

The Triskelion Affair

An Interactive Fiction by Clyde Falsoon

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Introduction

This is a text-based adventure game.

To get an idea of the commands you can use, enter HELP.

If you see MORE in the bottom right corner, hit the spacebar and the page will scroll down.

WARNING: *This game does not Autosave. At any time you can SAVE or RESTORE the game*

**A medieval detective explores a desolate chapel in search of a powerful n
adventurer through the story, but who, unless you explore diligently, gets
some things are worse than death!**

Inspired by the classic dungeon-crawl adventures of yore.

Major Claptrap's Office

You have been summoned by your new commanding officer Major Claptrap. You don't know for some reason. You have heard harsh stories about him from the other soldiers. You are in his headquarters. You notice the rough wooden walls, the thick wooden desk containing a chair in front of you.

Major Claptrap studies you curiously with a stern eye for a moment, then salutes you.

What do you do? **test walkthru**
(Testing.)

What do you do? [1] **test getname**

(Testing.)

What do you do? [2] **salute major**
He returns your salute.

What is your full name, soldier? [3] **inform judge**

"Well, Lieutenant *inform judge*," he says, drawing it out mockingly. "It seems you have unbeknownst to me." He harrumphs. "No one tells me anything! Everything is classified. I take a breath and purses his lips.

"Go to *The Slippery Baboon Inn* in Clayborn Crossing. Give the passphrase to Bork, w He'll take it from there, got it?"

He salutes you, then stares at you for another moment as if you are an idiot. "Immed emphasis.

What do you do? [4] **test toclayborn**
(Testing.)

What do you do? [5] e

Garrison Courtyard

You find yourself standing in the dirt of the garrison yard outside Major Claptrap's of courtyard. Soldiers patrol the barricades above. Why would you be selected for such commander did not have a need-to-know? Suddenly, this feels like a suicide mission.

You can see a brown quarterhorse here.

What do you do? [6] **ride horse**
You mount a brown quarterhorse.

What do you do? [7] n
You ride north through the fortified gates and head to Clayborn Crossing.

To Clayborn Crossing

The bright blue sky offers good fortune for your upcoming mission. The sun warms your destination. The wind offers an early summer breeze. The road extends through the hills and are grouped aesthetically. A red-winged blackbird chirps happily and cheers you on. |

"What a great day for an adventure!" you think. "The sky is blue, the sun is up, the road is clear, and my trusty steed is below me. Clayborn Crossing, here I come!"

What do you do? [8] n

To Clayborn Crossing

After riding a few hours, the blue sky seems less bright. The blazing sun heats you under the dusty road extends through rolling tree-covered hills. The trees taunt you by their distance like a sad warning. Bravo walks sedately along.

Three hours later, it is late morning. Your stomach rumbles. "I need a snack," you say.

What do you do? [9] **eat some jerky**

You eat the jerky. Not bad.

What do you do? [10] n

To Clayborn Crossing

Without a cloud in the sky, the sun beats down on you mercilessly. The wind blows sand on the road continues on through brown and dry vegetation. More trees. Scrubby ugly things and raucous crows noisily fly overhead instead. Bravo plods forward. Your legs are cramped.

It is late afternoon. "I must stretch my legs a little." You dismount Bravo, walk about a bit. "Bravo serves good food," you murmur to yourself.

What do you do? [11] n

To Clayborn Crossing

The ride is drugery as the sky shifts slowly to dusk. The setting sun gives small reprieve to your face and causes your eyes to water. You can barely make out the road in the distance. Something along the side of the road. Bravo's head droops. He is tired and needs rest.

The road seems to never end. When will I ever get to Clayborn? Poor Bravo must be

What do you do? [12] n

Clayborn Main Road (on Bravo)

Two hours later, you arrive in the village of Clayborn Crossing. It has been a long dre proceeds in front of you out of town. A smaller road joins from the west and dead-e centerpiece of the town but not now. It seems criminally neglected. A sign hanging at a monkey or some such. Wording beneath the picture says *The Slippery Baboon Inn*.

Ahead and slightly to your left, you see a weathered building displaying an old sign tha

You are exhausted after the day's journey. "Inn or stables?" you ponder. "East or Nor

What do you do? [13] **test boarding**
(Testing.)

What do you do? [14] **nw**
You decide to favor Bravo first and take him to the stables.

Hiram's Happy Horses (on Bravo)

The stables have seen better days. The building is weather-beaten but the interior loc fresh hay is inviting. A few stalls line each side of the old room in the back. A well-wc the inner stalls. You see hanging above the counter a small handwritten sign written Ask Hiram about Boarding.

You can see Hiram here.

What do you do? [15] **ask hiram about boarding**

Hiram's face lights up. He nods. "Yep! Right good deal too. The Cap'n has already tak down for the night.

Should I take him now?" (Y/N)?

[16] **yes**

You dismount Bravo.

Hiram's Happy Horses

Inside the stables. You see hanging above the counter a small handwritten sign writte Ask Hiram about Boarding.

You can see Bravo and Hiram here.

"He'll be ready in the morning." Hiram says as he leads Bravo to the back.

What do you do? [17] se

Clayborn Main Road

You are in the intersection of Chapel Road and Clayborn Main Road. The stables are is an old signpost on the northwest corner of the intersection.

What do you do? [18] **test getmission**
(Testing.)

What do you do? [19] e

The Slippery Baboon Inn

The room is lit dimly by light streaming through dirty windows. The smell of smoke a which is scattered with tables. The bar is to your right as you enter. Plain wooden tal

Near the back of the room is a set of stairs leading up. A thick wool curtain hangs ov

As your eyes adjust to the dim light, a couple of farmers talking quietly at a corner ta edge out of the Inn. Perhaps they are intimidated by your uniform.

You can see bartender here.

What do you do? [20] **ask bartender about rye whiskey**

"Name's Bork. Captain's been waiting for you." He reaches below the bar and you l behind the counter. He raises a portion of the countertop to allow you to pass behin points a grimy thumb over his shoulder (to the south).

What do you do? [21] s

Backroom

The back room is small, well-lit, and accomodated with two comfy chairs. A beefy off central table is covered with foodstuffs.

You can see a wooden table (on which are a platter, a flagon [brimming with ale], and

officer here.

The officer says, "I am Captain Barak. You are Lieutenant inform judge?"

<Y/N> ? [22] **yes**

"Welcome Lieutenant judge! Have a snack." He gestures to the table in front of you. room for you tonight and breakfast tomorrow. Your stable fees have been taken care of. Any questions?"

<Y/N> ? [23] **yes**

"OK. What do you want to know? Ask me about something."

What do you do? [24] **ask barak about mission**

"What?! Did Major Claptrap not brief you on why you're here?"

<Y/N> ? [25] **no**

"Well!" He huffs a bit. "Have a drink and I'll bring you up to speed."

Captain Barak drops into a comfy chair and ponders where to begin. He takes a deep breath. "Your mission, priority one: get to the chapel, then find and retrieve the weapon. Secure the area and return to the safety of this town. Finally, find out what happened to the previous team. Any more questions?"

What do you do? [26] **n**

"Wait!" Barak calls out to you. "I almost forgot. Take this. It may help you in your quest."

What do you do? [27] **take amulet**

Taken.

What do you do? [28] **n**

The tavern's common room looks the same, grimy but adequate.

Bork calls out to you and gives you a key. "Your room is at the top of the stairs. Room 101. You take the key."

What do you do? [29] **test overnight**

(Testing.)

What do you do? [30] **up**

Upstairs

At the top of the stairs is a short hallway. You can see the doors to three guest room number.

You can see door 1, door 2, and door 3 here.

What do you do? [31] **open door 3**

(first unlocking door 3)

(with Key to Room 3)

You let yourself into Room 3 and get some well-earned rest.

Zzzzz (snort!) zzzzz.

Zzzzz (snort!) (snort!)

You awake at the crack of dawn, just before someone knocks on your door and calls
You reply with a muffled groaning "okay".

Footsteps recede from the door.

What do you do? [32] **down**

Back in the common room of the Inn, you feel well-rested and ready for the day's ad
dulled your appetite for the quest. Time to get Bravo and ride west.

What do you do? [33] **w**

You give the room key back to Bork before you leave.

Clayborn Main Road

You are in the intersection of Chapel Road and Clayborn Main Road. The stables are
is an old signpost on the northwest corner of the intersection.

What do you do? [34] **nw**

Hiram's Happy Horses

Hiram says, "Here for your horse, right? I'll bring him right out." Hiram disappears for

returns, leading Bravo.

"Well, sir, your bill's all taken care of, all paid up! Courtesy of the Cap'n." He passes

What do you do? [35] **mount bravo**

You mount Bravo.

What do you do? [36] **se**

Clayborn Main Road (on Bravo)

You are in the intersection of Chapel Road and Clayborn Main Road. The stables are is an old signpost on the northwest corner of the intersection.

What do you do? [37] **test cottagenote**

(Testing.)

What do you do? [38] **w**

PART 2: THE QUEST

Chapel Road (on Bravo)

The dirt road leads directly west out of town through scrub brush and dwarf trees. †

What do you do? [39] **w**

Chapel Road (on Bravo)

The dirt road extends to the west and east, going through wide expanses of brush an uninteresting scenery.

What do you do? [40] **w**

Chapel Road (on Bravo)

The road intersects a major N/S road, making a T-intersection. On the other side of

gate.

What do you do? [41] **dismount**

Bravo wanders away to munch some grass by the side of the road. He will be okay he

What do you do? [42] **w**

Graveyard Entrance

You are standing in front of the cemetery gate, just west of the T-intersection. A spiked iron gate leads to a large graveyard. Through the gate you see a graveyard, an old Gothic building, and two small

You can see a massive iron gate here.

Bravo is calmly eating grass 100 feet up Chapel Road.

What do you do? [43] **wear amulet**

As you slide the delicate chain over your head to put it on, you feel a thrill run through

What do you do? [44] **open gate**

(the massive iron gate)

You slip the latch and push on one side of the gate. The gate swings open halfway, striking a chalkboard, sending a twinge shooting down your spine.

What do you do? [45] **w**

You feel a resistance at first, like pushing through the thick skin of a pudding, then it gives way to the graveyard.

Gravel Path

The gravel path stretches between the iron gate and the Gothic building in the center of the graveyard. One path is on the southside of the Gothic building and the other is on the northside. The path is made of stomach wafts across the graveyard. You notice corpses in various stages of decay scattered

A spiked iron fence runs along the perimeter of the graveyard. To the left and right of the fence is Thentis City. On the other side of that is Chapel Road back to Clayborn Crossing.

You can see a massive iron gate here.

What do you do? [46] n

Chapel Graveyard

You're in the northeast corner of the graveyard. Several open graves gape at you near y
grass or broken nearby. One is barely readable. A putrid-sweet stench that turns you
corpses on the ground almost everywhere.

A spiked iron fence runs along the perimeter of the graveyard. Although you can see
Mercer Cove on the east side of the fence.

You can see a tombstone here.

What do you do? [47] w

Chapel Graveyard

You're at the north side of the chapel. A putrid-sweet stench that turns your stomach
bodies be lying atop the ground?!

A spiked iron fence runs along the perimeter of the graveyard. Thick trees block you

An old stone mausoleum, an edifice of honor and ornately decorated, captures your :
are heavily covered with vines.

You can also see a tombstone here.

What do you do? [48] w

Chapel Graveyard

You're in the back northwest corner of the graveyard. There are very few graves her
ramshackled cottage. A putrid-sweet stench that turns your stomach wafts across the
everywhere.

A spiked iron fence runs along the perimeter of the graveyard. Thick trees block you

You can see a tombstone here.

What do you do? [49] n

Outside The Grounds Keeper's Cottage

A modest stone structure with a sod-and-thatch roof sits in the farthest corner of the grounds. The structure has been damaged by numerous repairs over numerous years. A porch and awning provides rain cover for the entrance to the cottage. Six steps lead up to the porch. Cut firewood is neatly stacked near the top corner of the porch.

A bruised horse-hair mat lies in front of the door.

A scratched and battered one-horse wagon sits to one side of the cottage. You see no one around.

You can also see a porch door here.

What do you do? [50] **look under mat**

You lift the mat and beneath it you see a key resting on the boards of the porch.

What do you do? [51] **take key**

Taken.

What do you do? [52] n

(first opening the porch door)

(first unlocking the porch door)

(with the steel key)

Click!

The Grounds Keeper's Cottage

You are in the grounds keeper's cramped living quarters. It is hard to imagine someone so Spartan with few amenities. The first thing that catches your eye is a round table with a cot is near the center of the room by a small work table. It allows the grounds keeper to sit at the fireplace, which takes up most of the north wall. Cut firewood is neatly stacked by the door.

The grounds keeper was an ardent trapper. Many traps of various sizes hang on a set of shelves.

Several pelts hang from a rack on the wall.

A crossbow hangs on the wall.

The stone fireplace is a stacked-stone affair across from the porch door.

A lantern hangs from the ceiling to provide central lighting when the daylight is insuffi

You can also see a porch door, a bear trap, three wooden chairs, a round table, a cot

What do you do? [53] x **grate**

A ribcage-shaped contrivance of metal, greyed and dulled by years of heat. It is clean bottom.

You notice a crumpled paper in the fireplace. It has fallen through the grate.

What do you do? [54] **read paper**

Bartleby,

I was called away suddenly by the elders for some urgent business.

I have locked the chapel and put the wards up. The spare key is in the normal place near

I trust that you have hidden The Item securely in case the wards don't work when Blackmc Blessings, Br. Balthazar

What do you do? [55] **test chapelkey**

(Testing.)

What do you do? [56] **s**

Outside Bartleby's Cottage

A modest stone structure with a sod-and-thatch roof sits in the farthest corner of th by numerous repairs over numerous years. A porch and awning provides rain covera cottage. Six steps lead up to the porch. Cut firewood is neatly stacked near the top c

A scratched and battered one-horse wagon sits to one side of the cottage. You see n

You can also see a porch door and a mat here.

What do you do? [57] s

Chapel Graveyard

You're in the back northwest corner of the graveyard. There are very few graves here. A ramshackled cottage. A putrid-sweet stench that turns your stomach wafts across the everywhere.

A spiked iron fence runs along the perimeter of the graveyard. Thick trees block you

You can see a tombstone here.

What do you do? [58] e

Chapel Graveyard

You're at the north side of the chapel. A putrid-sweet stench that turns your stomach the ground almost everywhere.

A spiked iron fence runs along the perimeter of the graveyard. Thick trees block you

An old stone mausoleum, an edifice of honor and ornately decorated, captures your : are heavily covered with vines.

You can also see a tombstone here.

What do you do? [59] e

Chapel Graveyard

You in the northeast corner of the graveyard. Several open graves gape at you near y grass or broken nearby. One is barely readable. A putrid-sweet stench that turns you corpses in various stages of decay scattered about on the ground.

A spiked iron fence runs along the perimeter of the graveyard. Although you can see Mercer Cove on the east side of the fence.

You can see a tombstone here.

What do you do? [60] s

Gravel Path

The gravel path stretches between the iron gate and the Gothic building in the center side of the Gothic building, one in the southside of the graveyard and the other in the stomach wafts across the graveyard. You see corpses on the ground almost everywhere.

A spiked iron fence runs along the perimeter of the graveyard. To the left and right of Thentis City. On the other side of that is Chapel Road back to Clayborn Crossing.

You can see a massive iron gate here.

What do you do? [61] e

Graveyard Entrance

You are standing in front of the cemetery gate, just west of the T-intersection. A spiked graveyard. Through the gate you see a graveyard, an old Gothic building, and two small: battered signpost has been torn down and lies in the weeds.

You can see a massive iron gate here.

Bravo is calmly eating grass 100 feet up Chapel Road.

What do you do? [62] x **gate**

(the massive iron gate)

The gate is ornately formed of cast iron, about ten feet high and fifteen feet wide, and between two stone pillars. An iron plate lock with a large keyhole clasps the two leaves.

What do you do? [63] x **pillars**

On either side of the formidable gate are two square stone pillars that frame the gate plaque about a foot square.

What do you do? [64] x **plaque**

The plaque shows an artistic bronze etching of a man shielding his face from a bright light. The words *St Cuthbert's Chapel of Blinding Light*.

What do you do? [65] **search plaque**

You find a dull-silver skeleton key hidden within a small compartment of the plaque.

What do you do? [66] **take skeleton key**

Taken.

What do you do? [67] **w**

You feel a resistance at first, like pushing through the thick skin of a pudding, then it p
graveyard.

Gravel Path

The gravel path stretches between the iron gate and the Gothic building in the center
side of the Gothic building, one in the southside of the graveyard and the other in the
stomach wafts across the graveyard. You see corpses on the ground almost everywh

A spiked iron fence runs along the perimeter of the graveyard. To the left and right c
Thentis City. On the other side of that is Chapel Road back to Clayborn Crossing.

You can see a massive iron gate here.

What do you do? [68] **w**

St Cuthbert's Entranceway

The front of the old gothic building looms over you. You can see scattered patches o
up on the wall is a circular stained-glass window. Nearer your feet, shallow stone step
the large double doors at the top.

The chapel entrance has a stalwart outer double door built into its stone frame.

A six-foot statue of an angel watches you from the south side of the gravel path.

A six-foot statue of an angel watches you from the north side of the gravel path.

What do you do? [69] **test chapel doors**
(Testing.)

What do you do? [70] **read south angel**
"Fools rush in where..."

What do you do? [71] **read north angel**
"...angels fear to tread." –A. Pope

What do you do? [72] **w**
(first opening the chapel door)
(first unlocking the chapel door)
(with skeleton key)
The skeleton key gives out a terrified scream as you turn it in the lock, like sounding lock mechanism you heard?

As you step into the foyer, the heavy door of the chapel slams shut with a bang! The

Foyer

A semi-circular room with the outside curve matching the outside steps. Like the door there is another set of double doors that lead into the chapel. A kaleidoscope of colored window above. The foyer serves as a place for parishioners to remove and temporary hooks are spaced evenly around the walls.

The chapel entrance has a stalwart outer double door built into its stone frame.

You see another double door that leads inside the chapel.

A gentle blue light prevades the foyer.

What do you do? [73] **read glyphs**
In large glowing letters over the inner door, the inscription says:
Let the angels guide you.

A gentle voice speaks out from somewhere:
"Who wishes to pass these wards?" [74] **a fool**

The voice replies smoothly, "You may enter."

The glyphs disappear from the door and the inscription above fades into darkness.

What do you do? [75] w

(first opening Inner Double Door)

Chapel Sanctuary

The entire expanse of the room comprises the Chapel's Sanctuary. The back end of the room contains two water fountains. The main area (Nave) is populated with pews and pillars in the center, with pews on the sides. Two corridors enter from either side of the room at the front (Transept). At the front, a closed blue drape hangs in front of the nearby Apse.

More specifically, you are in the Narthex at the back of the room.

Narthex

You are at the back end of a huge room whose roof is supported by numerous stone pillars. On one side against the wall is a six-foot black booth.

You see the double door of the foyer.

Two holy water fountains stand guard on either side of the pews.

At the far front of the room, you see a circular area in which a drape hangs from a ceiling.

What do you do? [76] test magicitems

(Testing.)

What do you do? [77] w

Nave

You are in the middle of the big room. Many pews take up most of the Nave. You see a door along the north wall. It has both a left door and a right door on its south side. The pews are in progress--or destruction--because the pews are torn up and a few are missing. You see a booth here.

You can see a booth here.

What do you do? [78] **enter right door**

You open right door.

You pass through into the darkness beyond. It smells funny in here.

Patron Niche

You are inside a small room, cramped and dimly lit. You can make out a screened window on the other side.

A small padded seat allows you to sit without hitting your head on the top of the booth.

You can also see the small door from which you entered here.

What do you do? [79] **open seat**

You open the patron cache, revealing a bell, a little book, and a blue candle.

What do you do? [80] **take bell**

Taken.

What do you do? [81] **take book**

Taken.

What do you do? [82] **take candle**

Taken.

What do you do? [83] **exit**

The door closes behind you with a Clack!

Nave

You are in the middle of the big room. Many pews take up most of the Nave. You see a screen on the room along the north wall. It has both a left door and a right door on its south side.. progress--or destruction--because the pews are torn up and a few are missing. You see a screen on the

You can see a booth here.

What do you do? [84] **test reliqkey**
(Testing.)

What do you do? [85] **w**

Transept

The Transept is a joining of four pathways, one from each direction. The Nave is to the east, the South Corridor is to the south, and the North Corridor is to the north. The Transept is a hallway of doors. The south corridor leads to a set of double doors, which are blocked by a round room with a domed ceiling. A closed blue drape hangs in front of the nearby A

What do you do? [86] **n**

Southern End of North Corridor

You are at the south end of a long stone hallway running north and south. The Apse is to the west, from which emanates an strange smell. You can see other doorways farther north.

What do you do? [87] **n**

Northern End of North Corridor

You are at the north end of a long stone hallway running north and south.

You can see a sturdy door, a wool curtain, and a well-worn wooden door here.

What do you do? [88] **e**
(first opening the sturdy door)

Parish Office

This is the residence of Brother Balthazar, head cleric of St Cuthbert's Chapel. Near the desk is a rack from which hangs several robes. Behind it are two wooden chairs in front of it. Balthazar's bed is a four-poster on the wall.

You can see a sturdy door, Balthazar's desk, Balthazar's bed, a comfortable chair, two

What do you do? [89] **open left drawer**

The left drawer slides easily from the desk to reveal its contents.

In the left drawer is a single sheet of parchment.

What do you do? [90] **take parchment**

You take the parchment and see something hidden beneath it.

In the left drawer is small wooden box.

What do you do? [91] **take box**

Taken.

What do you do? [92] **open box**

You open small wooden box, revealing a strange-looking key.

What do you do? [93] **take key**

(the strange-looking key)

Taken.

What do you do? [94] **test cstand**

(Testing.)

What do you do? [95] **w**

Northern End of North Corridor

You are at the north end of a long stone hallway running north and south.

You can see a sturdy door, a wool curtain, and a well-worn wooden door here.

What do you do? [96] **s**

Southern End of North Corridor

You are at the south end of a long stone hallway running north and south. The Apse is to the west, from which emanates an strange smell. You can see other doorways farther north.

What do you do? [97] s

Transept

The Transept at the west edge of the Sanctuary leads in three directions and up.

What do you do? [98] s

South Corridor

This corridor runs between the Transept and a double door to the south.

You can see double doors and two pews here.

Two heavy pews are wedged against the double door, one atop the other, holding it shut. No one is coming this way through those doors!

What do you do? [99] **move pew**

You heave the pew away from the door and drop it to the side. Removing the first pew allows you to pry the door handles to bar it shut.

What do you do? [100] **take pew**

You pry the second pew away from the door and drop it to the side also. Only the candlestand remains.

What do you do? [101] **take candlestand**

You wrestle the candlestand from the door handles. Now you can go through the doorway for you.

What do you do? [102] n

Transept

The Transept at the west edge of the Sanctuary leads in three directions and up.

What do you do? [103] n

Southern End of North Corridor

You are at the south end of a long stone hallway running north and south. The Apse west, from which emanates an strange smell. You can see other doorways farther no

What do you do? [104] w

Embalming Room

A large metal table occupies most of the center of the room. A tray of medical instru table. Various boxes are arrayed around the room, some sitting beside a large cabine cannister. You realize that this room is a preparation room for dead bodies.

A lantern shines along the south wall.

A lantern shines along the north wall.

A lantern shines along the west wall.

What do you do? [105] **light candlestand**

You use the south lantern's flame to light the candlestand. It stutters briefly then the whole room.

The candlestand is beautifully made of gold-plated brass, equipped with a wide white your hand, like your old training shield. It gives off a bright white light.

What do you do? [106] e

Southern End of North Corridor

You are at the south end of a long stone hallway running north and south. The Apse west, from which emanates an strange smell. You can see other doorways farther no

What do you do? [107] s

Transept

The Transept at the west edge of the Sanctuary leads in three directions and up.

What do you do? [108] s

South Corridor

This corridor runs between the Transept and a double door to the south.

You can see double doors and two pews here.

What do you do? [109] s

(first opening double doors)

You pull open the heavy oak doors. They resist at first because of their weight but then light filters through the open doorway to reveal a level area in an otherwise dark room or

NOTE: This might be a good time to save your game progress. See Help for more details.

You proceed cautiously through the oaken double doors.

You notice that there are no door handles on this side. You have a bad feeling about

What do you do? [110] **test gettrick**

(Testing.)

What do you do? [111] d

As you walk down the stairs, a glimmer of light filters down to you from the open double doors. The light from the stone stairs, some going down and some back up.

You hear a slow scraping sound, as if...yes! the upper door closes with a quiet thud!

The light from your candlestand illuminates the room.

What do you do? [112] d

Zombie battle is removed for Walkthru.

Columbarium

At the bottom of the stairwell is a large flat area filled with niches along two walls. In the same size. Some are silver, some gold, and others are of different colors. A dark :

What do you do? [113] n

S_Crypt

A wall of vaults and sarcophagi face you to the north. More of both extend to the east :

What do you do? [114] w

SW_Crypt

Vaults and sarcophagi cover the walls of the north and east passages.

You can see the statue of an angel here.

What do you do? [115] x **angel**

The statue is beautifully carved of marble but has aged considerably. A female with a : welcomes you. She holds a torch in her right hand. A line of writing is etched along th

What do you do? [116] **light torch**

You use the candlestand's flame to light the torch. It stutters briefly then light spread:

The statue of the angel holds a lit torch toward you like a flammable offering. She loo

What do you do? [117] **read angel**

"Ask, and it will be given to you;"

What do you do? [118] n

W_Crypt

A wall of vaults and sarcophagi extend to the ceiling to the east.

What do you do? [119] n

NW_Crypt

Vaults and sarcophagi are on the walls of the south and east passages.

You can see an a small wooden wall cabinet (closed) here.

What do you do? [120] **open cabinet**

(first unlocking the a small wooden wall cabinet)

(with the strange-looking key)

A strange contraption rests inside on a red satin cushion. It contains two rose-colore

There is a small metal plaque on the back of the cabinet.

What do you do? [121] **read plaque**

The words stamped on the metal says:

This relic is the property of St Cuthbert when he was blinded by the glory of God.

It has been imbued with divine powers as a result of that engagement.

What do you do? [122] **take contraption**

Taken.

What do you do? [123] **wear glasses**

The area glows in golden brightness.

NW_Crypt

Vaults and sarcophagi are on the walls of the south and east passages.

You can see an a small wooden wall cabinet (in which is a metal plaque) here.

What do you do? [124] e

N_Crypt

Vaults and and sarcophagi are line the south wall passage.

What do you do? [125] e

NE_Crypt

Vaults and sarcophagi are on the walls of the west and south passages.

You can see the statue of an angel here.

What do you do? [126] **rotate angel**

You grunt and push and slowly the angel statue moves. With a heavy grinding sound, and a quiet sliding noise to the west.

What do you do? [127] w

N_Crypt

Vaults and and sarcophagi are line the south wall passage.

You can see a priesthole here.

What do you do? [128] **take case**

St Cuthbert's pendant vibrates with a hum. The case becomes solid. It is surprisingly l

What do you do? [129] e

NE_Crypt

Vaults and sarcophagi are on the walls of the west and south passages.

You can see the statue of an angel here.

What do you do? [130] s

E_Crypt

Vaults and sarcophagi line the wall of the west passage.

What do you do? [131] s

SE_Crypt

Vaults and sarcophagi line the walls of the north and west passages.

You can see the statue of an angel here.

What do you do? [132] **read angel**

"Seek and you will find;"

What do you do? [133] w

S_Crypt

A wall of vaults and sarcophagi face you to the north. More of both extend to the east.

What do you do? [134] s

Columbarium

At the bottom of the stairwell is a large flat area filled with niches along two walls. In the same size. Some are silver, some gold, and others are of different colors. A dark :

What do you do? [135] u

The light from your candlestand illuminates the room.

A set of stone stairs, roughly carved from the chapel's foundation, turn and descend to a double door, which is closed.

What do you do? [136] u

Stairwell Upper Level

You are standing at the top of a long series of steps going downward into darkness. T

You can see double doors here.

What do you do? [137] n
(first opening double doors)

South Corridor

You notice that it is after sundown, and the chapel is dark.

You can see double doors and two pews here.

What do you do? [138] **test returnhome**
(Testing.)

What do you do? [139] n

Transept

The Transept at the west edge of the Sanctuary leads in three directions and up.

The flickering of green-blue light spills over into the North Corridor from the Embalar

What do you do? [140] e

Nave

You are in the middle of the big room. Many pews take up most of the Nave. You see a room along the north wall. It has both a left door and a right door on its south side.. progress--or destruction--because the pews are torn up and a few are missing. You see

You can see a booth here.

What do you do? [141] e

Narthex

You are at the back end of a huge room whose roof is supported by numerous stone columns. On one side against the wall is a six-foot black booth.

You see the double door of the foyer.

Two holy water fonts stand guard on either side of the pews.

At the far front of the room, you see a circular area in which a drape hangs from a c

What do you do? [142] e

Foyer

A semi-circular room with the outside curve matching the outside steps. Like the door there is another set of double doors that lead into the chapel. A kaleidoscope of colored window above. The foyer serves as a place for parishioners to remove and temporary hooks are spaced evenly around the walls.

You see another double door that leads inside the chapel.

The chapel entrance has a stalwart outer double door built into its stone frame.

The Foyer is dim.

What do you do? [143] e
(first opening the chapel door)

St Cuthbert's Entranceway

The front of the old gothic building looms over you. You can see scattered patches of up on the wall is a circular stained-glass window. Nearer your feet, shallow stone steps the large double doors at the top.

The chapel entrance has a stalwart outer double door built into its stone frame.

A six-foot statue of an angel watches you from the south side of the gravel path.

A six-foot statue of an angel watches you from the north side of the gravel path.

What do you do? [144] e

Gravel Path

The gravel path stretches between the iron gate and the Gothic building in the center side of the Gothic building, one in the southside of the graveyard and the other in the stomach wafts across the graveyard. You see corpses on the ground almost everywhere.

A spiked iron fence runs along the perimeter of the graveyard. To the left and right of Thentis City. On the other side of that is Chapel Road back to Clayborn Crossing.

You can see a massive iron gate here.

What do you do? [145] e

Graveyard Entrance

You are standing in front of the cemetery gate, just west of the T-intersection. A spiked graveyard. Through the gate you see a graveyard, an old Gothic building, and two small battered signpost has been torn down and lies in the weeds.

You can see a massive iron gate here.

Bravo is calmly eating grass 100 feet up Chapel Road.

What do you do? [146] e

Chapel Road

The road intersects a major N/S road, making a T-intersection. On the other side of gate.

You can see Bravo here.

What do you do? [147] **ride bravo**

You mount Bravo.

What do you do? [148] e

Your candlestand is blown out by the wind as you travel to Clayborn Crossing.

What do you do? [149] e

Chapel Road (on Bravo)

The dirt road leads directly west out of town through scrub brush and dwarf trees. N

What do you do? [150] e

Clayborn Main Road (on Bravo)

You are in the intersection of Chapel Road and Clayborn Main Road. The stables are is an old signpost on the northwest corner of the intersection.

As you ride up into town, you see Barak standing in the center of Main Street with a and puts it into his pocket. Barak stands in the center of the street.

He says, "I saw you coming. Do you have it?"

[151] yes

Barak says, "Good job. Let's see it.

As you pull up the case to give to Barak, you explain how the acolytes were all dead (Finally, you have the case in hand.

What do you do? [152] **test deliver**
(Testing.)

What do you do? [153] i

You are carrying:

a bronze case (closed)

Cuthbert glasses (providing light and being worn)

a candlestand

a strange-looking key

small wooden box (open but empty)

a single sheet of parchment

a blue candle

a little book

a bell

skeleton key

a steel key

an amulet (being worn)

one silver coin

a saber

a military uniform (being worn)

What do you do? [154] **open case**

St Cuthbert's pendant vibrates with a hum.

You open the bronze case, revealing *Triskelion*.

What do you do? [155] **give case to barak**

As Barak tries to take it from you, his hands pass through the case as through smoke

What do you do? [156] **give amulet to barak**

(first taking the amulet off)

The case fades to a shadow and drops with a soft thud.

He seems to understand. He takes the amulet and puts it on. The case turns solid and
Barak says, "I'll take those too (indicating your Cuthbert glasses).

You hand them over. The night loses its glow but it is still bright enough to see in the

Barak studies you a moment, then nods his head. "You have done well, Lieutenant ju
Return back to your garrison tomorrow. I will report your success." Barak gets on hi

You watch Barak ride away into the sunrise. After a relaxing day in the Inn, you retur
remember your first real mission. You get promoted and add a brand new shiny med

***** Congratulations! Good Job! *****

Would you like to RESTART, RESTORE a saved game, QUIT, or UNDO the last con
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