

[Quest Specifics]

1st Half of Game: “Inquisitive Phase”

Inkling 1 -

Inkling 3 -

2nd Half of Game “Battlelust Phase”

VERSES

The game’s enemy types are Zombies, Dog Zombies and Humans.

I’m thinking of instead of viral outbreak of some type, due to referenced games: cult-minded stuff,

Possible Demons:

Name	Description / What Do
Glasya-Labolas (or Caarinolaas)	Author and captain of bloodshed and slaughter, incites homicide.
Sabnock	Builds bastions, gives familiars but ALSO afflicts men with wounds that makes them gangrenous and fills them with worms.
Combination: Saabglasya	A duke of hell that desires bloodshed, they afflict their followers and other such people given to them with wounds that makes (the wounds) gangrenous, pus and worm filled. Eventually causing them to lose their minds.

Storyline:

The player's avatar is a Junior Investigator whose fourth case is to investigate a rural town. The initial reports have been related to a strange, oppressive energy and the smell of decay. The area leading to the gated-off area is seemingly a ghost district, with a lot of empty houses and stores. The first person that the player meets is someone fleeing the place. Who tells them:

"Fear Saabglasya."

The player's avatar, stricken with fear, remembers that they have a gun as they see their worldview "shift" in a way and the smell of death draws nearer. The build up is leading to a conversation with a dying person, they have been inflicted by Saabglasya and instructs the player how to cut the entity's connection with this mortal realm.

Upon leaving to see if it is all true, the player is accosted by zombie dogs.

[ Bulk of Gameplay / Puzzles and Such ]

Any person that the player talks to is a splinter-pariah of the cult of Saabglasya. Most NPCs are "safe" inside of a room, and the player's avatar should remark on how complex this place is despite seeming ruined.

Climax:

Once the player reaches the deep in the underbelly, and the main ritual area: the area looks pristine and Saabglasya himself appears. The player has a bit of a boss fight against Saabglasya, and with the intervention of a cosmic horror. The player is successful. The help is however, not without cost. Saabglasya, fearing being cast back down: pleads the player for help but nevertheless quickly stops and issues a warning. (Think like in the Hellraiser scene Frank, while being mutilated, says: "Jesus Wept.")

Resolution:

The player must purge all of the Saabglasya-infected humans both living and dead before they are able to leave. Just in time for the state troopers to arrive.

(Ultimately, the fate is grim?)

Location:

Rural Town (Ex. Pesche, San Giovanni in Galdo & Castel San Vincenzo)

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Hotel

Cafè

Cemetery

Library

Church

### Characters:

Niccolo Tomasi

**Physical Description:** [Pending]

**Character Description:** This is their fourth mission after being inducted into TOBI. Hasn't been assigned a patron spirit yet. Has a strong sense of smell and is sensitive to different energies. Is a crack shot with their weapon. Has claimed his Italian citizenship by Jure Sanguinis.

Benito "Vitali" Vitali [Handler]

**Physical Description:** Is not seen, only communicated with on radio.

**Character Description:** Vitali is a much older man. He has much experience cataloging and attacking entities. Goes quiet when he thinks— but is very calculated with what he has to say. Almost never panics.

Road Miser

**Physical Description:** This person looks a bit -. They have a backpack on them and an awful sour smell is coming off them. Walks with a slight limp.

**Character Description:** Has already been infected.

Durante

**Physical Description:** Leaning against an object. Their complexion is pallid. This person is tall.

**Character Description:** The character is breathing slightly but sounds kinda creepy, almost as if speaking with an inhale. They swap between being upset at them nearly dying and prideful from being a part of the cult. The second time the player approaches this character they are nearly at death's door; the remorse makes them tell the player how to stop them.

[Introduction]

[The game begins. The protagonist is looking down at a manila folder holding the basic MISSION BRIEFING that is needed. A good amount of the words are redacted.]

**Niccolo Tomasi**

Anderson

(mumbles to self) Just my fourth... fucking assignment,  
and this whole place stinks.

[The player pats the radio. It's FUZZY at first but then a voice can be heard from it. ]

*[The player is presented with a dialogue option. This is the first dialogue option they can pick; albeit, it's only one option.]*

**Niccolo Tomasi**

Vitali. Can you hear me?

**Vitali**

(In Italian) Yes.

**Niccolo Tomasi**

[Option 1] Can you remind me again, why this place? Is it because—?

[Option 2] Just checking in, I'm about to start investigating.

**Vitali**

[Answer to Option 1] —Nevermind that, it should be an easy task to complete. You are simply there to verify if there is indeed a presence.

[Answer to Option 2] —Okay, just remember. All you need to do is verify the presence.

[At the end of this dialogue, the player can move again. If they attempt to use the radio again there will be STATIC from it. At this point the player can move on with progression. It is NIGHTTIME and it shouldn't take too long for the player to reach the intended spot. They are accosted by an individual who is about to walk past them. ]

**Road Miser**

I wouldn't keep going if I were you, it's Saabs place now.

**Niccolo Tomasi**

Saab who?

[Instead of answering the player, the Road Miser continues to walk down the road seemingly FADING into the FOG as they go. The place is deadly silent except for the sound of FOOTSTEPS. A sudden LOUD noise breaks this monotony. ALARMED the player proceeds to investigate it and finds that its where the initial contact is.]

**[STOP HERE: START INQUISITIVE PHASE, INKLING 1]**

Gameplay Puzzle, Mechanic 1 & Navigating leads too... → [NOTE: Should Zombies arrive before or after Durante?]

**[DO NOT PROGRESS – this is the start of the Bloodlust phase.]**

[The player finds and establishes contact with DURANTE who seems to be struggling. Durante is in a FRENZIED panic. Durante is who the player was supposed to meet up for their investigation for verification purposes.]

**Durante**

You must be the... T.O.B.I agent. I didn't think the Savors could halt so much— so fast. The time with them was... (Trails off the sentence.) I need something for the pain. Could you be a dear and give me something to heal.

[This introduces the concept of healing to the character and will also show how to interact with items from the inventory; by dragging and dropping them onto the intended recipient. Upon giving DURANTE the item he scoffs at it, redirects the player a bottle.]

**Durante**

(Drinks the wine) We did good, didn't we (references to a person dear to him)... Too good. I'm paying for it. I didn't think we'd manage.

**Niccolo Tomasi**

[Option 1] – So, what's going on?

[Option 2] – We? Who are you talking about?

[Option 3] – Wait. I'll be back.

**Durante**

[Answer to Option 1] – Saabglasya... Commander of many legions; oh, how we killed to bring them. The things I've done for them and they afflict me. They punished me! I was loyal.

[Answer to Option 2] – If only I had the time... [Next branch has only OPTION 1 and OPTION 3 for dialogue choices.]

[Answer to Option 3] – I might not have much time...

**Durante**

[Dialogue Continues] – We've already done what was meant to do. We had a failsafe: But first you have to speak the verse, and he'll wholly be here. Grace me with a quick death, Lo Estraneo...

[if possible, this should be the first time the player shoots the gun at a living thing.]

[Confrontation]

*See... 2nd Half*

[Resolution]

*See... Final Inkling*

## [Quest Specifics]

**5 VERSE ARE GATHERED IN THE FIRST HALF,  
THE FINAL 4 IN THE SECOND HALF.**

### 1st Half of Game: “Inquisitive Phase”

The player is starting the investigation, and actually being inquisitive. This likely means “scavenger hunt” styled mechanics (finding items and deciphering information from them) and dialogue specific variations based also on what evidence may or may not be found.

Rule: The player must NOT take out their gun OR shoot it in this phase of the game.

Inkling 1 -

<b><u>Stage</u></b>	<b><u>Description</u> (Place, Action Verb, Goal)</b>	<b><u>Characters</u></b>	<b><u>Finishes</u> <u>Quest</u></b>
0	Niccolo meets up with a contact, they tell them that the verification process will be hard since the people are averse to outsiders. This person has been locked out from contact so Niccolo will have to investigate the hard way.	Niccolo Tomasin Initial Contact	
5	Niccolo needs to find a suitable spot to contact Vitali with the sat radio. (This should be an area with a clearing so the night sky is visible.)	Niccolo Tomasin Vitali (Unknown Character)	
10	Vitali tells Niccolo that they should probably start with finding out who is willing to talk with them.	Niccolo Tomasin (introduces specific npcs')	
25	After Niccolo is finished talking with them; one of them runs up to Niccolo and tells him that someone has been pretty sick. Niccolo stops to visit his initial contact first, they've been given (or the player can give them) a wine that was gifted to Niccolo from a denizen.	Niccolo Tomasin Unknown Character Initial Contact	
50	Niccolo navigates their way to the obscured house, almost like it's hidden. They note the door is roughly shut and need to break in.	Niccolo Tomasin Frail Man	
75	The Frail Man tells Niccolo that if he wants him to talk, he needs to complete a task. Frustrated, Niccolo agrees to this.	Niccolo Tomasin Frail Man	
80	Niccolo is nearly done with what he needs to fetch and on the way, has realized he needs to find a different path. (His way is sabotaged.)	Niccolo Tomasin	
100	The Task is completed and The Frail Man tells Niccolo of a couple of suspected townsfolk. The Frail Man says that he is cursed by Saab. A local legend.	Niccolo Tomasin Frail Man	✓



## Inkling 2 -

<b><u>Stage</u></b>	<b><u>Description</u> (Place, Action Verb, Goal)</b>	<b><u>Characters</u></b>	<b><u>Finishes</u> <u>Quest</u></b>
0	Now that Niccolo has something to work with, he goes back to his informant to speak with them. When he arrives, the informant is dead. (If Niccolo gave him a drink.) no chase.	Niccolo Tomasin Initial Contact(Deceased Now)	
0	If Niccolo didn't give him a drink, the Unknown Character would have a bolt through the heart. Niccolo notes the murder. A Chase ensues.	Niccolo Tomasin Initial Contact (Deceased Now) Mystery Character	
10	The chase ends rather fast with the hidden twists and turns that the quaint town has. Niccolo now has to complete this blind since there isn't time to update and get advice from Vitali. (Music now creepy) It starts to rain. (if there isn't a chase segway to attempting to start sleuthing but then in rains)	Niccolo Tomasin Mystery Character	
25	Niccolo "stumbles upon" an interesting scene. One of the people he had spoken with prior has a bad infection but seems very against getting help. They have a heart attack and die, but a piece of information can be found.	Niccolo Tomasin Injured Character	
50	Niccolo breaks into another place; this is an old hotel, it's claustrophobic and anxiety inducing. (see. Mechanics "Level Pacing")	Niccolo Tomasin	
75	Niccolo reaches the place that was mentioned; in that specific area, the smell immediately makes him want to vomit. Flies and larvae on the floor and body bags.	Niccolo Tomasin	
80	A threat appears and Niccolo is chased out the place. (Think of this in Manhunt: <a href="https://www.youtube.com/watch?v=plEVDFqf2SA">https://www.youtube.com/watch?v=plEVDFqf2SA</a> ) It's the first confirmed danger. A piece of evidence.	Niccolo Tomasin Aberrant Human	
100	The vibe is way more eerie and Niccolo goes to his vehicle and retrieves the gun. He hopes he doesn't have to use it.	Niccolo Tomasin	✓



A NEW DAY BEGINS.

Inkling 3 -

<u>Stage</u>	<u>Description</u> <u>(Place, Action Verb, Goal)</u>	<u>Characters</u>	<u>Finishes</u> <u>Quest</u>
0	Niccolo wakes up dizzy, still shaken by what happened last night. He needs to go report to Vitali. It's a strange walk, Vitali is updated. The stakes have arisen, but more information is needed to make a proper assessment.	Niccolo Tomasin Vitali	
5	Niccolo seeks to find an ally, since the Initial Contact had died.	Niccolo Tomasin	
10	Since Niccolo wasn't able to find someone he decides to go back into the hotel. This time he knows what to encounter.	Niccolo Tomasin	
25	Niccolo makes it back to the room from before. There is a door there that wasn't seen before the last time Niccolo was there. Niccolo enters.	Niccolo Tomasin	
50	As above. BRIGHT LIGHT– BLINDING.	Niccolo Tomasin THE ENTITY	
75	<p>Note: [ON: AS ABOVE, SO BELOW] <i><u>The great Second Hermetic Principle embodies the truth that there is a harmony, agreement, and correspondence between the several planes of Manifestation, Life and Being.</u></i></p> <p><b><u>(PLAYERS VISION– OBSCURED BY THE COFFIN, THE ONLY THING THEY CAN SEE THROUGH IS A LORRAINE CROSS SHAPED GLASS VIEW.)</u></b></p> <p><i><u>For, who is able to controvert the theory previously suggested, that the earth itself will, like the living creatures to which it has given birth, ultimately, and after passing through its own stage of death and dissolution, become an etherealized astral planet ? "As above, so below." harmony is the great law of nature.</u></i></p> <p>The player will speak with THE ENTITY– during 50 - 80.  Due to this; will create a "script" for dialogue and talking up until the silence and dark of the cemetery.</p>	Niccolo Tomasin THE ENTITY	
80	So below. DARK– UNSEEING.	Niccolo Tomasin THE ENTITY	

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100	Niccolo is encased in a coffin that he will emerge from; it starts in the Church— and ends in the undercroft of the Cemetery. With a mysterious person.	Niccolo Tomasin ????	✓
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Inkling 4 -

The true rising action to the first half / player meets Durante—

<b><u>Stage</u></b>	<b><u>Description</u> (Place, Action Verb, Goal)</b>	<b><u>Characters</u></b>	<b><u>Finishes</u> <u>Quest</u></b>
0	Durante introduces himself to Niccolo. He provides Niccolo and the players with much needed clarification.	Niccolo Tomasin Durante	
5	On their way Niccolo notices there are more infected people— Niccolo is also infected, Durante tells Niccolo of a “cure of sorts” that he’ll need.	Niccolo Tomasin Durante	
10*	Niccolo goes to find the first half of these items; these seem rather mundane. These items can be found in nature or around the town. (Maybe one or two can be skipped depending on a mechanic.)	Niccolo Tomasin	
25*	Niccolo goes to find the second half items that will purge them. These are not mundane BUT are gross XOR abnormal. (Choices: 1 - Cure themselves, 2 - (Hidden) “Poison their well” / cure some people), Choices: 3 - Do nothing with it.)	Niccolo Tomasin	
50	Returns to Durante who brews the items, tells them to use it well. (Mystery Brew, to Inventory) → (Choices: 1 - <i>Cure themselves</i> ) Durante will be pleased, the player’s health will be maxed. (Choices: 2 - <i>Poison their well” / cure some people</i> ) Durante will be surprised, the players health will be at a solid half. (Choices: 3 - <i>Do nothing with the brew— an active choice to tell Durante. If so, it’s removed from the inventory.</i> ) Do nothing,	Niccolo Tomasin Durante	

	Durante shrugs. The player's health will be <i>in a predicament</i> in the second half.		
75	<p>Whatever the player chooses—one part of the effect will be known later. Regardless of how favored Niccolo is in the town, he is invited to a gathering.</p> <p>(Ideally this is where Niccolo will be able to “poison their well” IF he hasn't already drunk the stuff.)</p> <p>Choice 2 – The Player must drag the brew in when no-one is in the room; easier if the town is favorable towards Niccolo.</p>	Niccolo Tomasin Durante NPCs	
80	If someone sees the player drag it in; Niccolo is immediately knocked out. Awakens to not have items– he must escape.	Niccolo Tomasin Durante NPCs	✓
100	The festivities end, as Niccolo drinks some wine– Niccolo is captured; he doesn't have his items and must escape.	NPCs Durante Niccolo Tomasin	✓

#### Inkling 5 - THE SACRIFICE

Final part of the first half; Ideally the player should use the gun more starting here but not go too wild if so–

Stage	Description (Place, Action Verb, Goal)	Characters	Finishes Quest
0	<p>The stakes are higher. Upon awakening, Niccolo must find some of his items. The only thing available to get is a STUN gun. Otherwise, the player will need to avoid getting caught.</p> <p>The player will need to meet with DURANTE– who has the SAT RADIO and PISTOL.</p>	Niccolo Tomasin	
5	The player will need to use the stun gun to power a gate open; once open, and Niccolo passes through. It will close. The player will then see a nice view due to a balcony– but	Niccolo Tomasin	

	the skies... are foreboding.		
10	Niccolo will note that some of the people are more sluggish, ignorant of meaningful stimuli. They are like zombies; at this point the stun gun will still be pretty effective.	Niccolo Tomasin	
25	The player will need to solve puzzles & such to get to the other part for progress.	Niccolo Tomasin	
50	Once the player is able to touch ground– they note two spots where Durante would be and can't find them; <i>they “overhear” that Durante was locked in the old church to await his slow death.</i> (IF the player has chosen to POISON THE WELL, AND WAS CAUGHT XOR their favorability with the town is low– they cannot be caught.)	Niccolo Tomasin NPCs	
75	The player finds and establishes contact with DURANTE (at the CHURCH) who seems to be struggling. Durante is in a FRENZIED panic.	Niccolo Tomasin Durante NPCs	
80	Durante gives some exposition– gives the player the SAT RADIO and Pistol and tells them what to do: “Kill him.” (The wine that the player gives Durante is a communion wine.)	Niccolo Tomasin Durante	
100	Durante's help allows the player to get marked by THE ENTITY (INVOKED a higher power than Saabglasya). How successful this is– is dependent on what happens to the brew on First Half, Inkling 4.  If nothing– <b>LOCKED</b> into Saabglasya winning; the player will be able to “kill” them but it doesn't work. As in, the entity wasn't able to take its hold. The Well Choice– Defeating Saabglasya is doable, but hard. Drinked It– Defeating Saabglasya will be way easier.	Niccolo Tomasin Durante	✓

## 2nd Half of Game “Battlelust Phase”

The player is now actively using their gun to put down foes— things are actively bad and getting way worse. Zombies, Zombie Dogs and such.

### 2nd Half—Outline

1. Niccolo Gets His Gun; finding the last few verses. | 1 VERSE
2. Overrun with Madness | 2 VERSE
3. Deep Down Under In Ritual Site | 3 VERSE
4. 4 VERSE | Saabglasya Fight, Ending 1 -->
5. Ending, Continued.

Inkling 1 - **Niccolo Gets His Gun**

Stage	Description (Place, Action Verb, Goal)	Characters	Finishes Quest
0	Niccolo will go give Vitali one final update— and then that will be the last— as supernatural interference will shut off the SAT comms.	Niccolo Tomasin Vitali	
5	There are a few zombie dogs barking and growling at the doors leading to inside the LIBRARY. The player can either use their gun to eliminate them—or sneak inside from the side.  <i>(IF the player sneaks inside they can then say, “they snuck inside via “x” path”, and that way it will be blocked.)</i>  <i>(IF the player doesn’t sneak inside that way will not be known thus, a zombie can later crawl or get in that way.)</i>	Niccolo Tomasin Zombie Dogs NPCs	
10*	<i>(IF the player sneaks inside they can then say, “they snuck inside via “x” path”, and that way it will be blocked.)</i>  An NPC asks Niccolo to kill the dogs outside, upon leaving the way in will also be blocked. Niccolo MUST kill the zombie dogs to proceed.	Niccolo Tomasin Zombie Dogs NPCs	
25*	<b><i>(IF the player doesn’t sneak inside that way will not be known thus, a zombie can later crawl or get in that way.)</i></b> Straight to the point. An NPC tells Niccolo that the dogs are ravenous. Every last one of them. A dog already bit someone.  Niccolo is given two objectives: Get the medical supply kit from the pharmacy & put down at least “x” minimum number of zed dogs to make the streets a bit safer.	Niccolo Tomasin NPCs Zombie Dogs	
50	<i>Niccolo can be told of a secret ammo cache in a hidden cellar of the cafe. (Extra Ammo &amp;&amp; Collectable(NOT A VERSE))</i>  Otherwise, Niccolo proceeds to gather the	Niccolo Tomasin Zombie Dogs	



	supply kit and cull the zombie dogs.		
75	<p>One last caged off zombie dog remains—this one is hidden until the last culled one remains.</p> <p>Upon finding and culling the last one— more emerge from a type of pit. These are way more zombie-like— or skeletal than the last.</p>	Niccolo Tomasin Zombie Dogs	
100	Niccolo delivers the medical kit and the bad news.	Niccolo Tomasin NPCs	✓

Inkling 2 - **Overrun with Madness**

Stage	Description (Place, Action Verb, Goal)	Characters	Finishes Quest
0*	One of the zombie-like NPCs is attacking another FAVORED NPC; this is inside of the LIBRARY. (This is the first actual instance of such— IF the player DIDN'T SNEAK IN)	Niccolo Tomasin Favored NPC Zombie	
5*	(IF the player DID SNEAK IN)  There is a siege against the Library. An NPC tells the player of an ammo cache in a storage room.	Niccolo Tomasin NPCs Zombie Dogs	
25	Once the siege ends. (Perhaps at the sound of a horn— it is a demon influencing everything at all) The people are shocked— it's Saabglasya doing all of it. They recognize that horn.	Niccolo Tomasin NPCs	
50*	After the siege OR If there was no siege. The player is directed to going towards the cafe to gather some items from there to deliver to the library. On the way and back there are a LOT of new threats.  The town has been overrun— on the way, the player can “save” NPCs who will then show up in the library.	Niccolo Tomasin NPCs Zombies Zombie Dogs	
75	The floor breaks underneath Niccolos' boots and he finds himself in some catacombs. Niccolo will have to kill zombies as he fits his way out.	Niccolo Tomasin Zombies Special Zombies	
100	Upon delivering the items, Niccolo is finally told of the ritual site— and what he needs. (However, Durante is the one who told us ALL.)		✓

Inkling 3 - **Deep Down Under In Ritual Site**

Stage	Description (Place, Action Verb, Goal)	Characters	Finishes Quest
0	Niccolo discovers that the ritual site is below even the Catacombe de Pietravuota. However, they must navigate the labyrinth that is the catacombs to get to the ritual site.		
25	???		
50	Niccolo finds the main ritual site—		
75	???		
80	???		
100	Niccolo must find someone and coerce them to summon Saabglasya. (or maybe just be prepared to summon him)		✓

Inkling 4 - And, once again—

Stage	Description (Place, Action Verb, Goal)	Characters	Finishes Quest
0	Niccolo must summon Saabglasya to proceed with the boss fight.		
50	Boss Phase 1		
75	Boss Phase 2		
80	(If POISON the well was chosen) && (If BREW DRUNKEN was chosen)  The player is able to proceed— they recite the final verse and will successfully send Saabglasya to nothing— they have their final thing to do—which is to cleanse.		✓
100	(IF NOTHING was chosen) the player will recite the verse and nothing will happen. They will still manage to mortally wound Saabglasya— but not for long.  However, their journey ends here as Niccolo isn't able to continue. He gets claimed by Saabglasya, who takes him with them.		✓

Inkling 5 -

Goodbye, –

Stage	Description (Place, Action Verb, Goal)	Characters	Finishes Quest
0	<p><i>Vitali is able to get a hold of him: – It's a... (OR MAYBE ITS AMBIGUOUS TO WHETHER IT IS HIM, OR NOT)</i></p> <p>A melancholic day– Niccolo will have to do just as he did to Durante. He needs to leave no survivors.</p>	Niccolo Tomasin Vitali (???)	
10	Niccolo will have to actively seek some people out.		
80	<p>(If POISON the well was chosen) The player will have to finish off less overall– it's assumed that it allowed some people to not resurrect as zombies.</p> <p>(If BREW DRUNKEN was chosen) The player will have a LOT more to go.</p>	Niccolo Tomasin <del>Infected-NPCs</del> <del>Zombies</del> <del>Zombie-Dogs</del>	
100	<p>The player must purge all of the Saabglsya-infected humans both living and dead before they are able to leave. Just in time for the Italian Police to arrive– as Niccolo is done, and is heading for his car.</p> <p>(IF POISONED THEIR WELL... was chosen: It's implied that some people were actually able to get out safely– and unfortunately, a bigger amount was killed.)</p>	Niccolo Police	✓

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<u>VERSES</u>	<u>Location Found</u>
A seed of ill omen, a sight will come to bare: "O me." The head unlatched from torso had bellowed, The heads' function, a lamp: a beacon of hope.	
Among the mounds of flesh and mutilated spares, All the diseases in one moat-- a stench as strong, I've shuddered pestilence seen from beast to worm.	
Keep to thy thorn, and vent thyself with that: The veil so thick ne'er nothin' come through, Break bramble of blackened vein from abyss'al sigh.	
Spurned by the great he threw himself down outstretched by fate, Hunger coarsed through pain what sorrow could naught', Love engorged and by bones-- your skull a gift to my foe.	
And the mind of man, a wanderer More from flesh and less of frantic thought, A resplendent voice, "I am ??????", I will ease,	
And a portal emerged, diverse in color and I went, "Return?" And he: "Who shall be of mine", Thine life subjugated by wines of 'morse.	
O thou vain glory, how saccharine sweet, Thy courteous had given greater desire: My love, my brother-- thy heart had bent.	
A safe passage promised unto me, Wherefore the hand seeks, and finds: a helpful one, What pity at what afterward I saw,	
Ombre' cover of night and hell, Ne're a sight as thick as veil, Thine escort, thine lifeline: Nil.  With great joy, I've etched in the world-- thy cage: "Saabglasya", you seek nothing: Yours' is ash.	