

THE HORROR
OF RYLVANIA
1993, 1996 (TZ)

[Woody Path] N/S, dying Carolyn. i {traveller's check, matchbook}
x matchbook (for photo 2) s: ~~me~~ N → [Path Fork] trees thru W,
Swamp E, paths N, NE, S. N → [Outside Inn] sign, window, forest W, inn N, paths SE.

N [Common Room] bart deck, barman, patrons. talk people at Carolyn. ask people abt doctor.
ask people abt widows. ask bartender abt wine {Old Henri is mate; give him money}

/W of Outside Inn → [Black Forest] / e of Outside Inn → [Village Road West] by N, rd S, rd W+E+SW.

S → [Open Field] man, truck N. x room ("Next folder")

/E of VRU → [Village Road East] church S, track N, rd W+NE. NE {denied until you find a doctor for G}

S → [Inside Church] basin, holy water, pillars, pews, altar, windows, exit N, more S.
x basin. read words ("Aqua Sancta") pray. S. [Church Vestry] hooks, cloak. ladder U, grass.

U → [Belfry] bell, chain, flywater. // [Graveyard South] W=in, graves, fog, headstones, more N, trees
x stones {Elijah Velovitch 1745-1795; Tomas Rasatwin 1760-1782; Matyara Olgrisson 1747-1770}

N [Graveyard North] fence N, more S, mausoleum E, works, stones. DEATH BY WOLVES.
read words: Vladimir Von Ristoren: In Morte Pax. // food in Black Forest as human →

/NE of Path Fork → [Village Rd W] N → [Doctor's Office] chair, desk, window E, Dr Tadovitch,
diploma. x doctor (satchel) x diploma ~~the~~. unlatch window. tell doctor abt Carolyn. (he follows)
S {he looks down} sw. S. {C is gone! Dr is ripped + leaves} (44) // [Alleyway] x debris (cleared! +2)

open window. w. [Doctor's Office] satchel. open satchel {silver coin, iron key, glass flask} +14

x coin {Skelliger} (key used for office door; the door auto-locks when you close it)
// give coin to barman {+ bottle of wine} x wine {1978 Chateau Thanes Embarkment} footnote

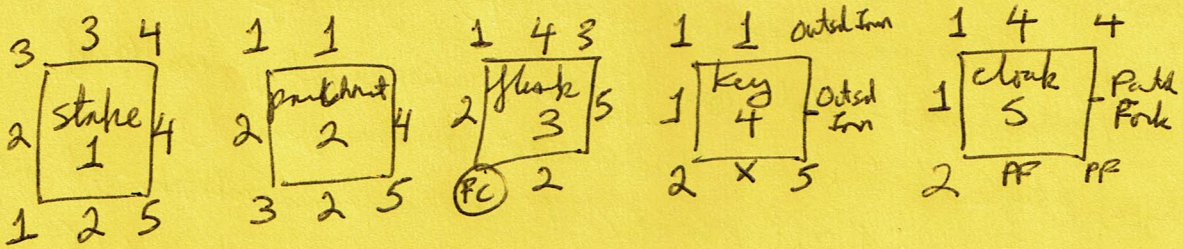
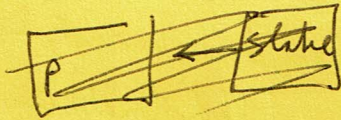
/give bottle to old man {thanks, leaves} / put water in flask {water seems odd in flask}.
// NE of VRU → [Inside a Closed Coffin] if { 2*. open coffin [hiding in and open coffin]

out → [Graveyard N] priest, stake, shovel. eat priest (+10) x priest. take stake + shovel.
bury priest. close coffin. // S unblock mausoleum i key. open it (✓). e. (too dark!)

[Too Dark for Coffin] // after death → N of Graveyard N → [Moon Path] SW [VRU] all stuff dropped still there.

@ Alleyway: exit room {he runs off} x me. footnote 4.

@ Moor Park: SW+NW, grasses S, water NE
 NW [Moor Crossroads] river E, SE to valley, NW = UP, ferns W, signpost, revere.
 x signpost (NW: Bloomfen Castle; SE: Bloomfen Village; W: Deadly Moors)
 W → [Moor clearing] tent W, sign (read it) W → [Inside Tent] More Hulya, table
 ask woman with reading. give leaflet to woman. give deck to woman. {wants a warning dish}
 (wine) / NW of Moor Crossroads → [Rocky Trail] N, SE. x cattle. N → [Edge of Gorge] rope
 climb rope (need gloves). ~~to the~~ and to walk across, need a balance x ring
 / e of MC → [Plover Bank] needs, river. dig in mud with shovel (+2: parchment)
 need parchment (Apr 1770 - cure for vampirism: laudanum, garlic, crushed dead rodent,
 vampire blood (not yours), raven's feather, dead housefly.



[Forest clearing] (4) stuff, NE only exit. x stuff (6' long) footrot 5.

[Mtn Fork] gorge S, trail U NW, level NE

NE → [Hillside] mtn goat, cave entrance w (dk). x goat (ell) y can eat it!

(footnotes for x me, x stuff) // [Teacher's Path] NE, SE

NE → [Castle Entrance] doors open to E. {Castle Blomfen, home of the Von Rhiatovens}, x gargoyles. x doors. E → [Castle Poyer] umbrella, doors N+S, stems U+E, carpet, evil humants N? open umbrella ("H7") close doors (cut)

S → [Trophy Rm] big window S, trophy case, moose head, exits N+E.

open window. S → [Overgrown Garden] well, gazbo E, vines, garden, flower garden.

x herb garden [H6] garlic bulb (A) take garlic. put it in satchel. x vines (go UP?)

x well (D? (dk)) // x case {ostrich feather, skull, spear point, barbo flute; case closed}

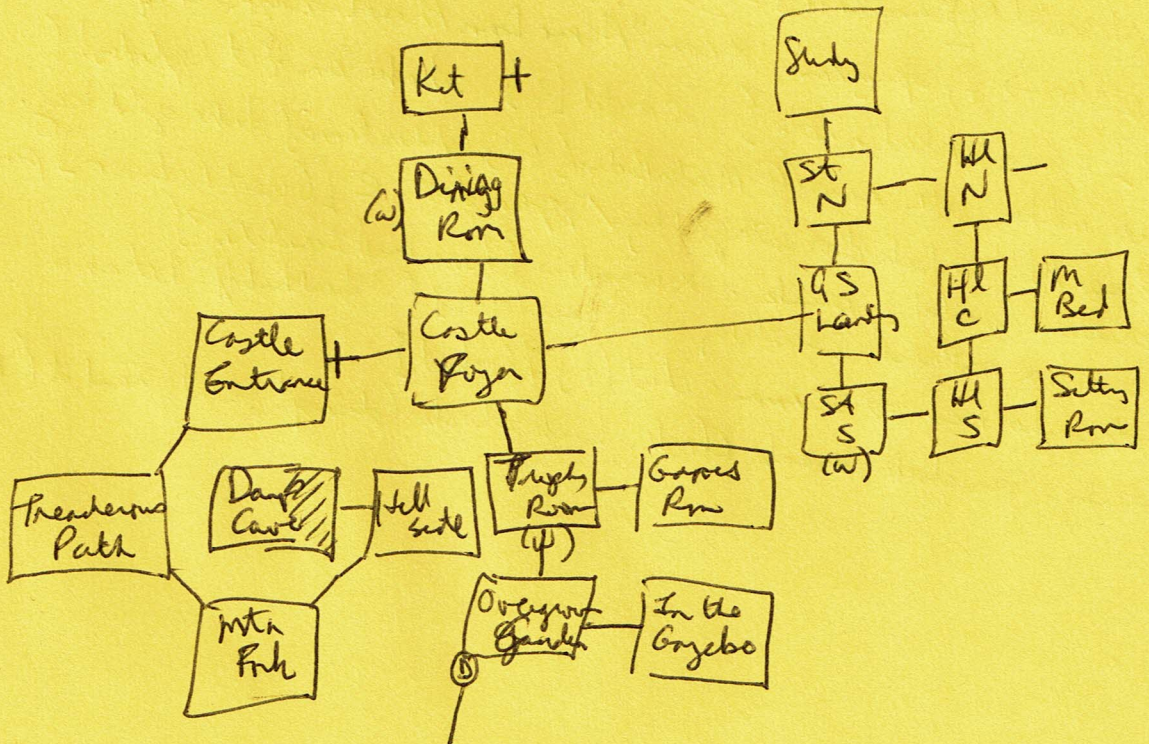
x moose (humped antler, closed teeth) turn antler {they don't move} // move carpet in Poyer

// going D in well is fatal (but see passage from btwn) // climb vines (don't support yr wt)

E → [In the Gorge] x floorboards. pull board (+) take sheet music. x it. read it.

// E of Trophy → [Games Room] y feel malmen torturing Ceroghn, vampire, bellow y}

dent board, pool table, pool cue. x cue [7]



N of Roger → [Dining Room] N, S, table, painting, bearded comb w.
↳ "Blotto loves Amanda"

N → [Kitchen] fireplace N, pot, door E. (locked)

// E of Roger → [Grand Stair Landing] forks N & S, door W, painting of Vladimir

N → [Stairtop North] hl E, doorway N, S & D, painting.

N → [Study] desk, gf clock w. x desk ("Ahh! Back!") {hear fly} x tracks later to fly.
x clock (panel locked, no hands, ticking)

// E of Stairway N → [Hallway North] S dk, E door, candlestick N. (can't turn or pull or push it) (locked)

S → [Hall Center] open E, N/S, ghostly figure
x figure (Vlad, vampire teeth, "killed in there" (ent)), glides N)
N. side figure alt Vladimir (my story is long)

// E of HL Ctr → [Master Bedroom] bed, wardrobe, remains on bed.
x remains (skeleton, leaves in skull) gullie open wardrobe (gold key + black adder)

{take adder: deadly} / S of HL Ctr → [Hallway South] candlestick + candle stub, N, W,
open doorway E. take stub (can't push just figure) e → [Sitting Room] chair, bird cage (canary)

(no door on cage?) / W of HL S → [Stairtop South] (window S) hl E, stairs N.

{unbeliever doesn't swing from well falling}

// light match [Damp Cave] stalactites, clay floor, tickers + fungi, black tracks.
dry floor → (4) sprays. x can "Acme Dan Phowl Snake Rhespehland" (snake pit)

[8] {from Unkunter Zero} x match [2] shake on {it explodes!}

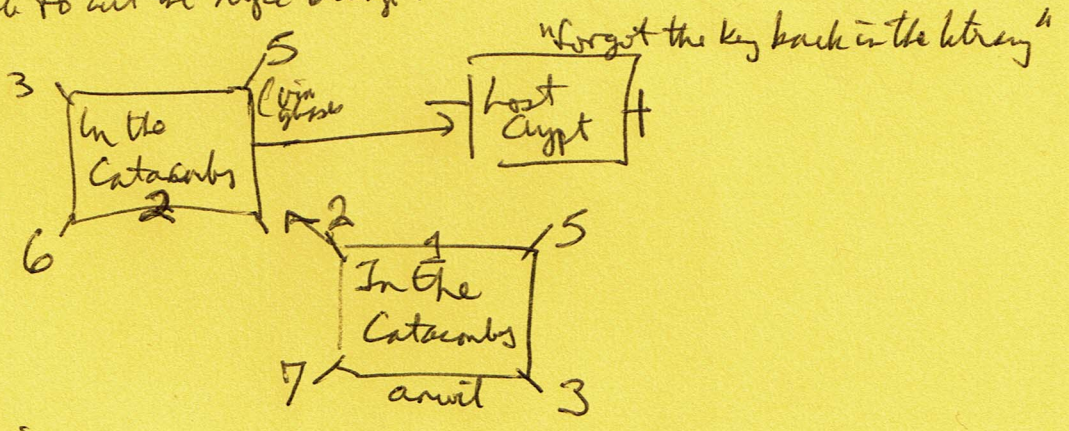
spray adder with can (@ Master Bedroom) (4) adder leaves take gold key.

@ Blw N: unlck door with gold key ✓ open door. e [Guest Bedroom] painting, window E,
shatters (match), bunk. x window {hear bird scratching?}

x bunk. x mattress {scratching is a woman! [9]} "Heathcliff! Let me in!"
look under bed → seaman's chest (+) {locked}

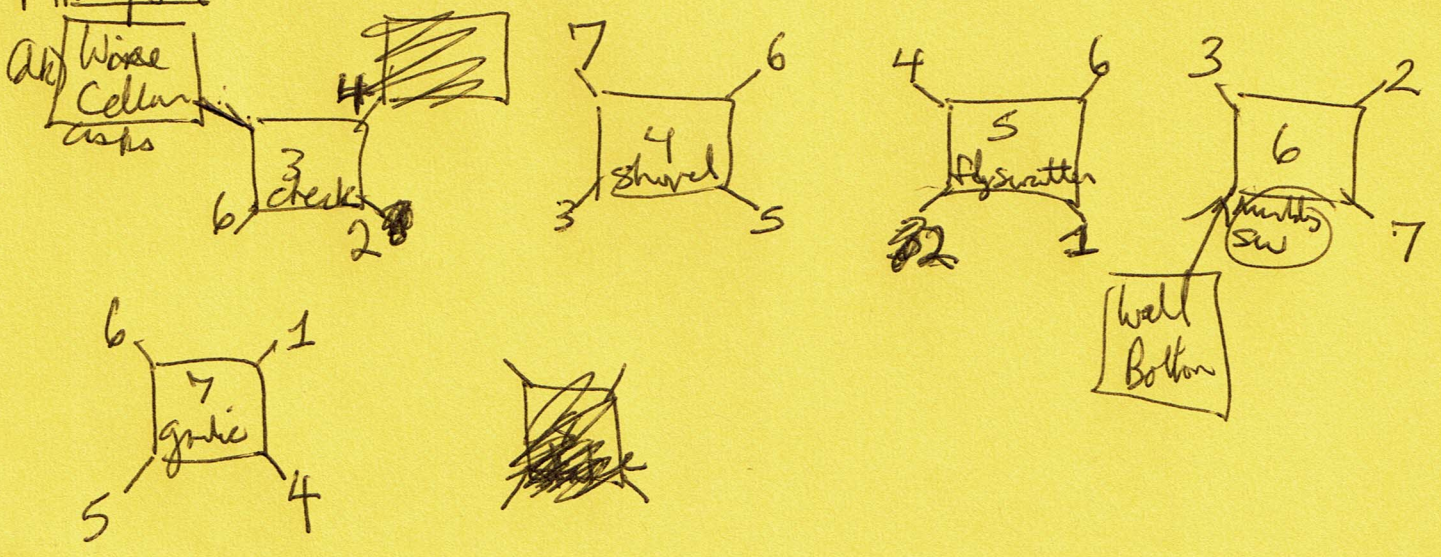
// @ Study: open clock. break clock. Kick clock (diary!) x it. read it ("the ink is mine over
cursed blood")

- silver coin is a 5 shilling pc. ~~(get bronze)~~ give it to the man or old (gives bronze coin + handkerchief in return) {he leaves}
- bronze coin (1-shilling pc) give it to the same (get wine) x wine [3]
open doors W! W → [Inn, Back Room] doorway N, break, cleaver.
N → [Back Yard] (black front W, man N+6) horse. ride horse (get horsehair, ^{wide} +)
- all items of your inventory are at Doctor's Office - unless you dropped them elsewhere beforehand.
- pour piss on handkerchief. clean glasses with handkerchief. wear glasses. (they don't look good)
- (the horse died ~~fast~~ quickly)
- give bread to raven (+) take feather. x it.
- matchbook stuff @ Forest Clearing, the matchbook is yours. (x brass book. read it) "VVR"
- (Maryam died in 1770, dissolved in the arbor)
- the cleaver must be able to cut the rope bits??



get done with cleaver (+)

(Doctor displays a cross!) hit doctor with stuff (+, he drops cross)
eat doctor (+; match goes out) (+ on ready wine) [Pantry] cheese, sugar cube (can't wander in dark)



unlock chest & brass key { mousetrap, hypodermic needle, pipe } ball of sticks brown
stuff.
(set it, ~~what?~~)
[9] near mousehole [10] inject target with needle.

x ball. smell it { sickly-sweet } // drink wine @ Wine Cellars { die! }

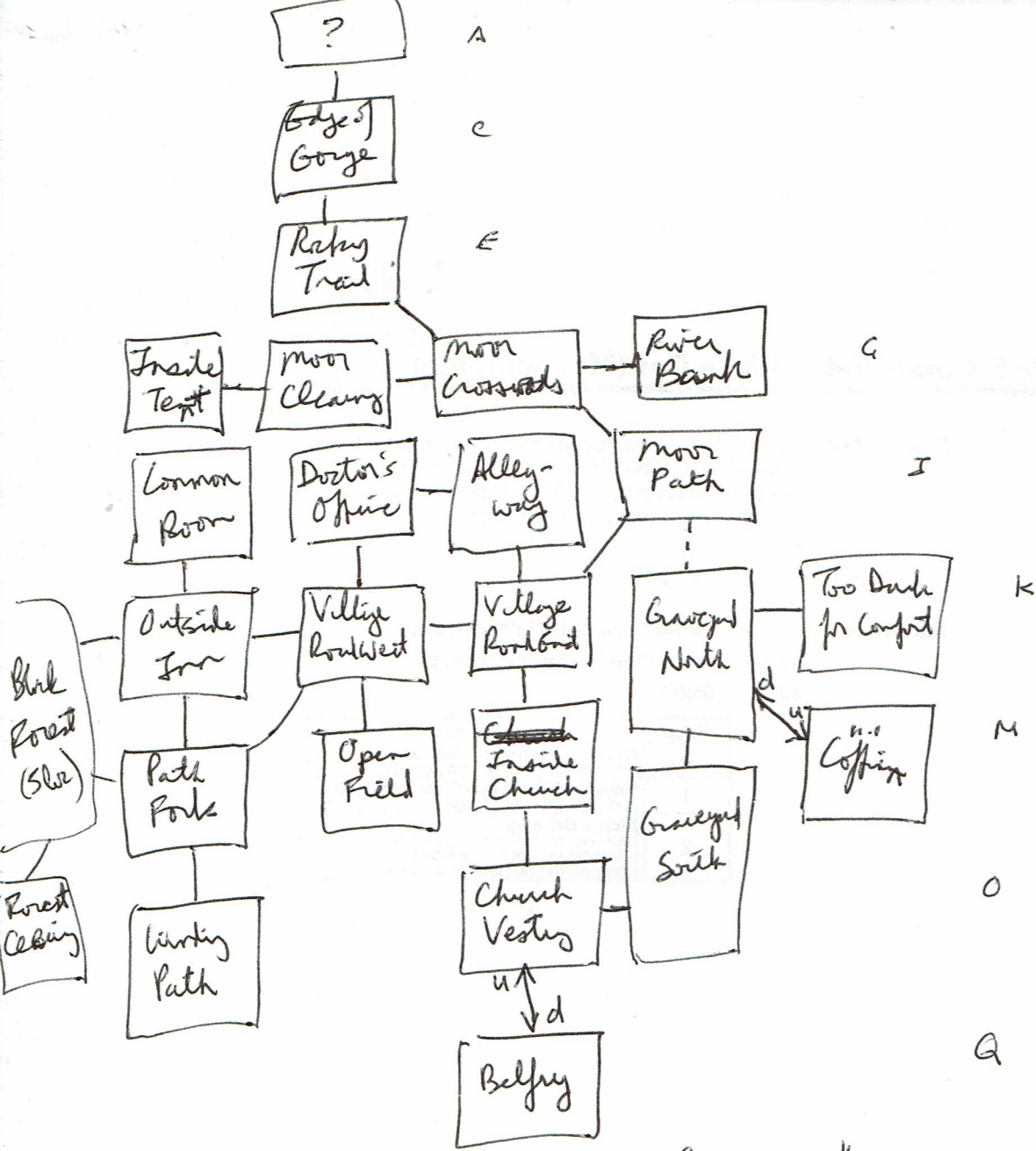
ingr: laudanum, garlic, crushed rodent,
vampire blood, raven feather, dead horsefly

[] fly music

[] put something in river

[] burn Bible

[] x mouse hole



1 3 5 7 9 11

A
C
E
G
I
K
M
O
Q