going on round your side.

BEN: There's still something in that [plasma] ball.

S/TALKER: INTERFERENCE

ROBIN: [Calling out] Ok. We're not scared of you. If you wish to talk to us, please feel free.

BEN: I'll be honest, it's given me the what do you call it on the back of the neck... I'm fine, but it has given me the willies.

Robin places two catballs behind Ben, one in front of the door to the Forge (where a camera is set up, but the team is not allowed in to investigate) and the other about a metre away.

00:00 Andy switches off the SB7.

ROBIN: [Calling out] Can you do that again? [make noise/move]

JANE: [Calling out] Touch Ben on the head.

BEN: [Calling out] I've never seen my plasma ball doing that... [it's behaving oddly]

JANE: It's doing a wave!

S/TALKER: BICYCLE

00:01 The team discusses the SB7 and various similar devices.

S/TALKER: YOU'RE SAFE HERE

00:02 DEE: Oh!

BEN: Are you picking up something now, Dee, behind you?

DEE: I thought I heard a shuffle out in the corridor [to her left] and then I thought I saw a shadow across the floor, like something passed the light down the far end.

BEN: The KII is flickering as well now.

ROBIN: [Calling out] You can come into our room. Please come in and join our circle and make yourself known to us.

DEE: [Calling out] Are you the young girl [that Dee picked up on in the Wall Paintings Room]?

A faint sighing noise can be heard [this is picked up on Dee's recording, but it is not clear enough to submit for analysis].

JANE: Did you hear that? It was like a [makes a breathy sound]

DEE: Yeah, yeah...it was right here. [Indicates her left side near the doorway to the Display Corridor]. And do you know what? Has anyone got a temperature gauge; you feel the air getting cold.

JANE: 11.7C

S/TALKER: NICHOLAS

DEE: But out here [the corridor] you can actually feel it dropping.

00:03 Jane gets up and places the temperature gauge in the doorway.

DEE: [Calling out] If you're out there, you can play with this thing here [the plasma ball nearest her end of the table], it won't hurt you. You can make the little arcs change.

Andy sets his video camera to film down the Display Corridor.

DEE: 11.5C [temperature]

S/TALKER: KILLER

00:04 Dee passes Andy his sound recorder that's on the table behind Jane.

DEE: This young girl in the other room was affecting my throat, which suggests that she may have either died because she was strangled or died of something that caused her throat to close up.

JANE: Which would be diphtheria or something like that...

DEE: Yeah... so... or, she was killed. I don't know. But she's not from this building. Definitely.

BEN: She's followed us.

DEE: She's followed us through the door here. Because we asked, didn't we [to Andy] how did she get in. We thought she came through the window then it came through on the Ollie – said 'DOOR'.

00: 05 DEE: Was it to you, Robin, I said I'm drawn towards the street?

ROBIN: Yeah, you did, when we first arrived.

JANE: You said, didn't you?

DEE: Yeah, I was drawn that way, then Andy said that I'd stopped outside the pub on my – in car. I don't remember, because I was looking at the headlights...

JANE: But apparently, there's a few buildings and places she [the Curator] was saying had activity in this high street. And they've investigated other areas of the high street.

BEN: Something's touching my head...

S/TALKER: WATCH YOURSELF HERE

BEN: Dee, I've never had this before...

DEE: If that feels like a stroke, a touch, a tickle, that's a good thing. But if it's at the back of your head and it's like a pressing feeling, that's not good.

BEN: It's like a stroke on the to of my head and I've never had that before.

00:06 DEE: That's to get your attention.

BEN: Oh, it got my attention, don't worry about that! This is definitely worthy of another visit.

DEE: Your KII just blipped.
[Calling out] You can come and talk to us, because, as you see, we're not going to hurt you. We're very interested to talk to you.

ROBIN: [Calling out] We have a lot of colourful items around, if you want to come up and touch them. You're already making some of them activate...just so we know where you are, and you can use them to give yourself energy to talk to us.

00:07 DEE: Just out of curiosity, if you switch that [plasma ball] off and on again, what would it do?

S/TALKER: SHE SHOT ME

ROBIN: [Calling out] Who shot you?

Ben switches off his plasma ball and explains that realistically, his plasma ball should be doing what Robin's is doing [which is behaving normally].

BEN: Out of my peripheral vision I can see the KII flickering, so that [plasma ball] is not affecting the KII. The phone is on flight mode, but I'll double-check...it is definitely on flight mode.

00:08 Robin explains that plasma balls don't affect KII meters or rempods. This makes them useful tools to use alongside the EMF detectors, because they don't affect them. Dee asks if there's an alarm system in the building, or cctv that might be affecting the KII meters. There is a fire alarm system, but Robin doesn't think it will affect the EMF meters.

Ben switches the plasma ball back on.

PAULA: As soon as you switched that back on your KII is flashing.

DEE: It [the plasma ball] is a bit more lively than it was.

JANE: It's still only got two or three 'arms' [arcs].

00:09 S/TALKER: SKINWALKERS AROUND

ROBIN: A skinwalker is a form paranormal entity, which transforms... very nasty.
[Calling out] Are there skinwalkers in this house? This property?

DEE: I thought they were a Native American thing...
I thought...you [Jane] were looking that way...you see the little hole--

S/TALKER: IT'S ME MAKING SOUNDS

DEE: --on the door [to the restricted working Forge next door], or the light...it looked like something—

JANE: Went past it—

DEE: -- went past it. Did you see that?

JANE: I did see that.

00:10 ROBIN: I keep seeing something moving in that room behind Ben [the Old Blacksmith's Shop].

Ben is feeling spooked by having his back exposed to the door to the Forge, so swaps positions with Robin, who now sits on the furnace.

S/TALKER: ARE YOU HEARING ME

TEAM: We are. We're listening.

Ben notices that his plasma ball looks like the energy is being drained.

00:11 DEE: But that's why you brought it in, to charge up the energy. Look at that! One arc...

S/TALKER: GENEVIEVE

BEN: It's like somebody has put their finger on it...

00:12 DEE: It's very distracting though, you just want to keep looking at it [the plasma ball].

ROBIN: [Calling out] So... we are trying to listen to you.

The team chats about a past investigation.

S/TALKER: SOMEONE'S COMING

ROBIN: [Calling out] Well, we won't be here for much longer, so if that person's coming, he needs to come fast. Who is it? Who am I speaking to? Have I spoken to you before?

00:13 S/TALKER: EQUAL

ROBIN: [Calling out] I don't understand what you're trying to say...

DEE: I just saw that flash past that light again [door to forge].

BEN: I think you're right. It's like somebody is going past the light [on the other side of the door].

PAULA: Could there be cars going by that would affect it?

The team think maybe they could do, but Dee comments that she's not hearing any cars. The team tries to debunk the phenomenon. Andy confirms that there are still cameras locked off in the Forge [though the team is not allowed in there to investigate for safety reasons]. Andy comments that most activity traditionally happens between 02:00 and 04:00.

00:14 DEE: The other possibility is that the light is flashing in there.

00:15 S/TALKER: FAMILY

ROBIN: [Calling out] Are we talking to your family? Have you seen parts of your family tonight?

DEE: [Calling out] Do you miss your family?

ANDY: I didn't get anything down the corridor... [he checked].

DEE: I think she [the young spirit girl] came in here.

S/TALKER: DEXTER

DEE: Well, that's Roman...and it means 'right' [direction] – that's Latin for 'right'.

00:16 ROBIN: Does it?
[Calling out] Whose right are you talking about?

DEE: 'Dexter' and 'sinister' [right and left].

The rest of the team say they didn't know that.

DEE: We might have a Roman with us.

JANE: You were talking about an Italian connection earlier on.

DEE: I was! Also, we were looking at the Roman coins [in the display case] so clearly there's something Roman around here.

S/TALKER: CUPBOARD

ROBIN: [Calling out] Are you talking about the coins? Display cupboard. The coins.

00:17 BEN: I can't see from here, but what's [Robin's] ball doing?

DEE: It's just looking normal.
[pause]
I'm getting an image of a pot...like, a round pot. Don't know why. Talking Romans. Pottery.

Andy mentions that we don't know how many bodies are under the floor.

Jane mentions having a metal detector at home and how she'd like to have a go at doing that.

00:18 S/TALKER: THERE'S A SHAPE SHIFTER

ANDY: I wonder what set the light off next door...an insect?

JANE: A big insect to set a light off!

S/TALKER: THE LITTLE GIRL LIKES YOU

The team notices that Ben's plasma ball has stopped moving. It's totally still. That should not be possible. No one has ever seen it do that before.

00:20 DEE: [gasps] What just happened?

JANE: That light [out in the corridor] has gone to green. That was on white and now it's gone to green.

Robin holds his finger on the plasma ball and after a few seconds it starts to move.
The KII meter starts flashing.

DEE: Why did the lights go out [in the corridor]?

ANDY: Are they on a timer? [no one knows]

DEE: Which lights did go out?

JANE: The one behind you [in the corridor]

00:21 ROBIN: [Calling out] Was that you who did that?

JANE: The KII's flicking.

ANDY: [Calling out] Did you turn the lights off? Or was it something else?

Several members hear/see something out in the corridor.

DEE: There's something going on out here [looking towards the corridor on her left]
I've got the heebie-jeebies. I've got a chill going right down my spine.

S/TALKER: YOU ARE AMAZING

ROBIN: [Calling out] Thank you. That's on about you [Dee]...?

JANE: The KII is still going.

ROBIN: The feeling [in the room] has changed a bit now.

The others agree. Ben's plasma ball is still behaving so oddly.

JANE: Did you see that light just flash then? There! Look!

00:22 DEE: Yeah, yeah...up here [indicates the top of the wall over the long table holding the devices] Is the light flashing in the other room [the Forge], that's what I'm wondering.

BEN: I think it's the KII. [The team agrees – Debunked!]

DEE: That wasn't what we saw earlier, though.

JANE: No, it wasn't.

ROBIN: It might be worth checking that trail cam down the corridor to see if it's picked up anything moving. It's sensitive isn't it.

S/TALKER: STAY OUT THE FOREST

23:23 DEE: [Calling out] So, why have you come in here with us? What is it you want to say? I know you're struggling.

ANDY: [Calling out] And we're about to go. So this is your last opportunity.

DEE: [Calling out] And unfortunately, you can't come with us.

PAULA: Are we going in the other room? [The adjoining Old Blacksmith's Shop]

ANDY: Yeah, we're going to pack.

PAULA: Back in the room behind us?

ANDY: Yeah.

PAULA: I put my cat balls out in there.

ANDY: Do you know, I've got six cat balls at home and I never bring them out.

S/TALKER: WHERE

00:24 DEE: Did it just say something? Where?

ROBIN: Yes, and before that I heard a sort of click; sounded like the floorboards cracking in that corridor...before it said 'where'.

BEN: Oh! They're going off in there [meaning Paula's cat balls have activated in the adjoining Old Blacksmith's Shop – Dee and the others can see the light reflecting on the ceiling through the gap between the wall and ceiling – the wall is like a room divider, so doesn't go all the way to the ceiling]

ROBIN: [Calling out] Thank you!

DEE: [To Paula] You just mentioned them as well...

PAULA: Yeah.

ROBIN: It did say 'where'—

PAULA: --Like, 'where did you put them and I'll go and find them' kind of thing.

**** Right at this moment an extremely loud BANG-BANG is heard – which sounds exactly like someone slapping the side of the metal cabinet very hard on which Robin is sitting. This is caught on Dee's recording [DEE-CLIP-1]. It is so sudden and so loud that it startles everyone, particularly Robin! ****

Everyone reacts.

ROBIN: That was right behind me.

JANE: It sounded like something hit metal.

ROBIN: I felt it.

DEE: Do you know, I've got chills...

Jane goes over to the area in the corner of the room behind Robin and cannot find anything to explain the noise. Nothing fell, and the cabinet [furnace] Robin is sitting on is solid, so did not buckle or move to cause the noise. Dee stands up and also tries to debunk.

00:25 S/TALKER: HEAR US

ROBIN: Yes, we heard you!

DEE: There's a draught!

ROBIN: There is a draught...

DEE: Something just moved through... did you feel that? It's here... there's a cold spot.

JANE: There is.

ROBIN: [Calling out] Is this your family here? Is there more than one person?

JANE: 10.9C [the temperature has dropped from 11.5C at 00:03]

S/TALKER: WHAT'S IN YOUR HAND?

The team members are all talking amongst themselves about the loud bang-bang noise and are trying to recreate it...without success.

00:26 DEE: [To Robin] You felt the vibration, did you?

ROBIN: Yes, I felt the vibration.

Dee points out that it happened in a sequence. There was the light in the corridor changing to green, the plasma ball behaving oddly, the KII meter flashing, the cat balls activating, the loud bang-bang, the Spirit Talker saying 'HEAR US' and the cold breeze/spot. Robin also notes that Ben's plasma ball is almost spent, while the other one [Robin's] is still charged and behaving normally.

00:27 DEE: Do you know what? All of our recorders would have picked that noise up, and we can all vouch for the fact that no one was moving, and no one was over there [in the corner behind Robin].

Everyone agrees.

S/TALKER: DANCING

PAULA: Sounded like metal on metal.

S/TALKER: IT'S BEAUTIFUL HERE

DEE: I've gone really cold.

00:28 BEN: [Calling out] Well, we're going to have to pack up soon...

JANE: Is there a sort of a mist forming...can you see that next to Robin, behind—

DEE: --Behind him in front of the door!

JANE: Yeah. Like a mist.

DEE: Yeah, yeah yeah.
I can tell you that this is not the little girl that I was talking to. At all.

S/TALKER: I WAS TREATED BAD

ROBIN: [Calling out] Sorry to hear that. What happened?
[pause]
[Calling out] Are you able to make an item go off so we know that you are here and it's not just an app playing up?

00:29 DEE: That must have taken a lot of energy.

ROBIN: It had a lot of energy. Ben's plasma ball is nearly gone now; it has pulled all the energy from that like a battery.

DEE: [Calling out] You definitely got our attention.

BEN: Well, I think it's been a very good night.

DEE: It has been an interesting night.

BEN: Lots of different bits and pieces in different areas.

DEE: A bit frustrating at times, but...

The team agrees that they would like to come back to re-investigate next year, if possible.

00:30 ROBIN: [Calling out] Do you want us to come back to visit you next year?
I guess this KII flashing means 'yes'!

S/TALKER: DON'T PUSH IT

BEN: [Calling out] OK, and thank you very much.

End of session and the investigation

Post Investigation

Dee's Notes

The Envelope Experiment

The two words sealed into separate envelopes were WILLIAM and JUSTICE. Interestingly, the name William was generated by the Spirit Talker app at 23:48 during Session 4 (the Display Corridor). 'Justice' was alluded to during the sessions in the Wall Paintings Room.

No EVPs were captured on Dee's recordings and no anomalies were found in any of her photos.

***** END *****