

Jenny O'Brian is missing
- they think you took her (chain from lake)
- thrown from carriage as mt of 2 classes you (torch + pitchfork)

The Curse of
Dragon Shrine
by Mystery
A4

[In the woods] N, E (wood to E)
N → [Somewhere in the dark woods] N, S
N → [Near an old castle wall] S, W
W → [In a dark passage] (lose coat) E → [East Passage] touch walls (live)
(conway) pull lever → [West Corridor] N, E, S (well does behind, torches) x door (entr moved to kitchen)
(E) (to chapel)

See ghost 'You must save Dragon Shrine' x ghost (y don't see her, but info text desc)
2 worlds: Dragon's & Man's. Dragons cast spell to hide their world but it weakened & killed them
A man (Master Drakon) & his father discovered secret, to bld a shrine to dragon world & offer
a sacrifice → to gain immortality & power to rule dragon world.
Dragons cast a curse on the lake (Loch-Be-Drakon). 1st born daughters at 16 are summoned
there to die & haunt the lake for the next victims.

[Kitchen] N, S, 2 sinks, cupboard, spit, tables, Elizabeth (not 'ghost') x Elizabeth (she talks eyes)

1) body of last victim must be placed on stove. 2) She must be given correct potion.

3) Read scroll to free Drakon back to Man's.


4A) If Drakon kills reborn victim, the curse continues & he wins.

4B) If victim wakes before Drakon can kill her, he will age & be mortal and subj to Man's.

Ask Elizabeth abt shrine (in the tower) { she speaks a 3rd time - candle in kitchen for light;
she must return to lake; if I leave the castle then I'll die }
x sinks. take spoon. x tables. take candle. x ~~spit~~ Cupboard. x spit. x pit. light candle.

S. [Great Hall] table, benches, ornate chair, tapestries, N, S.

Lutes, cress, green potion

N of Kitchen [North Corridor] W, E, S. W. [North Corridor West] 

S [NW Chamber] bed, markings. read markings: Beware of the Curse!

// [Chapel] wood, window (woman i orb) // [SW Chamber] bottle, loose tile
move tile. { note } read note (pvc)

// [Entrance Hall] staircases, balcony, dragon statues, main door S, arrow N, hall E, W, U.

~~take~~ x arrow. x spear. take spear. (passage D from Great Hall opens)

// [Gallery] 6 pedestals i statues of dragons; torches, paintings (one is a portrait)

x portrait (The Spirit, Women & people power in white burial gown)
 x paintings (library, tomb, feast, chapel, entry, spirit)

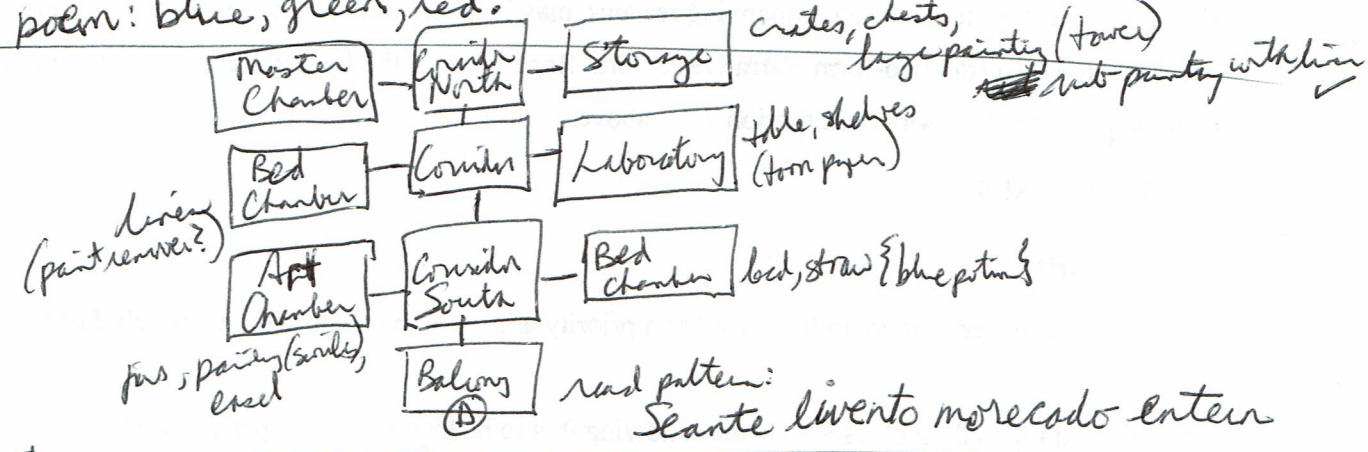
The West of
 Dragon Shrine
 pg 2

book (Lock-Bel-Drecon)
 medals
 blunder (body lying at head)
 Great Hall, throat spur.
 stones spell something from balcony.

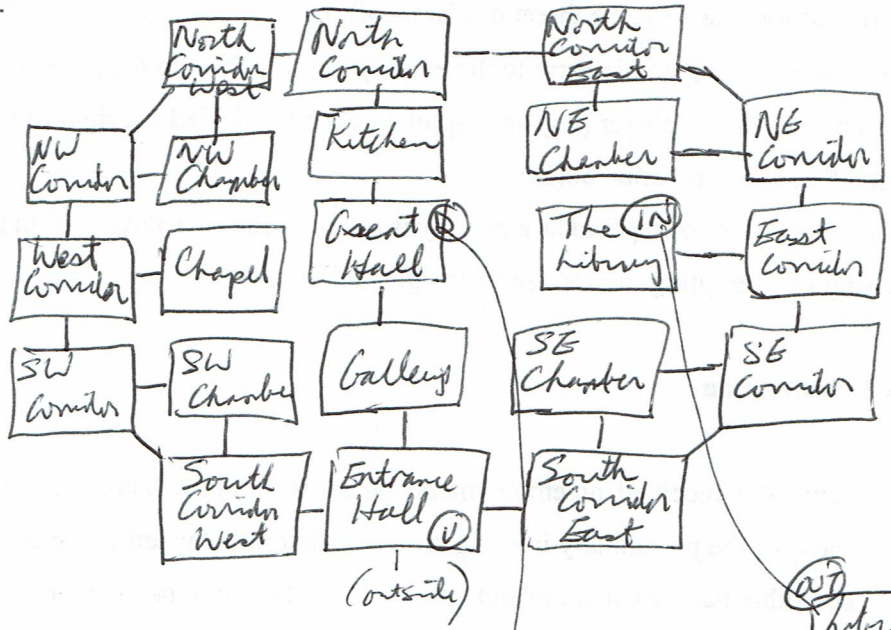
[SE Chamber] table, chair, papers.
 {sketches, written letters}
 from Alexander to Conrad (gold dressed; can't find journals but they must be in the bottle)

x the blank papers.
 [Library] shelves, books, desk, chairs, large books. / take book → open passage 'N'
 red potion // [NE Chamber] ashes & books / a diary {woman attracted to Drakon;
 in Tower: dragon statue & orb (jewel?) - recipe in poem (colors mark which potions to use)
 - she didn't drink but he did & then he kissed her (she is 16) He later gave her a flower. (She is a Siphonian)

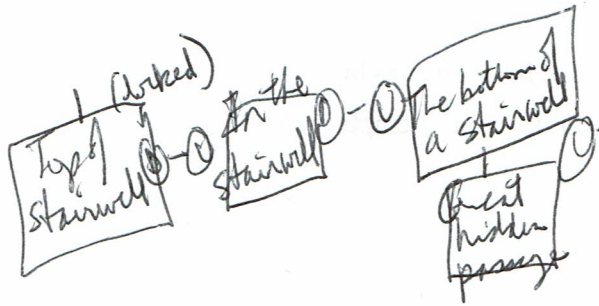
poem: blue, green, red.



not painting with lines.



not that quiet with lines → great steps you!



lake (and) woman's body, town's folk.
 (you can take the body when the people are there)

Iron paper (in hat): Put all potions in cauldron + light fire. Mix potion after fire is lit. Once it begins to boil, it is ready. Use a wash bowl to remove potter (if cool)

For restore life: add purple flower before you stir.

Always remember: body or shrine, potion, then incantation

Curse of the
Dragon Shrine
pg 3

[Storage] not party in living (Latin-ish poem, first letters spell DRAGON)

[Master Chamber] bed table, bed, desk, wardrobe, door E.
wash bowl, bedspread, posters

vase (purple flower) - desk (black in night)

[Kitchen] put wood in pit. put blue potion into cauldron (not put (the) blue potion in cauldron)
(no that's still put water) stir cauldron with spoon. (auto boils, auto scooped with bowl, auto poured into empty bottle.)
put flower in cauldron.

Saw 02. x potion (glowing purple) // take body (white wavy cloak). I didn't take candle then.

// open door (not locked when you have body + potion) [The Tower] dragon, orb, slab.

Saw 03. put body on slab. give potion to woman. (I need the scroll to read the incantation!)

x scroll. take it (from dragon side). read incantation (writing on tower party + line from East floor pattern - DRAGONS)

orb flies to woman; explosion - must get Jerry to purple via front door. // move beams -> die if too soon.

- finished in 15 pts short.

Master Chamber - look under desk. ~~the~~ read journal