

Awakening
by Pete Barber

Handy (help)

[Graveside] hole in shingles, exit S. i{ }-}

S [Gallery] S, W (gatehouse) (Handy). dipk rain {spoil!}

S [Church Grounds] church E, path S, light in window, steeple

E [Front Steps] brass handles, inscriptions, carvings. (Kraken swallowing a dinghy) (CF3)
↳ horizontal

open door (locked)

S of church ground -> [Dunwoody] S, E -> [Coach House] shingles, rotted tire, east E, W, automobile?
(punctured)

take tire -> lug wrench.

E -> [Winding Path] bush, W, E, -> [Small Shack] wooden door, window

knock on door. [mistaken opens door.]

key in door in ground, unlocks church. -> [Entryway] N closed, E above.

N -> [Nave] pews, altar, N, E, N.W. -> [Above] W, E, organ.

N -> [Narrow Corridor] stairs U. -> [Upper landing] door N.

N -> [Office] desk, portrait, door push desk. guffin in wall (dell) (turn dial left to #)
push guffin -> safe revealed behind portrait. safe is numbered dial. (turn dial to -, -, -) (L, R)

NW of Nave -> [Study] desk, chair, jacket (strip) near TB 29 47) turn dial left to #

X safe (moonshine) / N to Chancel - crucifixion (lock)

give moonshine to man. a pie, cat, table, chair. bite man (now he is your slave.)
[Shack Interior]

/// d -> [Dark Chamber] often, open.