

(Mount Vernon District) Baltimore, 2017; Hygro Bookstore

[Among the Books] U to office, door W, stove just S, more stove N, cat ("Bookstore Cat") help? STUDY = READ; HEALTH; SPELLS; THINK (hunt); - NAME

TALK TO → TOPICS, then ASK/TELL; CREDITS } PET CAT.

i { phone, bookstore key, apartment key }

S → [Front of Store] books, front door S, windows. look through windows {clean day}
N from Front hinges arrival of 2 men, agents Long + Short. (Long of Interpol, Short of FBI)
They're looking for an old Italian libretto "Messa Di Requiem Per Shuggay".
ask Short abt libretto {3 copies in Europe all stolen + checking if any of them here.}

N. U. [Upstairs Office] windows, desk, laptop, satchel in jawe books, chair sit on chair. x laptop (off + closed) open it. {wants password}
fake satchel. open it (empty) x scattered. x stacked. x stickers.

// N of Army the Books → [Back of Store] books, stairs d.

D → [Lower Room] wall of damaged books + wall of unsorted books
x unsorted (from George Peabody library) // W of Army → (restroom door is locked)
think. {password is "kublakhan"} type kublakhan.

type messa di requiem per shuggay. (by Benvenuto Chieti Brodighere, 1768;
copy @ British Museum, Bibliotheque Nationale, Vatican's 2-collections. Not in stock.)

// tell Short abt messa. {they give cards + leave; hunt to search unsorted downstairs}
(no actual cards in inventory) // search unsorted (find 4th copy of Massa)
x messa {need to go chat with De Coffey at the Peabody}

// [Outside Bookstore] close door. look down in bookstore key.

{park in fountain S; on West Mount Vernon Place; Cathedral St to W;
Washington Monument + Conservatory Bldg to E.}

e. [Outside Mt Vernon Club] e [Outside Agosa Publishing]

Agosa N, monument SE, Conservatory E. e → [Street Corner] (@ N Charles St)

SE → [Washington Monument] SE → [Street Corner] (E Mt V + N Charles)

E → [Outside Conservatory Building] S → [Library Lobby] desk, worm, exhibit in E gallery.
ask woman abt Coffey. {Just knock on his door}

E → [Exhibitor Gallery] S [Reading Room] S → [Catering Staging Area]

W to Basement stairs, E to office. knock on office door. e → [Library Office]

close door. (desk, ledger, De Coffey) ask doctor abt messa

(gives keys + wants a locked briefcase in area storage brought up)

W. unlock basement door in basement key. W → [Basement Stairs]

D → [Bottom of Stairwell] U, S E → [Basement Corridor] (dirt-like two-by-four)

E → [Card Catalogs] W, S S → [Basement Corridor] N/S, wires, pipes

S → [Storage Room] N, W. W → [Darkness]

S of Bottom of Stairwell → [Basement Corridor] ^{N/S} → [Organized Clutter] N, E

search boxes {find a flashlight} turn flashlight on.

E → [T-junction] N door, W/E. unlock door & storage key (key breaks!)

// break door & chut. N → [Auxiliary Storage] search shelves

search boxes. search crates {briefcase found}

// show briefcase to doctor. {opens + gives y a tone "Thaumaturgical Prodiges of the New England Canaan - a spellbook. Y'll need it vs.

Erick Dennison who needs all 4 parts of the Masson.}

also Doctor & Dennison {composer, conductor, ready to loose dh from the music}

{De wants y to study volume; go do it at bookstore or apartment} (noon)

// W of outst. Corridor → [Street Corner]

W → [George Washington Statue]

W → [Street Corner] (W MV & NC)

W → [Sidewalk] fountain roughly NW

N → [Fountain Park East] W, S, W, SE

W → [Stone Fountain] x fountain. N/S/E/W.

W → [Fountain Park West] (Cathedral ~~St~~ & W is too long to cross)

N → [Outside Bookstore]

W → [Street Corner] N/E.

N → [Outside the Severn] N/S, y bly E

E → [Severn Lobby] sofa, fern, elev N, street W.

N → [Second Floor Hall] yr dr N, more hall E

unlock door & apartment key. N. [Kitchen Area] close door. look it (kitchen N, counter, fridge, sink, dishwasher, trash can, cabinet, microwave)

N → [Living Room] window. bed N, bath E; lounge chair, bookcase.

sit on chair. x volume. read volume. (now know CAST MEND WOUND; it's Monty evening & phone rings)

answer phone (De in trouble, says "Troy" & "libretto"; check him out at his townhome.)

W of outside the Seven → [West Branch Alley (and Cathedral Street)] N/S, E
E → [Alley Intersection] E/W, N.

E → [Outside Asin = Ahlean's] (specializes in African Art)
x window. x art (gem + creps) e → [West Branch Alley] (moment) N/S

E → [Northern Park] e → [East Branch Alley] church E

N → [Street Corner] E Mahan + Nich.

E → [Outside Coffey's Townhome] E/W, base S.

S → [Townhome Foyer] learn things, doorway E, S, W. hit they with chit.

W → [Sully Room] { knocked at; awake in Downstairs Bathroom }

[Downstairs Bathroom] NW. (locked) break down.

NW → [Coffey's Kitchen] N, E, W, SE, some N.

// W of Kt → [Downstairs library] crate near window. hit large thing

e. [Coffey's Den] W, S, leather open. take open. turn off stereo

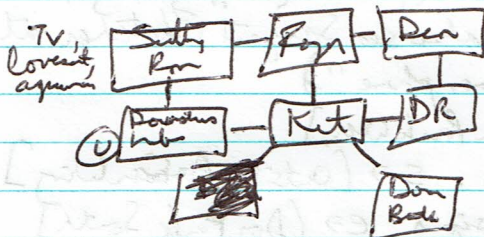
S. [Day Room] // [Downstairs library] U → [Upstairs Hall] N, S, SE.

S → [Upstairs Bathroom] N, E. E → [Upstairs Bedroom] bed, desk, chairs,
balcony door E, W, NW, Erick - two guns (one pts at Dr, one pts at you)

Put the libretto on the desk! { put libretto on desk. "Good girl!"

talk to ~~erick~~ erick. ask erick abt libretto. { "Bring down a god." } uses silver whistle to summon
a beast to balcony, pulling the into the air. { ask doctor abt creature { "byakhee,
a winged servant of evil. We need more power. You must run another errand." }

ask doctor abt errand. { ask Asin in W Branch Alley for "Africa's Dark Sects".
You to go home, study volume + get rest before errand tomorrow }



me
(my two
Albert
Higgins)

w of Street Corner (E Med + N Ch) → [Intersection] rubble cover.

w → Street Corner (W Med + N Ch)

w → [Outside CRIME Advertisers]

w → [Near Alley] ally to S.

s → [Alley Intersection] w → [West Birch Alley (and Cathedral Street)]

s → [Outside the Severin] // study volume → learn CAST SHRIVER ON SOMEBODY

{it's now next morning; ready for Alley event} The morning

// n → [Cramped Store] another door w, store-keeper Silas
talks to Silas. Ask Silas abt Azathoth {throat-catch gesture}
ask Silas about Africa's dark sects: {he uses a blow gun on you, then
attacks y with a one!} Cast shrivel on Silas. {dusted!}

d. take store key. unlock bedroom door i store key.

w → [Steep Stairs] w → [Dark Alcove] N/E turn on flashlight

n → [Well Chamber] well i lid, S, E, drum, insane man chanting "Chakota".

cast shrivel in. beat drum. close well.

e → [Priest's Chamber] junk, mattress, candles, ^{insane} priest.

cast shrivel at priest. look under mattress (+ sects) {go to Dis' townhouse}

// knock on door. S. [Townhouse Foyer] show sects to Doctor {he grabs it}

(we can counter Dennison's summary of Azathoth; continue study of them.)

ask Doctor about Azathoth. {cosmic horror}

// w of New Alley → [Outside Photography Store] (to SE)

// study volume {CAST PSYCHOMETRY ON SOMETHING (to read it psychically);
phone rings (The eve) answer phone. {Coffee say 4 music students kidnapped.

Witness saying strange things; also see Sargent Fletcher at Peabody School (to SE)

(use toilet atted as "answer phone")

// s of Outside Bookstore → [Parker Park West]

se of F Pl E → Street Corner. s → [Outside Asian Wing] door W, N/S, E

s → [Outside Walter Museum] signs e → [Dog Park South]

e → [Outside Shapiro House] (part of Peabody U) door E; s → Street Corner.

e → [Gated Entrance] (entr to Peabody School) (near)

e → [Street Corner] N/W N → [Sidewalk] N/S N → [Street Corner]

N of Gated → [Arbored Walk] Fletcher and officer Dorsey.

talk to Fletcher. ask Fletcher abt kidnap {witness, one victim lost in Auditorium,

other 3 in 1st floor of residence hall}

N from Arbored Walk → [Auditorium lobby] and N, patches, bulletin board, ticket stat.
cost psychometry on stat { one of pair for Ross + Guldare dead for a 1st date }
N → [Student Auditorium] desks, drums, drums, officer Brown.
ask Brown abt kidnapp. cost psychometry on drums.

{ something grabbed drummer from behind, green flash } - its partner still c student
// e of A Walk → [Student Square] down N. N → [Down lobby]
desk, officer Stewart, chs N, hall E. ask Stewart abt kidnapp
e → [Down Hall] N → [Down Hall (2)] W → [Student Down]

right bet: teddy bear; left bet: music textbook.
cost psychometry on bear. (2 bears stole her roommate, then her)
cost psychometry on textbooks (both those students female)

// s of first Down Hall → [Student Down] purple bag
cost psychometry on bag (male kidnap by creature)
{ it's now midnight; time to go home + talk to Coffey tomorrow }

// [Outside Esquer's Club] (partner to N)
{ eat outside Bostwana - y have large floppy wings }

// [Your Bedroom] enter bet → { phone rings } answer phone { meet Dr at Esquer's Club }
(dimensional shambles)

// s → [Member's Foyer] hls E/W/S, check-in podium, man c paperwork
talk to man. ask man abt Coffey. // cost psychometry on volume (1788, diamond detective
used it in 1920s; Dr got book in an estate sale decades ago)

s → [South Hall] oak door S, s → [Billiards Room] pool table + billiard
(cut brocho-door)

w → [Member's Bar] Coffey + bartender. talk to Coffey. ask Cabt recent.

{ Mt Vernon is place for sunning; D needs S pillars, one taller than the others }
ask C abt pillars { the statues; Washington's is tallest.

The statues will be in base of W's in chosed museum; We can enter
via the sewers. There's a secret door to the sewers in this club. y C will try
to destroy one of the lesser statues { ask bartender for a drink. yes.
ask bartender abt secret door. (Jiephre in Ashrae room?)

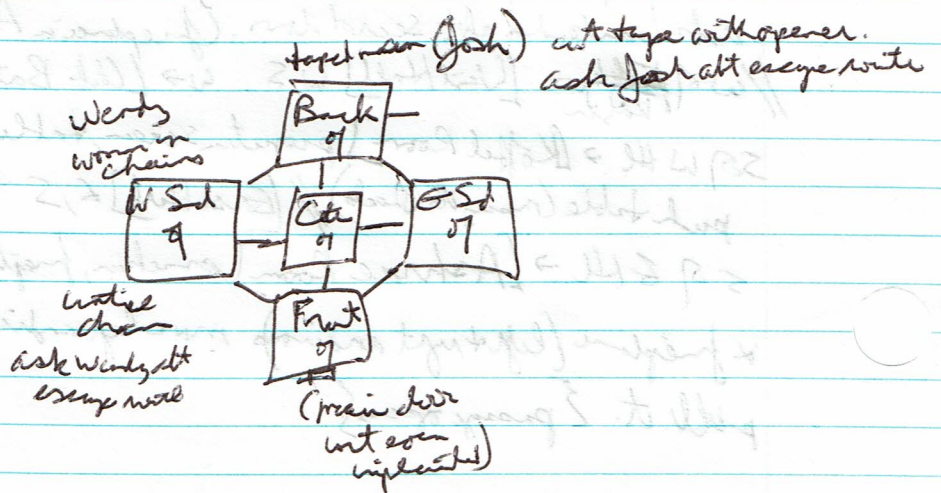
// w of ~~Foyer~~ ^{Koffel} → [West Hall] w, s. w → [Club Bathroom] toilet, sink, mirror

s of w Hll → [Koffel Room] projection screen, table - x table (utility cart)
push table (moving the wheels) // [East Hall] E, S E → [Campbell Room] table + chairs,
business im (goes)

s of E Hll → [Ashrae Room] anchor, fireplace, bookshelf, sofa, table

x fireplace (left + right andirons) move left andiron (fixed). move right andiron (loose)
pull it. { passage opens }

e → [Darkness] turn on flashlight. [Secret Tunnel] w/e, poker.
 cast psychically on poker (locking) e [A Narrow Place]
 p → w, NE, vases? NE → [Sloped Passage] sw, N, beams, rails
 N → [Rickety Staircase] sw, D. D → [Slippery Ledge] w/E/V, sewage
 E → [Slippery (2)] w, NE NE → [Slippery (3)] sw, N, whirlpool.
 N → [Slimy Tunnel] s, NW, shambler! cast shroud on shambler (it leaves)
 NW → [Drippy Passage] w, NE, SE
 NE → [Tight Squeeze] sw, NE
 NE → [Janitor's Closet] door E, shelves of supplies, sw creek.
 search supplies {take dish-soup} e [End of Hall] h/s
 S → [Basement Hall] N/S S → [Basement Corridor] N, E, door (4 sitting) W
 W → [Employee Breakroom] woman handcuffed to radiator. talk to woman (Karen)
 squeeze soap on wrist (✓) e. e. [Basement Hall] w, v.
 {no, go via sewer} // [Drippy Passage] w → [Tunnel Junction] N, E, SW
 N → [Log Tunnel] shambler! N/S cast shroud on shambler.
 N → [Austen Junction] E, W, S. E → [Underneath Mantle]
 pry cover with poker. (Go to police or hospital or both!)
 // v → [Utility Room] door W, male student tied to chair. talk to man (Terrell)
 untie rope. ask Terrell abt Brick (2 more desks behind door, 2 apes)
 ask Terrell abt escape route. {explicit suggest to save} SAVE.
 W [Back of Museum] SE, S, SW, E to door, male student duct taped.
 remove tape (need screwdriver, small + sharp) S → [Center of Museum]



return to Carter & Museum: Dennison, tied Coffey, shambles.
(guns)

talk to Dennison {topics: himself, Coffey, libretto, students}
himself. (this does libretto). Coffey. students (Bookstore cut!! arrives)
(Dennison is distracted!)

* throw poker at Dennison (die, although he does drop a gun)
* untie Coffey (too long, you die)

* throw club at Dennison. throw poker at dennison. (D arrested, C freed)
(not return eventually; that's another story)
~~***~~ Tidus goes The Bibliophile ~~***~~ ✓