Full Experience

Purpose: Describe opening experience, 7 areas, characters, and player interaction

# Player Core Interaction

* 7 areas
* Player can choose order of 4 areas: church, scriptorium, dining hall/Kitchens, and infirmary
* Questions

# Opening Experience

NARRATOR

Welcome to [NAME], an audio drama for the Worcester Art Museum.

This app is designed to be listened to in the priory chapter house at the museum, but can be experienced anywhere. Find a comfortable place to sit and enjoy.

This is primarily a sound-based experience. Before beginning, adjust the volume on your device so that this audio is at a comfortable level.

Some audio was recorded with binaural or directional-based microphones. For best results, make sure your headphones are on correctly.

LEFT: This sentence should be heard in the *left* ear.

RIGHT: This sentence should be heard in the *right* ear.

(PAUSE)

You will be given the option to interact with characters in the drama by asking questions. To ask a question, choose one of the prompts available on screen. You may ask as many questions as you like.

# Module 1: Front Gate

## Porter: Brother Matthew

### Characterization

## Age-range: elderly

## Local, youngest son of a noble

## Been in Order for longer than anyone including prior, but probably not this priory

## Doesn’t want to be on gate duty. Is suspicious of outsiders.

## Was bored and probably doing something idle to pass the time at the beginning.

## Feels need to suck up to player character both to distract from what he was doing and to recruit player character.

## Key Messages

* Division between outside world and priory
* As self-sufficient as possible
* Cloister as center of monastic complex
* Benedictine Rule
* Chapter room and meeting

## Ambience

* Outside, daytime ambience
  + Small village
  + Sound of birds, insects
  + Summer

## Draft

FADE IN:

EXT. THE FRONT GATE -- AROUND TERCE (9 AM)

BINAURAL AUDIO: FADE IN SOUNDS OF SUMMER: HEAT HAZE (OR MOVEMENT OF HOT AIR), INSECTS BUZZING, AND BIRDS CHIRPING. A KNOCK SOUNDS ON A WOODEN DOOR IN FORWARD AUDIO.

BROTHER MATTHEW opens a window in the door; hinges may SQUEAK IN FORWARD AUDIO as he does this.

BROTHER MATTHEW

State your business.

(SHORT PAUSE)

Wait. You’re the courier, aren’t you? Then one moment.

(PAUSE, AND THEN DOOR IS UNBOLTED AND HINGES CREAK OPEN)

BROTHER MATTHEW

(*Friendlier*) Come in, come in. You’re...you’re the Prior’s nephew, yes? Son of Lady Marie of Poitiers? Then welcome to the Priory of St. John at Le Bas-Nueil.

*(Secretive)* Do you have your mother’s book? Ah yes, I see. Your uncle is attending to business outside the priory at the moment, but should be back soon. You should deliver the book directly to him.

In the meantime, he has granted you access into the Cloister. He said you might be interested in exploring the priory.

I’ll just take you to the Cloister to show you the way around.

(FOOTSTEPS ON STONE FLAGSTONES BEGIN IN THE BACKGROUND.)

This is a rare opportunity, you know. The priory is a place for the worship of God, and we are supposed to have very little contact with the outside world. Outsiders are almost never permitted inside.

(FOOTSTEPS STOP. FAINT VOICES CAN BE HEARD FROM ONE DIRECTION.)

(CLEARS THROAT)

(*Very officially*) The cloister is this courtyard, at the center of the priory as it is the center of our lives. The arcade around it connects all the main buildings of the priory. The Cloister also serves as a workspace, though as monks our main work is prayer. It’s all governed by the Rule of St. Benedict, written by the greatest abbot of our order more than five hundred years ago.

I will let the Chamberlain explain more about life in the priory. He is running the chapter meeting right now. It’s held in the chapter house, just here.

From the sound of it, the chapter is still in progress. While you’re waiting, do you have any questions for me?

## Player Interaction

QUESTION 1: Priory?

BROTHER MATTHEW

A priory is a small monastery. There are only a couple dozen monks here, with some lay brothers living outside the walls to do some of the heavier labor. The Prior – your uncle -- is the leader and moral authority within the priory. We may be able to speak our minds during the chapter meeting, but the Prior has the final word in all matters.

QUESTION 2: The Rule?

BROTHER MATTHEW

The Benedictine Rule is a set of written guidelines that tell us how to best govern the priory and promote a pure life for ourselves. It tells us how to schedule our days, how to appoint officers for specific positions, what kinds and how much food we should eat, and how we should act towards our brothers.

It was created by Saint Benedict many hundreds of years ago for his monastery in Italy. Now there are Benedictine monasteries in all lands that obey the Pope.

QUESTION 3: Why be a monk?

BROTHER MATTHEW

Well, like you, many of our number are the younger sons of nobles, those who will not inherit the fortune of their fathers. In such a position, your options are limited: become a hired sword for a noble -- and live a hard, dangerous life -- or enter into the church. The promise of monastic life is a roof over our heads, our needs provided for until death, and a life of learning, peace, and prayer.

Transition

BROTHER MATTHEW

It sounds as though the chapter meeting is over. I’ll just introduce you to the Chamberlain.

(FOOTSTEPS)

BINAURAL AUDIO: PLAYER SLOWLY BECOMES SURROUNDED BY THE SOUNDS OF VOICES IN AN ECHOING ROOM.

Brother Nicholas? This is the Prior’s nephew, son of Lady Marie of Poitiers. He is considering becoming a monk, if you remember, and he’s brought the book for us to copy. Well, I’ll leave you to it.

# Area 2: Chapter House

## Character: Chamberlain, Brother Nicholas

### Characterization

* Age-range: middle-age (40ish equivalent)
* Used to be a knight, now retired
* Well-organized
* Strong authority in the monastery with booming voice; gives commands precisely and with the expectation that they will be followed
* Concerns himself with management activities; considers himself instrumental
* Would feel need to play up his importance and be formally polite to the prior’s nephew

## Key Messages

* Hub of priory / Administrative space
* Material life
  + chests for shifts to be washed
  + what their clothing would have looked like
  + What items each monk would be given
* Vow of poverty
* Daily schedule around religious observances

## Ambience

* Starting sounds: Monks leaving the room, end of meeting, clatter in the cloister
* While inside the room: Conversations, someone opening a chest, footsteps

## Draft

INT. CHAPTER HOUSE, AFTER TERCE -- [9:30ish]

BINAURAL AUDIO: TO LEFT AND RIGHT, SOUNDS OF VOICES IN AN ECHOING ROOM, CLATTER, AND OCCASIONAL FOOTSTEPS.

BROTHER NICHOLAS

Ah yes. It is an honor to have you here.

Would you wait for one moment? I have some business to attend to.

(*To unnamed monk*) Do not forget to issue a new habit to the novice today. It is in with the clean laundry. Tell him to change after High Mass, but if he is late to dinner he will have to take a turn reading Scripture during the meal.

(*To another monk*) And you, make sure that Brother Stephan is given more pens for the Scriptorium; the copiers go through them like soldiers through a hot meal.

Oh, and don’t any of you forget what I said today – if I catch you talking again during a silent period, I *will* inform the Prior.

(AMBIENT SOUNDS FADE)

Thank you for your patience. As you can see, managing the needs of a priory is no simple task.

So, you have expressed an interest in becoming a novice? Then I hope we can give you some sense of the life you would be living. The Prior, in his wisdom, has instructed me to give you the opportunity to speak to some of the other monks. But first, do you have any questions for me?

## Player Interactions

QUESTION 1: Silent period?

BROTHER NICHOLAS

We do not speak during much of the day, never at meals, and only quietly when permitted. We are silent so much because too much talk leads to frivolousness. We are permitted to speak to say useful things or to practice devotion to God. We just finished our silent working period before the morning Mass and the chapter meeting. We will have another this afternoon.

QUESTION 2: Chapter meeting?

BROTHER NICHOLAS

We hold a daily meeting in which we discuss the running of the priory and read a chapter of St. Benedicts’ Rule. Today, for example, I assigned the weekly cooks to the Kitchens, and read part of the sixth chapter of the Benedictine Rule, regarding the use of speech. Some of our number have become more talkative in the cloister at late, and needed reminding that they should speak constructively or not at all. Normally the Prior might discipline them for their lax behavior, but we shall have to wait until the chapter tomorrow to see what he thinks.

QUESTION 3: Lifestyle?

Our lives are strictly regulated so that our attention is always on worship, as will yours be, if you choose to be a monk. Your days would be arranged around the cycle of the Divine Office, six dedicated times for prayer. You would get up before dawn every day to begin this cycle and go to bed around nightfall. In between you would work in the cloister or study Scripture.

Your clothes and work tools would be issued to you by the monastery, and you would wear an official uniform like ours. You will take a vow of poverty, and own nothing of your own. This is to free you from the distractions and temptations of physical things.

Transition

To Chapter House (Ending):

(AMBIENT SOUND, GROWING LOUDER: FOOTSTEPS ON STONE)

If I am not mistaken, I hear the Prior returning. Then I shall take my leave, and let you talk to him.

ELSE:

5 Area choice:

Well, you may go to the Church and the Scriptorium.

7 Area choice:

Well, you may go to the Church, the Infirmary, the Scriptorium, and the Kitchens.

BOTH:

Where would you like to go first?

(AFTER CHOICE)

Good. Then I will walk you there.

(BINAURAL: FOOTSTEPS ON GRAVEL FOR SEVERAL SECONDS, THEN STOPS)

TO INFIRMARY: Brother John, this is the Prior’s nephew. His father is a wealthy patron – ah, I see he is with one of his patients. He will be with you in a moment.

TO CHURCH: One moment, please.

(*To Brother Simon, stage whisper)* Brother Simon, when you get a chance, come speak to him.

Don’t mention what we need – we don’t want to look like we’re after his father’s money.

Brother Simon will be with you soon. He is just instructing our newest brother.

TO KITCHENS: (*Over the clatter of the Kitchens*) Brother Martin…Brother Martin! Stop a moment and see to our guest. His father is of great wealth and social standing, you know; we must show due respect.

TO SCRIPTORIUM: One moment, please.

(*Slightly muffled as though turned away from player, and whispering loudly)* Now remember, Brother Stephan, the boy’s father is an important patron, we must be courteous. Come and meet him, will you!

# Area 3: Infirmary

## Character: Infirmarian, Brother John

* Age-range: Adult (30-35 equivalent)
* Local, been in Order all his life but possibly not this priory
* Has a wide variety of knowledge available to him

Additional Character: Brother Phillip

* Elderly monk receiving care
* Has rheumatism

## Key Messages

* Healthcare and medicine
  + Traditional remedies (that they recorded)
  + Took care of monks
  + Took care of elderly monks (retirement/healthcare)

## Ambience

* Quiet space?
* Handling dried plants and/or other medicinal items? (bottles clattering around, rustling of plant-based ingredients)
* Coughing from a sick patient

## Draft

(AMBIENT AUDIO: coughing patient)

BROTHER JOHN

(*To unnamed monk*)

How are you feeling today, Brother Phillip?

BROTHER PHILLIP

My knees ache. Same as yesterday. Same as the day before.

BROTHER JOHN

All right, I will see what I can do.

(AMBIENT AUDIO: Rustling of dried objects and clattering of bottles for a few seconds, then stop)

(*To unnamed monk*) Brother, go to the millpond and get some willow bark for me please – just whatever comes off easily from the trunk. And the next time you see Brother Martin, kindly ask him for permission to give Brother Phillip some red meat for supper.

Oh, before you go, can you hand me my cane?...Much obliged.

(*To Brother Phillip*) We’ll have you feeling better soon, Brother. Rest easy.

(*Uneven footsteps and tapping noise on stone start for a brief period, get closer to the player, then stop.)*

(*To the player*) Hello there! I am Brother John. Welcome to the Infirmary.

Be it sickness, age, or infirmity, the Rule of St. Benedict commands us to take care of our brothers. The Infirmary is a space set aside for sick monks so they can get better without risking infection within the priory or having to leave the cloister. We use the knowledge from our books to care for our brothers.

Do you have any questions for me? I am happy to help.

## Player Interaction

QUESTION 1: Sickness?

BROTHER JOHN

(Ambient audio: coughing patient)

St. Benedict was clearly a practical man, and the Rule reflects this in its chapter on illness. We do not allow our brothers to suffer if they are sick. We provide these brothers with medical care, and extra warm clothes and food. The Rule even allows them red meat to help in their recovery. I use the knowledge of the books we keep and my own experience to take care of my brothers, but if I am unable to help, we may bring in an outside physician from the city.

QUESTION 2: Age?

BROTHER JOHN

Our vows as monks are for life, and that does not change even if we are unable to do our duties anymore. Elderly monks stay in the Infirmary for constant care, and may be provided a helper if necessary. We look after their spiritual needs as well, and the community will witness the last rites. It gives me reassurance to know that I can rely on such good people no matter what infirmities may befall my body.

QUESTION 3: Infirmity?

BROTHER JOHN

When I was a boy, my nurse brought me to the guest-house of a monastery to consult about the club foot I was born with. The Infirmarian came out to meet us and to recommend a treatment. He told my nurse that there was little medicine could do for me, but that a life in the cloister could provide for my needs. Thankfully my family had connections that paid my way into the Order. It is just as well. This life suits me, and I enjoy the opportunity to help my brothers.

Transitions

To Chapter House (Ending):

(*To another monk*) Yes, brother, what is it?

(FAINT WHISPERING)

Ah! It appears that the Prior has returned. I will just escort you to the chapter house, then. He is waiting for you there.

ELSE:

MAP TRANSITIONS:

3 AREAS: The Chamberlain said you may visit the Church, the Scriptorium, and the Kitchens.

2 AREAS:

You may visit the Church and the Scriptorium.

You may visit the Church and the Kitchens.

You may visit the Scriptorium and the Kitchens.

Where would you like to go next?

(AFTER CHOICE)

1 AREA:

Have you been to the Church yet?

Have you been to the Scriptorium yet?

Have you been to the Kitchens yet?

Then it would be my pleasure to take you there.

(BINAURAL: UNEVEN FOOTSTEPS ON GRAVEL FOR SEVERAL SECONDS, THEN STOPS)

TO CHURCH: I hope you enjoy the beauty of our church. It may be humble in size, but it is grand in design.

TO KITCHENS: (*Over the clatter of the Kitchens*) Brother Martin…Brother Martin! Our guest is here. Will you speak with him a moment?

TO SCRIPTORIUM: One moment, please.

(*Slightly muffled as though turned away from player, and whispering loudly)* Brother Stephan, come and meet the Prior’s nephew. He has brought a manuscript for you to copy, remember?

# Area 4: Church

## Character: Sacristan, Brother Simon

### Characterization

* Age-range: Middle Aged (30-45 modern equivalent)
* Only priest besides the prior
* Completely rejects outside world
* Singing a song when you come in
* Gets optimism from his beliefs

## Key Messages

* Church and religious observances were center of daily life
  + Day structured around observances
* Main job was religious piety
  + Other jobs were secondary to this and only to keep monastery running
  + Most of day spent on religious duties, not on secular work

## Ambience

* Very echoey room
  + If no observances going on, mostly silence
* At start, the echoey voice of the sacristan singing a song

## Draft

(AMBIENT AUDIO: Large door closes)

(AMBIENT AUDIO: When last sound ends, clattering of metal and wooden objects)

BROTHER SIMON

(*To novice)*

If I am to trust you with the communion chalice, then you must show great care when cleaning it. It’s not even a few decades old, and it’s already very fragile. One of the stones is already becoming loose, you can see.

NOVICE

Yes, Brother Simon. I’ll be careful with it.

BROTHER SIMON

(*To novice*) Good. When you get a chance, try to polish off some of this tarnish, but be careful. (*Sighs*) I do hope that Brother Stephan will let me look at that manuscript soon. This chalice has needed repairs for years now.

Brother, I see that our guest is here. Why don’t you go and get changed into your new habit, like the Chamberlain said.

(AMBIENT AUDIO: Clattering of metal and wooden objects stops)

NOVICE

Yes, Brother Simon.

(*A large, heavy wooden door closes*)

BROTHER SIMON

Yes, hello there. My apologies for keeping you waiting. I’m Brother Simon, the Sacristan.

Welcome to our church. It is relatively new to the priory, and we are very proud of it. It is of a design, we hope, that is worthy of God.

As monks, much of our time is spent here in the Church, observing the Divine Office. The Office is a cycle of prayers that we sing together every day – you might say it is the main reason monks like us exist, even more so than the Mass. We pray to reaffirm our connection to God and ask for his good favor. We sing hymns and psalms together as part of our prayers.

However, we also observe all of the rituals that any good Christian will, including Mass and religious holidays. As one of the few priests here, I often officiate at Mass, as does the Prior.

Do you have any questions?

## Player Interaction

QUESTION 1: Sacristan?

As Sacristan, it is my job to look after the religious objects of the Church, including the books and vestments we use in our services, as well as any religious objects, like the chalice we use for Communion. I understand the manuscript you have brought contains information about metalworking often used in caring for these objects. I will be very interested to see it when I can.

I also look after donations from wealthy patrons. The life of the world outside is full of sin, and many people are eager to support the prayers of monks to help them win forgiveness in the eyes of God.

QUESTION 2: Mass?

BROTHER SIMON

We celebrate the same Mass as you do, but more frequently and with more celebration. It is the ritual of Communion, after all, and it allows us all to reaffirm our connection to Christ and all of Christendom. We monks will sing or chant during Communion, but the focus is in ritual, not in prayer like in the Divine Office. Although all monks will sing during the Divine Office, only those who are ordained as priests can officiate at a Mass.

QUESTION 3: Church design?

BROTHER SIMON

Our church was finished only a few decades ago, in the new style they developed around Paris. You can see it even better in the Chapter House, which was started around the time they were finishing the church. The graceful columns and ribbed vaulting overhead give the building an elegance you won’t find even in a noble’s great hall. It’s beautiful, isn’t it?

## Transitions

To Chapter House (Ending):

(AMBIENT AUDIO: HEAVY DOOR OPENING)

(*To Novice*) Back already?

*(Faint whispering)*

I see. Apparently the Prior has returned, and has asked for you. I will take you to the chapter house. He is waiting for you there.

ELSE:

3 AREAS: You may go to the Infirmary, the Scriptorium, and the Kitchens.

2 AREAS:

You may go to the Infirmary and the Scriptorium.

You may go to the Infirmary and the Kitchens.

You may go to the Scriptorium and the Kitchens.

Where would you like to go next?

1 AREA:

Have you been to the Infirmary yet?

Have you been to the Scriptorium yet?

Have you been to the Kitchens yet?

(AFTER CHOICE)

Then allow me to escort you there.

(BINAURAL: FOOTSTEPS ON GRAVEL FOR SEVERAL SECONDS, THEN STOPS)

TO INFIRMARY: I see Brother John is with one of his patients. He will be with you in a moment.

TO KITCHENS: (*Over the clatter of the Kitchens*) Brother Martin…Brother Martin! Stop a moment and come speak to our guest, if you please. Well, he should be with you shortly.

TO SCRIPTORIUM: One moment, please.

(*Slightly muffled as though turned away from player, and whispering loudly)* Brother Stephan, won’t you please speak with our guest? Just for a few minutes. He brought a book to copy, remember? By Theophilus?

# Area 5: Kitchens

## Character: Cellarer, Brother Martin

* Age-range: Middle-age (35-40 as modern equivalent)
* Local, noble’s son
* Jovial person who speaks softly (subtly) of issues in the monastery
* Cynical humor (“can’t interrupt the meal. It would be heresy...of a sort.”)
* Misses meat, wishes they could have it

## Key Messages

* What they ate
  + Rationed food, but pretty good portions for the time
  + no red meat
  + basic meals
    - bread, ale, seafood
    - some simple recipes
* How they ate
  + share plates of food, drinking containers
  + no talking -- use sign language
  + listen to Bible passages during meal
    - continuing theme of silence and contemplation of religion

## Ambience

* Kitchen only, preparing for midday meal
  + sound of chopping, utensils clattering, running water
  + Fire crackling
  + Quite loud & bustling

## Draft

(BINAURAL AUDIO: SOUNDS OF BUSY KITCHEN WORK: Clattering dishes, chopping, running water, fire crackling, boiling water)

BROTHER MARTIN

(*To an unnamed monk*) The wine needs to be on the tables before the end of High Mass, and don’t forget to put out the cheese on the shared plates today.

Oh, hello there! Sorry, we have little time to chat. We have much to do before dinner is served, and we can’t be late – it would be heresy...of a sort.

One moment. (*To an unnamed monk)* On second thought, I think fruit would be best for today. Go and see if we have enough applies left in the cellar.

Have I introduced myself? I’m the Cellarer here. I’m in charge of the food and the cooks. Brother Martin is my name. You want to know what life is like here, yes?

(AMBIENT AUDIO: loud clattering of dishes)

Every day, we have two meals in the refectory – a midday meal and one towards evening. Our food may be plain and dull compared to a noble’s table, but at least we never lack for it, even in times of poor harvest. Saint Benedict knew that monks needed to eat sensibly.

Excuse me. (*To an unnamed monk*) I see those hand signals! Look lively and don’t dawdle! If you don’t check those beans soon they’ll overcook!

We have many fast days, when we only have one meal and simpler fare, but no one wants to hear about that! At any rate, we’re always fed well enough to do our work. We also have many feast days, when we can have more treats, much more to my fancy.

So, what else do you want to know?

## Player Interaction

QUESTION 1: Food?

BROTHER MARTIN

Well, every day we each receive a pound of bread in addition to our regular meals of beans and boiled vegetables. We have wine – in moderation, of course – and season our food with salt. Depending on the day, we’ll also receive extra dishes of food, like eggs, fruit, and occasionally seafood. For fruit we might have apples or pears, and we have cheese regularly too. Seafood usually means fish caught from the Priory’s millpond. We do not eat red meat.

QUESTION 2: Refectory?

BROTHER MARTIN

The Refectory is where we take our meals. When we eat, we are required to be silent. If we need something, we use hand signals to ask for it. For example, if you were asking for a plate, you might put your hand out flat, or for fish, you might wave your hand around like a fish’s tail.

One of our brothers reads from Scripture or another holy text while the rest of us eat. Not only do we hear the word of God, but we see it depicted on the walls, which are covered with paintings that show the stories of the New Testament.

QUESTION 3: Feast and fast days?

BROTHER MARTIN

Like you on the outside, we have feast days to celebrate religious holidays like Christmas. We’ll have extra food at our meals and special things to eat, like eel or dumplings and pancakes. We also have many days when we are supposed to fast, including Lent, Fridays and the evenings of feast days. For monks that means one less meal -- we eat as much as we need, but not as much as what our bodies want, and not the things we crave. You outsiders might cut out certain foods, but we already observe those restrictions, so we must fast by limiting our portions.

## Transitions

To Chapter House (Ending):

Have you been everywhere else? Then I will take you to the chapter house. The Prior is surely back by now, or else he would miss the start of dinner. He will meet you there.

ELSE:

3 AREAS: You may go to the Church, the Infirmary, and the Scriptorium.

2 AREAS:

You may go to the Church and the Infirmary.

You may go to the Church and the Scriptorium.

You may go to the Infirmary and the Scriptorium.

Where would you like to go next?

1 AREA:

Have you been to the Church yet?

Have you been to the Infirmary yet?

Have you been to the Scriptorium yet?

(AFTER CHOICE)

Then I can spare a few moments, I think. It will be my pleasure to take you there.

(BINAURAL: FOOTSTEPS ON GRAVEL FOR SEVERAL SECONDS, THEN STOPS)

TO INFIRMARY: It looks like Brother John is with a patient, but he is a most welcoming person. He will be happy to speak with you in a moment.

TO CHURCH: I hope you enjoy the beauty of our church. It may be humble in size, but it is grand in design.

TO SCRIPTORIUM: One moment, please.

(*Slightly muffled as though turned away from player, and whispering loudly)* Brother Stephan, our guest is here! He’s brought the book you’ve been waiting for. Come and meet him, will you!

# Area 6: Scriptorium

## Character: Precentor, Brother Stephan

### Characterization

* Age-range: Middle age (30-40 modern equivalent)
* From Germany: little known but impressive illustrator
* softly spoken, nervous, but speaks more when asked about his work and quickly becomes enthusiastic
  + possibly nervous around others and doesn’t know what to say

## Key Messages

* Center of learning and preservation of knowledge
  + Rare in time period
* Preserved important texts, both religious and secular
  + Recorded traditional remedies for the Infirmary's use
* Traded works with other monasteries and borrowed from powerful secular groups
* Also, precentor in charge of religious texts in church

## Ambience

The player should be able to hear scratching of quills on paper, and any of the following sounds: chalk on parchment, people shifting wooden chairs or desks, clattering of quills in ink wells, ambient noise of people in the room (low voices talking, coughing, etc.)

## Draft

BROTHER STEPHAN

(*A clatter of desk, shifting chair, and writing implements. Brief footsteps on stone*)

Hello.

(PAUSE)

You are the Prior’s nephew, yes? I do not know what to say. I am Brother Stephan. I am the Precentor. I look after the religious texts and the Scriptorium. We copy manuscripts here.

(PAUSE)

Is that the manuscript you brought? May I take a look at it?

*(A heavy parchment codex passes between hands.)*

(*speaking more quickly)* Marvelous. Truly marvelous. Theophilus’ *Schedula diversarum artium*, the *List of Various Arts*. A collection of the secrets to the creation of great artistic works and in particular, the secrets of illumination. To hold such a beautiful copy in my hands is a truly rare opportunity.

Have you ever seen an illustrated manuscript before? They are things of rare beauty. We will take this old book and give it to one of our copiers, who will produce a new version on good vellum. Then, one of our illustrators will add color and embellishments to the text, and pictures in the margins. Of course, one of the delights of this knowledge is for it to be used. Parts of the work are dedicated to painting, making stained glass, and metalwork. I would love to work on this book – I could even use some of Theophilus’s own recipes to illustrate his work.

(PAUSE, DURING WHICH AMBIENT AUDIO: SLIGHT COUGH AND SCRATCHING OF QUILLS ON PARCHMENT CAN BE HEARD.)

(*More quietly)* Please, excuse my enthusiasm. I am not sure I answered what you came to ask, but I do not know what else to say.

## Player Interaction

QUESTION 1: Scriptorium?

BROTHER STEPHAN

Not many people know how to read and write, but monks need our letters in order to study Holy Scripture, so copying old books is one of the most useful works we can do. Here in the Scriptorium, we copy books, study, and sometimes translate old texts from other languages.

Without this practice, much knowledge might be lost. If we didn’t copy these books, where would Christians find the knowledge to understand God, to heal His creatures, or to create beautiful things for His glory?

QUESTION 2: Precentor?

BROTHER STEPHAN

As Precentor, I look after the religious texts as well as the work that goes on in the Scriptorium. The priory has a small library, which I keep under lock and key. The monks come to me when it is time for them to read or copy a book. Of course, some of these books are by pagan authors. I am careful to make sure that only wise monks have access to books that could endanger a Christian soul.

QUESTION 3: Manuscripts?

BROTHER STEPHAN

We keep all sorts of manuscripts here, and sometimes monks produce new ones. Our collection is humble compared to the great monastic houses, but it is the best for miles around—we have books by ancient and modern authors, books of grammar, of religion, of medicine, even of poetry.

These manuscripts are very valuable, and a great deal of care is put into them. We use a variety of pigments to create illustrations that go with the text, and demonstrate the religious messages of many of the stories held within.

Transitions

Well, I…suppose you need the manuscript back now, yes? Well.

*(A heavy parchment codex passes between hands.)*

To Chapter House (Ending): Have you gone everywhere you wanted? Well…I will take you to the chapter house. If the Prior is back, he will be expecting you there.

ELSE:

3 AREAS: You may go to the Church, the Infirmary, and the Kitchens.

2 AREAS:

You may go to the Church and the Infirmary.

You may go to the Church and the Kitchens.

You may go to the Infirmary and the Kitchens.

Where would you like to go next?

1 AREA:

Have you been to the Church yet?

Have you been to the Infirmary yet?

Have you been to the Kitchens yet?

(AFTER CHOICE)

I’ll just take you there.

(BINAURAL: FOOTSTEPS ON GRAVEL FOR SEVERAL SECONDS, THEN STOPS)

TO INFIRMARY: Brother John is just here. He is with a patient. He should see you in a moment.

TO CHURCH: Brother Simon is here, I see. Then he will be able to speak with you.

TO KITCHENS: (*Over the clatter of the Kitchens*) Brother Martin…Brother Martin! It’s the Prior’s nephew. Talk to him, please.

# Area 7: Chapter Room

## Character: Prior, Peter of Poitiers

### Characterization

* Age-range: Middle-age (45-55 as modern equivalent)
* Only member of the monastery to go outside on a regular basis
* Sees himself as a moral guide to his nephew (player-character)
* Values knowledge highly
* Sees life in the monastery as a way of self-betterment
* May manage less but holds high-level view (summarizer) and acts as moral authority, focusing on the ethics of actions instead of simply who should do what

## Key Messages

* Summing up and review of what the player has learned
* Tie back into: Religion, knowledge, and self-sufficient life in the service of God

## Ambience

* One of the only places they could speak freely
* Opened onto cloister
* Meetings held in the morning -- what would have been happening outside in the cloister during this time? Would all monks attend or only some? Would some stay after the meetings to discuss things and was talking allowed after the meetings if in the room?

## Draft

(AMBIENT AUDIO: Fire crackling in grate)

PRIOR PETER

Ah yes, there you are. I apologize for not being here when you arrived, but I hear from Brother Nicholas that you have had a useful experience in my absence.

I suppose I should introduce myself properly, since the last time I saw you, you were only just learning to talk. I am Prior Peter of Poitiers. It is a pleasure to welcome my sister’s son to my priory. I am sad to say I have not seen Marie in many years, though I have heard good things from her letters to me.

Well, I believe you have something for me.

(SOUND OF MANUSCRIPT CHANGING HANDS)

Thank you for bringing this manuscript so far. By copying this work, we will be able to preserve its contents for future generations. I would like to think that this book will help monks continue making beautiful things in God’s honor for many centuries to come.

But you had another goal in coming here. I hope you found our humble priory to be of interest to you. Perhaps you learned something that you did not know before. When you leave today, I hope that you will compare the outside world to the one within this cloister, and find yourself wishing to return to this life. But that is something you must decide for yourself at another time.

Well, I would like to see what you think of what you have learned here today. Would you like to see if you have what it takes to be a monk?

## Player Interaction

=> No, thank you

Response: Well, fare you well then. Return to your earthly delights and possessions, I suppose I cannot blame you. But I hope you will reflect on what you have learned here.

=> Yes, please quiz me

Response: Good! Nice to see one so eager. Let us see how well you fare.

Quiz questions and answers were moved to separate file.

## Credits

NARRATOR

This project was created as a Master’s thesis by Caitlin Malone, an Interactive Media and Game Development student at Worcester Polytechnic Institute. It was completed with the generous help of Jeffrey Forgeng as a history advisor and representative of the Worcester Art Museum; Brian Moriarty, as thesis committee chair and technical advisor; and Dean O’Donnell, as a reader.

Narration was provided by [NAME].

Further voice acting was generously donated by members of the local community. Our cast members are:

*[Further credits will be provided by the specific actor, ex. “X as Brother Martin”.]*

NARRATOR

On behalf of all who contributed, thank you for enjoying the audio tour.