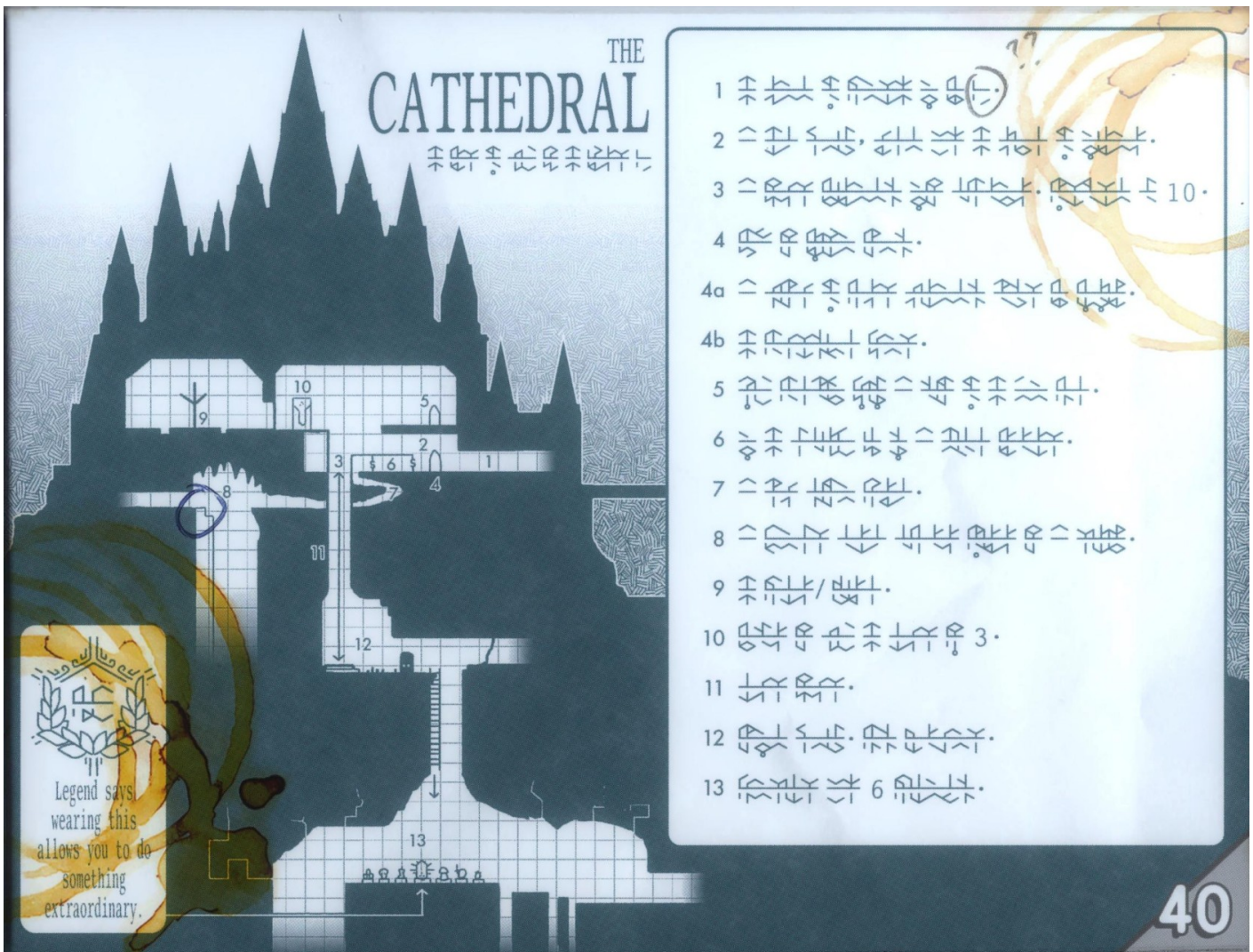


Page 40 - Cathedral



The Cathedral

The seat of power for the first heir.

- 1. The sound of chanting in the air.
- 2. A large chamber, with the smell of incense.
- 3. A shaft descends into blackness. Activated by 10
- 4. Doorway to Eastern rooms
- 4a. A group of lost friends covet the elixir.
- 4b. The baptismal font.
- 5. Upper balcony offers a view of the main hole.
- 6. In the library there is a double secret.
- 7. A rough-hewn passage.
- 8. A moonlit bridge blocks access to a treasure.
- 9. The chalice / vessel

- 10. Device to power the lift at 3.
 - 11. Lift Shaft.
 - 12. Ruined chamber. Has checkpoint.
 - 13. Gauntlet with 6 challenges.
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Revision #7

Created 20 March 2022 09:21:59 by Firestrike

Updated 8 May 2022 21:10:06 by Lopsy