



LMV NFHG XFG
WVZGSH HL
FMOLXP ORUV





GIVEN	Z	Y	X	W	V	U	T	S	R	Q	P	O	N
BECOMES	A	B	C	D	E	F	G	H	I	J	K	L	M
GIVEN	M	L	K	J	I	H	G	F	E	D	C	B	A
BECOMES	N	O	P	Q	R	S	T	U	V	W	X	Y	Z













Dear Readers

If you are unhappy enough to have let your curiosity lead you to disturb the Crypt, then and I share a similar flaw. I too held no respect for the dead – once. But that is changed, and if you wish to survive and escape this fiendish chamber and its hellish occupant, you would do well to heed my counsel.

You have awoken him. By removing the coffin lid, you unleashed a fiendish ghoul, a blood thirsty Phantom from the very depths of hell. Even now he moves in the shadows, circling like a clock (beginning from his chamber), haunting the chambers, moving with each Door Change, lying in wait for you. He will kill you should you be so ill-fated as to open the door of the room he happens to occupy at that moment. I do not know you or how much time has elapsed since you awoke him, but I do know his motions, having survived him many times these past weeks. But I grow weary and fear that soon I will succumb to fatigue and fail to defend myself.

I leave you with three remarks: 1) Be vigilant, take note of his movements, this way you will know how to avoid him; 2) Once he has claimed a victim, he dissipates until the next Door Change, his bloodlust being momentarily satisfied. But he continues his wanderings as soon as you open another door; 3) Do not enter the Crypt when he is in there... you shall all surely die, as did my companions...

My sincerest condolences to you, all of you, for your dismal condition; may God see you through the night.

W.R.E.

January 13, 1876 - I decided that I shall record our progress and happenings - a journal, if you will, to keep accounts of our expedition. As far, we have been imprisoned in this chamber for three days. Bartlett and Sampson have been trying to figure out the mechanism behind those strange chairs in the main chamber; Sampson thinks they have something to do with the corresponding doors. McKey is sceptical and insists we ration our limited supplies. We agreed.

Jan 15, 1876 - Eureka! Bartlett and Sampson figured out the secret behind the chairs! The hypothesis was correct. The chairs are a mechanism for opening the doors. It operates by people sitting in them, leaving the chair facing the room the want to open vacant. This action then opens the door. Oddly though, only one door can be open at a given moment (opening another cause the other to close). We explored the rooms, noting each ones contents - a rather odd arrangement, this chamber.

Jan 16, 1876 - We finished exploring the rooms today, searching each one thoroughly, leaving no stone unturned as the old saying goes... odd. Very odd. The main room has grown cold. Sampson reports hearing light gasping from behind the Crypt door. He wants to investigate. Bartlett tells him that it is too late. We'll investigate in the morning.

Jan 17, 1876 - we found nothing. Whilst Bartlett and McKey tinkered with another mechanism they've found, I set my mind to those strange figures we found. They appear to be some sort of code...

Feb 5, 1876 – what have we done? Death came in the night, claiming my three companions. I alone am left. My every waking hour is spent in fear – fearful of the death that shall inevitably befall me. My supplies are running low (lasting much longer than they would have with four people, but what is the point? I am a dead man anyway). My only consolation is that I solved that blasted puzzle. It doesn't matter now, though. I shall never read it, or escape...

I can write no more. My pen grows dry. Farewell.

- W.R.E.

Crypt

Contents:

- Corpse (with key)

Gallery

Contents:

- Dusty Portrait

Study

Contents:

- Desk (locked)
- Bookshelf (empty, except for Diary)

Store Room

Contents:

- Cupboard (locked)



= chair



= "door"



= "wall"





