# A REQUEST FOR HELP

This case began when you received an email that caught your attention...

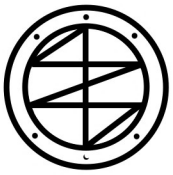
You do not know me, but my name is Mrs. Maryann Cook. While seeking someone who could help me, I've heard that you have an interest in solving problems of an occult nature. This is exactly what I need, because I come from a relatively small region called South Gloria, which has recently gained some fame for the miraculous healings performed there by a popular new religious leader. This sudden fame has undeniably been a financial boon to the area, but some things I have seen have given me reason to believe that the region has come under the influence of some kind of demonic force. People I have known for decades have begun acting cruel and life-long friendships are now sources of mistrust.

Someone needs to keep this evil from spreading, and it will need to be someone younger and more capable than I. Perhaps once you investigate you will find that I am a fool and there is nothing here that is truly demonic. But if I am correct, you may be the only person who can stop the Demon of South Gloria. I do not expect that it will go unnoticed that I have sent this letter, so if you do attempt to help, I can only give you my eternal thanks.

----Maryann Cook

To investigate the Case of the Demon of South Gloria you need to solve a series of word search puzzles. In each you will need to locate a number of words and examine the letters that remain. Often, though not always, the resulting letters will be jumbled words that can be unscrambled to get more detailed clues to what is needed to solve the mystery. There are also other kinds of puzzle involved, so you may need to adapt to new situations as they come up.

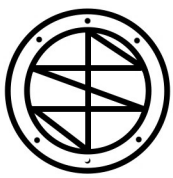
# THE BANISHING RITUAL



To complete the ritual you will need to learn from the other puzzles what words you need to find.

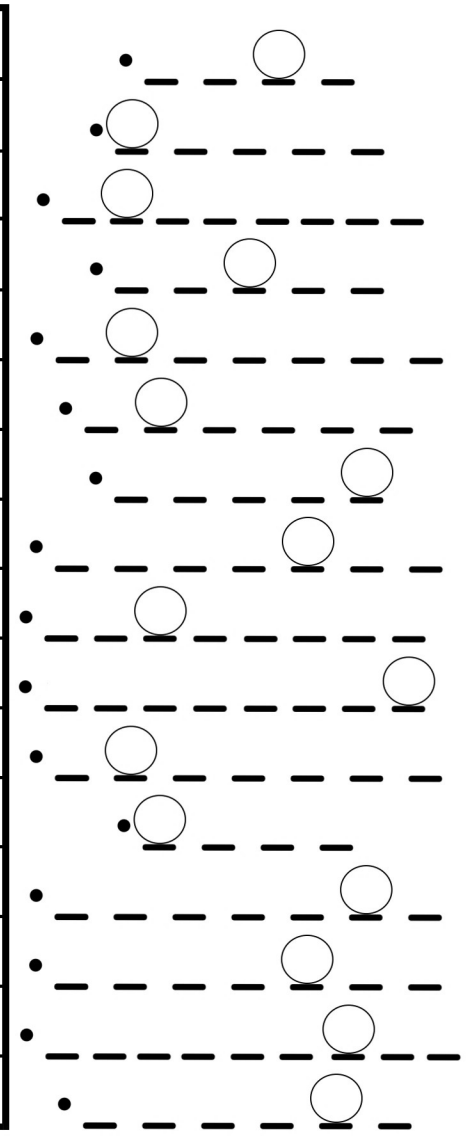
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| U | T | S | B | C | X | T | L | C | E | I | U | V | C | E | A | E |
| L | S | A | I | L | T | M | D | R | T | A | L | N | E | T | L | V |
| D | A | M | P | E | O | O | A | E | I | N | D | S | A | S | I | I |
| R | G | T | L | C | A | O | R | L | C | I | R | M | S | R | S | L |
| O | R | C | S | W | O | R | D | I | A | R | U | O | R | N | M | E |
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# 1 – STANDARD PREPARATIONS

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



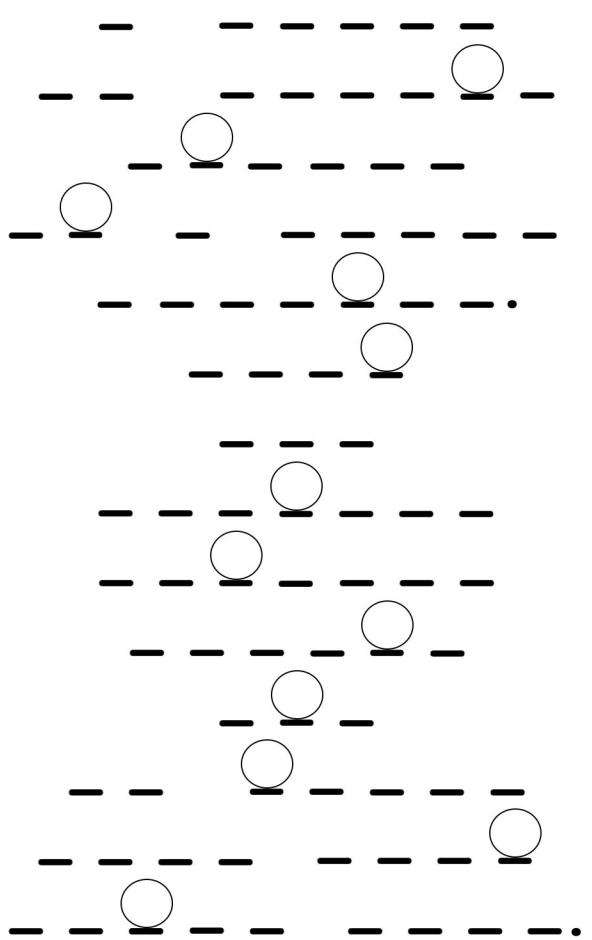
You begin the investigation as you always do, by STUDYING as much relevant information as possible. Your own extensive collection of occult BOOKS and FILES provides a valuable starting point. You peruse any WRITING on the topic of demonic forces. You READ through VOLUMES of forgotten LORE, consult the JOURNAL of a prominent exorcist, review LETTERS and CORRESPONDENCE between the mystics of old, and check the NOTES and FOOTNOTES in the TRANSCRIPTS of forbidden ancient TOMES.

After a time, you feel up to the task, though your dreams leave you with a sense of unease. You locate South Gloria on a MAP and make your way there. The region seems utterly mundane, though the local LIBRARY is quite impressive. You INSPECT the INDEX and find any TEXTS you can to RESEARCH the MYTHS and STORIES from the area.

Your EXAMINATIONS pay off. You make a list of items that will be needed when it comes time to perform the banishing ritual. But it is not enough. Now you need to find more specific details of the supposed demonic in this seemingly peaceful region.

# 2 – THE TIME APPROACHES

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| T | N | A | S | L | L | I | A | I | M | R | M | L |
| S | L | I | V | E | E | L | E | U | G | G | E | A |
| L | A | E | O | N | F | N | R | Q | A | H | N | E |
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| E | I | E | D | Y | R | U | T | N | E | C | E | D |
| C | I | N | E | S | I | N | A | R | N | E | P | A |
| A | L | A | I | E | S | I | T | H | I | S | K | Y |
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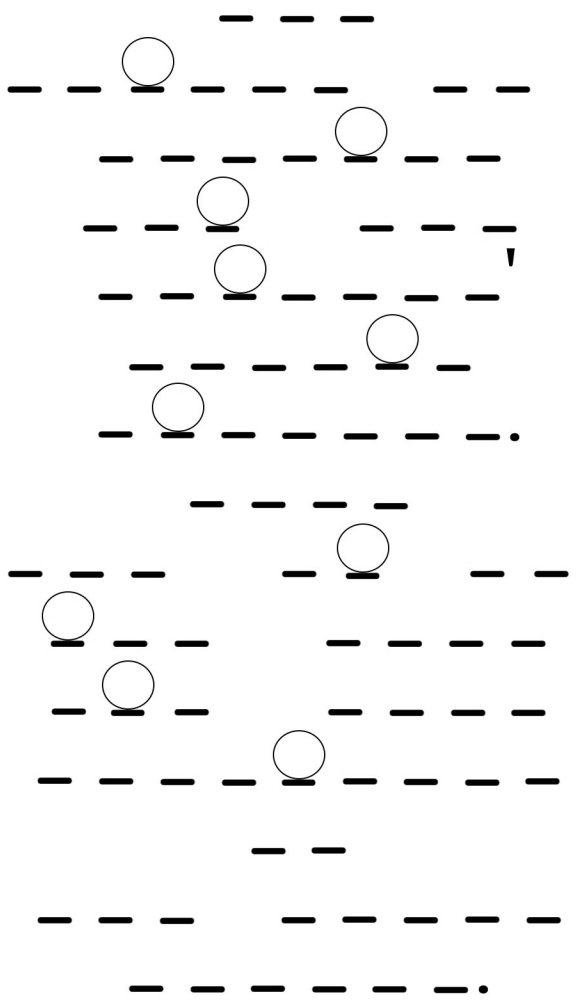
By DAY the people of South Gloria seem pleasant enough. You stop for breakfast in a diner where the locals pause for a MINUTE when they first see you. It seems new faces are under extra scrutiny SINCE some event that happened one NIGHT last weekend. But over the course of an HOUR they do open up to you, and by the time the CLOCK says noon you have learned a lot. For the better part of the CENTURY there were multiple churches in the area, but over the last DECADE a new religious movement, called the Church of the Next AEON, has absorbed them into a single group.

The Leader of the Church regularly performs miraculous healings in front of crowds, making it hard to doubt the Church's divine importance for even a SECOND. Also, they seem to agree with Mrs. Cook's belief that there are demonic influences in the world, and blame these evil forces for all of society's ills. The Leader's speeches are filled with edicts to challenge and defeat sinners, with claims that if they succeed by the end of the YEAR they will bring about a new ERA of peace that will SPAN a MILLENNIUM.

You can't yet say how much truth is in any of this. But you know that precision in temporal matters is important to mystical rituals, such as the alignment of the EARTH, MOON, and PLANETS, or distance from the EQUINOX and the SOLSTICE. You consult a CALENDAR and determine what event may soon OCCUR that could be a MOMENT of mystical significance.

# 3 – DISTRUST

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| R | O | G | S | I | T | N | I | E | N | H | A | E |
| P | T | O | I | R | O | F | G | H | E | G | I | R |
| O | C | S | L | I | T | N | V | I | A | M | T | A |
| S | F | A | E | M | A | I | A | I | L | Y | H | M |
| E | M | E | N | R | E | R | N | R | M | B | S | T |
| T | N | Y | T | E | R | R | O | R | A | E | H | H |
| A | E | S | F | A | I | R | S | T | U | P | C | G |
| A | D | A | T | E | R | D | D | E | H | B | N | I |
| N | D | H | C | O | D | B | E | N | E | I | A | N |
| N | I | E | H | D | N | I | R | S | Y | G | V | E |
| U | H | T | A | E | N | E | B | A | R | O | O | F |
| A | E | H | O | U | C | R | L | L | A | E | W | T |
| L | S | T | S | A | E | S | H | D | W | O | N | K |



Given the recent SLAYING, you'd expect the locals to be more WARY of a STRANGER in town, but since you were notably not here yet last weekend, they KNOW you could not be involved. If anything, they are more concerned about your PURPOSE than your presence. It seems like they don't want anyone investigating the crime. The victim, it turns out, was Maryann Cook. You remain SILENT about your connection. As far as they know, you are just a tourist with an interest in the upcoming ANNUAL apple festival.

They may not FEAR you, but there is a noticeable TERROR thriving BENEATH the surface here. This community does not act like a community. PARANOIA is barely SHROUDED on every face. These supposed people of FAITH think only about their OWN well-being. Nobody comes together in mourning. Nobody talks about finding the killer. Instead you overhear people being blamed for bringing the HORROR on themselves. Accusations and slander.

You walk from one side of the town to the other, then back AGAIN. On that journey you notice that someone has taken the time to BURN occult symbols on to certain stones HIDDEN around town. Whether they are a cause of the NIGHTMARE or an attempt to mitigate CHAOS, they could be useful in the ritual.

# 4 - SUSPECTS

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| S | G | S | T | T | E | N | N | W | I | O | R | E | R | P |
| U | N | S | P | I | S | S | O | G | O | O | E | C | T | O |
| S | A | E | L | E | P | A | H | C | V | P | G | N | U | E |
| P | H | N | E | A | R | T | H | E | R | P | N | E | N | P |
| I | L | T | O | W | N | A | E | V | G | O | E | D | E | I |
| C | S | I | B | I | L | A | T | S | U | R | V | I | V | E |
| I | S | W | M | L | T | S | R | I | H | T | E | V | I | L |
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| U | N | A | L | L | T | O | S | T | P | N | N | E | D | N |
| S | D | P | E | E | Y | I | D | L | Y | I | N | G | N | Y |
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| L | M | M | R | N | O | P | A | E | W | Y | A | E | I | R |
| I | S | T | C | K | B | I | R | W | L | I | N | G | F | P |

THE PRIEST: _____

_____

THE DOCTOR: _____

_____

THE CRIMINAL: _____

_____

THE TEACHER: _____

_____

You can't easily investigate a murder without PEOPLE becoming SUSPICIOUS. You don't have access to whatever FINGERPRINTS or other EVIDENCE the police found, if they even bothered to look. But even without knowledge of WITNESSES and ALIBIS, you have ways of learning things. The WARY citizens do not VOICE their concerns to you directly, but you excel at being unnoticed while they GOSSIP. Cook's BODY was found in a CHAPEL that has been EMPTY for decades. The murder WEAPON was a ceremonial dagger found LYING in a nearby field. These facts lend some credence to the idea that there could be a demonic PLOT behind the MADNESS in South Gloria. It could be that these CRUEL deaths are meant to pay a BLOOD price that keeps the demon fed.

If the murder is connected to the demon, then you can investigate that angle instead. If you assume someone found a way to bring a demon to TOWN at some point in the PAST, who would have MOTIVE and OPPORTUNITY to summon it? What could IMPEL a person to KNEEL and PRAY to such a FIEND and make some EVIL pact? Simple GREED? A HUNGER for WEALTH or FORTUNE? A local doctor has been accused of trying to profit off the sick. Was it ANGER or REVENGE? An infamous criminal has recently returned after years spent in prison. Perhaps a THIRST for POWER? Certainly the miracle-working priest has gained a lot influence in the last ten years. Or was it DESPERATION, perhaps someone NEEDED help just to SURVIVE? A young teacher is said to have once been deathly ILL and recovered. Listening closely, you gather a list of names worth looking into.

# 5 – THE SUMMONER

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| D | M | R | M | Y | E | S | G | I | M | M | O | Z | N | I |
| T | Y | | | | B | O | D | O | G | O | L | D | E | N |
| S | A | | | | | | | | | I | S | E | N | F |
| A | L | S | O | E | W | E | I | A | O | S | E | U | Y | E |
| S | A | O | G | U | S | N | C | | | | | | E | R |
| L | M | F | G | O | O | T | | | | | | | R | N |
| A | E | U | A | M | N | N | I | H | O | L | B | I | Y | A |
| S | N | R | M | P | A | O | W | M | L | E | R | V | P | L |
| | | | | | | T | F | L | O | C | K | O | A | S |
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Your ritual requires the surname of the UNWISE person reponsible for SUMMONING the demon in the first place. Where do your KEY suspects fit in to the mystery?

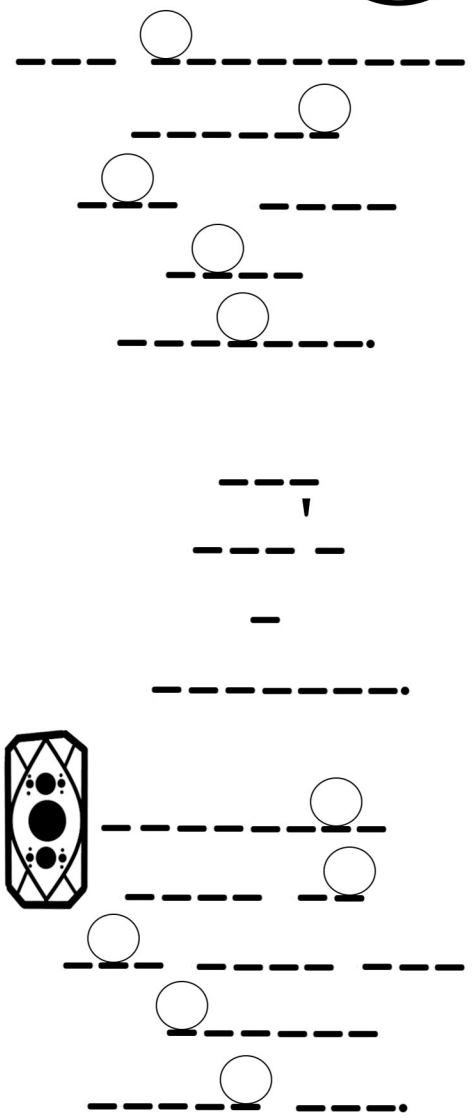
In the morning WORMS writhe on wet roads as you make your WAY downtown. You find an excuse to see the Doctor. Given her reputation, you expected her to be like an OWL hunting NET profits as PREY. In reality she seems as good a doctor as anyone could WISH for. When you are done, she recommends you attend a CEREMONY at the Church of the Next Aeon. You decide to do so.

You witness a miracle. A bleeding man, BONES broken from a recent motorcycle accident, is brought on stage. The Priest speaks fervently about VIRTUE and SIN and commands him to make a PACT with the Church. The man agrees and the Priest calls on a MUSE of the Lord. The healing is immaculate, leaving no scar or RASH. This power is as genuine as you'd heard. You see how this act can SNARE those seeking to fill a VOID in their lives.

Then the Priest addresses his FLOCK. The homily that is no BEAM of GOLDEN sunshine. He gives TESTIMONY that the plans of SATAN continue to COIL around the town. A ROGUE, he says, had come to gorge on them like a MAGGOT in rotted flesh. He takes credit for stopping this ENEMY. Thus, you learn that the Criminal was killed LAST night, in the same manner Mrs. Cook. had been. Now, before they bother to INTER the body and with nobody to LAMENT his death, the man has been declared a VASSAL of the INFERNALS and proclaimed LOST to HELL. The crowd is ASTIR with ZEAL, gleeful of the HARM that came to one they consider evil.

# 6 - THE CURSED CHURCH

| S | B | O | I | R | A | N | F | G | M | S | H | N | I | T |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
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| T | E | U | N | Y | N | E | D | O | S | T | A | E | R | G |
| I | R | F | R | E | D | A | E | L | T | P | N | O | U | I |
| R | H | A | M | C | N | S | X | E | R | E | I | D | L | R |
| C | T | Y | R | R | O | W | I | D | U | W | C | O | S | T |
| O | A | T | M | A | T | B | L | E | S | S | I | N | G | E |
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| Y | W | E | U | G | N | I | H | T | I | T | O | A | T | A |
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| C | U | E | R | M | L | S | H | T | I | C | Y | A | R | I |
| C | I | D | O | C | S | N | I | E | O | S | E | R | I | F |
| U | S | I | U | E | G | N | R | T | R | H | O | F | N | I |
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| E | O | I | W | M | S | T | E | T | E | P | A | C | S | E |





You begin to understand what's going on, but need more information to get the ritual RIGHT. After dark, you break into the chapel where Mrs. Cook's body was found. A thick layer of dust covers the PEWS, but the floors show signs of recent use.

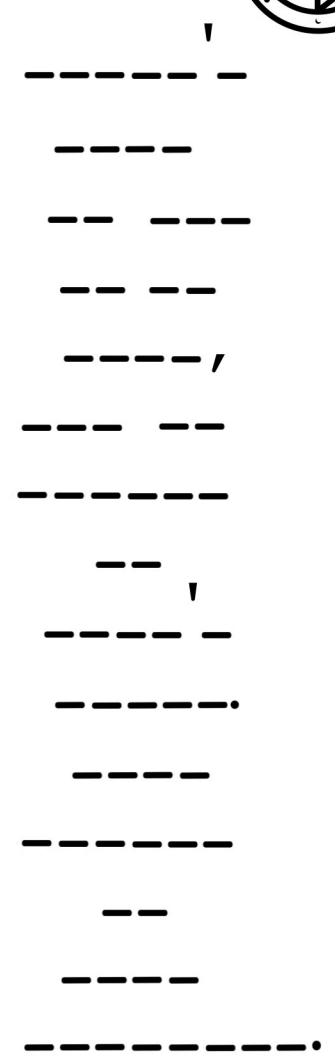
South Gloria's popular religious LEADER has received a demonic BLESSING that grants him true healing powers. Deals like this come at a COST. In this case, a TITHING of flesh, carved from a living body and burned. This PAYMENT is meant to be a SACRIFICE, but here it's being used to PUNISH people. You can imagine previous Church GATHERINGS. The PRIEST put on a SHOW, someone was HEALED, and the HYPOCRITES of the Church no doubt showed the same HATRED for whatever member of the OUTGROUP was slain that they did earlier tonight. It must feel like a GREAT way to maintain ORDER, but it has sown PANIC and MISTRUST among the Church's followers. Each of them knows that they could be picked as the NEXT enemy and feel the WRATH of the CULT unless they ACCUSE someone else first.

Where there must once have been an altar you see the remains of old FIRES. Among them are ceramic fragments depicting a mystical icon. You take them.

A noise. You turn. A GAUNT figure has entered. You recognize her as the Teacher from your suspect list. She speaks first, tells you not to WORRY. She has been keeping WATCH over you since your arrival. Her plan had been to save enough money to ESCAPE town, live in EXILE. Now she thinks that it may make more sense for you to work TOGETHER.

# 7 - THE ALLY

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| G | U | T | S | L | | B | U |
| I | D | E | I | O | D | | H |
| E | I | N | N | W | A | D | |
| R | O | C | K | E | O | S | R |
| O | D | R | S | D | W | E | I |
| T | A | S | B | E | G | L | F |
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Your new ally agrees to help you fill in some of the blanks regarding the mystery. She tells you about life in South Gloria UNDER the REIGN of the Church of the Next Aeon. She has tried to live within narrow confines that would keep her beneath their NOTICE until she got sick. The Priest offered her a chance to be healed in front of the masses. She refused. At that point she believed him to be a GRIFTER. She got better, thanks to medicine, but people saw her rejection of the Church as an insult. She had become their enemy.

She'd thought she'd known the people in town, but soon saw how callous and malicious some could choose to be. Given the chance to indulge their cruel URGES, they did so. She was berated in the streets and mocked behind her back. Somehow they blamed her for problems as diverse as the crime rate and the weather. They claimed it was their DUTY to act this way. How fortunate for them that they loved it.

Not everyone in her village was so terrible, of course. Mrs. Cook and her family, for example, did everything they could to treat her like a human being, until the first sacrifice of this year was made. She's certain she could have been the second sacrifice this year if a greater OFFENDER hadn't turned up. The Criminal returned to town and his family and former friends shunned him. He could not get work and had to BEG on the streets for money just to EAT. Finally he asked to be ALLOWED to join the Church. They didn't even let him have that. Tragic, but it may have saved her in the end.

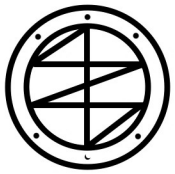
The believers see nothing wrong with this. Their leader assures them that the DAWN of the Next Aeon is upon them, so all their actions are justified. Righteous people revelling in their assured WIN.

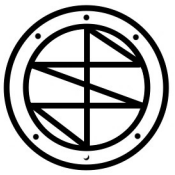
For the ritual, you need the name of the demon. You bring up the topic. While she is no longer skeptical of the Priest's supernatural abilities, she saw a man REGROW a finger at his command, she cannot say more about what she's heard for her safety. Still, she does show you the way that she and the other outcasts have been communicating in secret.

# 8 - MYSTICAL CALCULATIONS

A magic word is needed for the banishing ritual and it can only be discovered by studying the mystical icon you found at the chapel. Comparing the icon to the equations found in your grimoire, you can gather the set of mystical numbers used in the summoning. Once you've found them, you can eliminate all instances of them from the background data and see what remains.

| | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| _ _ | 6 | 0 | 6 | 5 | 1 | 4 | 2 | 8 | 9 | 1 | 4 | 5 | 5 |
| _ _ | 7 | 3 | 7 | 8 | 0 | 0 | 4 | 4 | 0 | 9 | 4 | 2 | 4 |
| _ _ | 9 | 1 | 2 | 6 | 3 | 7 | 8 | 0 | 0 | 4 | 4 | 8 | 0 |
| _ _ | 7 | 4 | 5 | 2 | 5 | 2 | 6 | 0 | 1 | 9 | 4 | 2 | 7 |
| _ _ | 1 | 4 | 9 | 7 | 8 | 6 | 7 | 2 | 5 | 2 | 0 | 4 | 2 |
| _ _ | 1 | 0 | 4 | 0 | 4 | 8 | 2 | 9 | 1 | 3 | 0 | 4 | 6 |
| _ _ | 2 | 0 | 2 | 0 | 2 | 5 | 5 | 4 | 1 | 1 | 8 | 2 | 8 |
| _ _ | 4 | 8 | 3 | 5 | 8 | 4 | 1 | 2 | 5 | 2 | 7 | 1 | 5 |
| _ _ | 0 | 7 | 6 | 7 | 9 | 7 | 1 | 1 | 2 | 4 | 3 | 1 | 1 |
| _ _ | 2 | 3 | 7 | 8 | 0 | 0 | 4 | 4 | 7 | 2 | 4 | 7 | 4 |
| _ _ | 4 | 5 | 8 | 6 | 2 | 7 | 0 | 9 | 6 | 0 | 2 | 9 | 4 |
| _ _ | 9 | 8 | 2 | 4 | 1 | 8 | 4 | 4 | 0 | 0 | 8 | 7 | 3 |
| _ _ | 0 | 4 | 1 | 4 | 5 | 5 | 5 | 2 | 7 | 6 | 9 | 6 | 1 |





H = 920 + 

= _ _ _

F = 4311 - 

= _ _ _ _

D =  + 6006 +697

= _ _ _ _

A = 70,000,000 - 2,028,876

= _ _ _ _ _ _ _ _

G = (H x 4) - 184

= _ _ _ _

E = (G + F) - (106 x )

= _ _ _ _

C = (D x 87) + 1195

= _ _ _ _ _ _

B = (C x 7) - 323,846

= _ _ _ _ _ _ _

# 9 – MISLAID CORRESPONDENCE

By early morning your research has slowed down and your ally has gone home. Now you need a word of power chosen during summoning. How will you recognize such a word when found? Any word could have been picked. You are CONCERNED you may face a seemingly impossible mission. CONFOUNDED, you decide a walk could RENEW your mind.

Soon you are ALONE on a COLD, dark ROAD, going NOWHERE specifically. Your own ECHO bounces back your way from walls of old CHURCHES now disused (save for an occasional sacrifice as you've seen). When no people are around, all DREAD and FUROR has been replaced by a kind of PEACE. All problems here were born in human minds and GREW worse. When FEARFUL people are away, you remember you are surrounded by genuine WONDER.

You are no scholar of FLORA, you can hardly discern a CEDAR from a LARCH. Animals are easier, so you examine local FAUNA as you hike by some woods. A DEER snacking on a LEAF in a nearby HOLLOW. A RACCOON washing an APPLE in a POND. You may even have HEARD a WOLF. Many birds all around. On your way back you feel more CLEARHEADED. Occasionally, you find VALUE in knowing you lack knowledge. Being aware, you can make a guess and fill in some blanks.

As you end your wandering, you see an envelope in a puddle of mud. A piece of mislaid mail originally addressing Church followers, fallen here because of some CONFLUENCE of UNREAL coincidences as if by a divine PLAN, or more likely pure CHANCE. You read. You observe a word which has been used on all Church correspondence and even on signs you've seen since arriving. A plausible choice for a power word? You can only make a guess.

| V | D | R | C | D | R | E | A | D | L | E | E | R | E | U | L | A | V | N | E |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| C | E | Z | A | O | A | S | R | L | E | H | E | A | R | D | U | P | U | L | Z |
| H | D | C | E | D | N | O | ? | E | O | D | C | C | ? | E | F | L | O | R | A |
| A | N | E | H | ? | E | F | R | L | H | N | H | C | H | U | R | C | H | E | S |
| N | U | ? | W | O | A | C | L | R | D | W | E | O | D | E | A | ? | U | L | E |
| C | O | P | E | U | ? | O | A | U | E | A | O | O | N | R | E | D | N | O | W |
| E | F | L | N | E | W | E | R | G | E | H | ? | N | O | L | F | U | R | O | R |
| B | N | A | E | C | O | N | C | E | R | N | E | D | P | O | ? | M | E | O | ? |
| L | O | N | R | A | L | F | H | D | L | O | C | P | E | ? | E | C | A | E | P |
| N | C | O | R | S | F | R | C | D | E | D | A | E | H | R | A | E | L | C | E |

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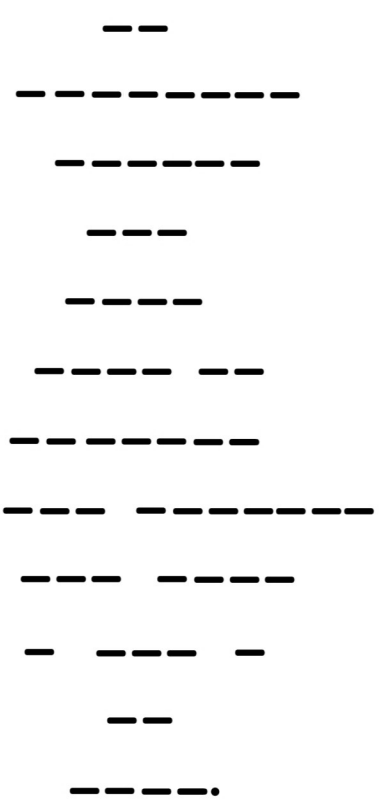
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# 10 - THE LAST DAY

| E | N | D | T | O | D | E | I | P | U | C | C | O |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| S | C | E | M | P | N | O | L | E | T | N | I | F |
| O | R | L | I | T | A | R | U | A | H | O | S | T |
| P | Y | O | U | O | T | N | A | C | N | I | U | E |
| R | O | U | T | E | S | I | L | W | L | T | M | N |
| U | E | E | N | A | D | T | O | T | C | A | E | R |
| P | R | S | E | R | D | E | A | D | E | G | V | E |
| E | S | E | R | S | S | E | U | L | T | E | T | H |
| A | D | N | S | N | I | U | R | P | L | R | A | W |
| D | A | L | A | E | E | T | N | P | A | G | E | S |
| I | N | E | L | M | S | N | M | E | D | N | O | C |
| T | L | H | M | O | D | E | E | R | F | O | E | M |
| C | A | U | G | H | T | N | O | I | T | C | A | F |



You try to get some sleep. Only two hours later, you're awakened by loud MUSIC from outside. Through the window you see a HOST of people gathered in a nearby park. A celebration of some sort. You're not yet fully prepared for the banishing ritual tonight, but decide to get a closer look, in case this is significant to your case.

You keep to the edges of the park, among the FACTION of townsfolk who seem unsure of what's going on. A makeshift stage has been put up and the crowd around it must include the entire CONGREGATION of the Church. Most are OCCUPIED with idle chat while a band plays upbeat folk songs. You notice the Doctor is present. You don't see your Ally anywhere. Things quiet down quickly when the Priest takes the stage. He speaks.

"My believers, the Current Aeon is reaching its END at last! The OMEN appearing in tonight's sky marks the transition. In the Next Aeon there shall be a glorious TEMPLE here in South Gloria that will be home to God himself! But first we must make room for this holy site! We must CLEANSE the region of all those who God CONDEMNS! Unbelievers! Those who are, spiritually speaking, already DEAD. All of you here today must STAND against corrupt unbelievers and drive them out of our precious towns, to claim this territory for FREEDOM!"

You see people REACT with shouts and cheers, but you know that this kind of speech does not OFTEN lead to anything good. The previous deaths were a TOLL paid to a demon for power, but those coming next will be something else. Cruelty has given these people a PURPOSE in life and they will RUIN the world before they relinquish it. You're running out of time. You must INCANT the ritual tonight and can't afford to get CAUGHT when these PREDATORS inevitably decide they don't trust an outsider. Furtively, you return to your room and gather the PAGES of notes you've compiled from your research, and the items you will need. Finding ROUTES that avoid the crowd, you make your way back to the vacant chapel.

# 11 - DOWN IN THE CAVE

| T | E | T | Y | O | D | E | I | R | A |
|---|---|---|---|---|---|---|---|---|---|
| N | B | E | T | R | A | Y | A | H | L |
| E | T | V | I | C | T | I | M | S | O |
| C | E | R | N | Y | E | O | D | E | Y |
| S | A | E | A | U | N | T | N | T | A |
| E | D | S | S | S | E | D | L | E | L |
| D | N | A | M | E | D | I | E | N | T |
| T | E | H | E | C | A | S | D | I | Y |
| O | F | E | V | R | R | T | G | R | L |
| T | D | S | F | E | K | U | E | H | I |
| N | E | N | I | T | N | R | S | S | N |
| A | K | G | A | S | E | B | A | E | S |
| H | C | N | E | T | S | E | Y | E | S |
| C | O | I | L | B | S | D | F | T | F |
| E | L | B | A | N | I | M | O | B | A |

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You make sure the door is LOCKED behind you. Outside, you hear the congregation CHANT. You hear someone shout in fear. You hear glass break down the street. But the STENCH of sulfur brings your attention fully into the chapel. As your EYES adjust to the DARKNESS, you see that the scene has been greatly DISTURBED since your previous visit. A large crack has sundered the floor, revealing a yawning chasm that defies the spatial reality of the place. You know this cannot exist beneath the chapel, there isn't room for it, yet there it is. You momentarily question your SANITY, before catching on. The cave does not exist in an earthly sense, this is your human mind trying to make sense of a demonic plane that has imposed itself on our world.

You repress your understandable FEAR. If the demonic forces are close to you, you're close to them. This may be an advantage. It could be that the banishing ritual could be more potent if you STAND directly before the enemy and DEMAND it be gone. You enter the cave.

The DESCENT is steep, and not EASY. You cling to the LEDGES, questioning the choices that brought you here. Just when it seems the FRAILTY of your mortal form may BETRAY, you see a source of light. You keep going. You come to a SHRINE lit by embers of a dying flame. You suddenly are not alone. Some ABOMINABLE intelligence is present, choking your senses with the very fact of its existence above and around you. You hear a voice in your head.

It knows your intentions, but has a better offer. It has no LOYALTY to the Church. It could SERVE you instead. Give up on your ritual. Go forth and BEGET hatred and mistrust in the world. FEED your VICTIMS to this abyssal force, you can have the power for yourself.

The final SECRETS of the ritual seem clear now. If you are going to do it, now is the time.