

Francis Frehry - an untidy person in a turtleneck

As an architect who'd fallen on hard times, you had to find more creative ways to keep the money coming in. No one wanted beautiful, quality, artistic buildings anymore; all anyone cared about was the price. The most recent earthquake safety standards and fire codes were rather excessive, and tended to send the price of new construction soaring. You happened to be clever enough to find ways to pass inspection, even if your designs might not hold up as well as expected. It was a one-in-a-million chance any of your cut corners would matter, but well, karma's a bitch.

Earlier this evening, you and your colleagues Professor Lynch and Ev Gallo were attending the premiere of a new musical adaptation of Dante's Inferno; as the designer of the new theater, you were a guest of honor. During the second act you heard someone scream, then suddenly the auditorium filled with smoke - people were panicking - everyone was running and screaming - a crying woman caught in the onrushing crowd and trampled - and before you could figure out what was going on, you found yourself in this strange place with a handful of people you recognize from the audience. It appears that you and most of the people in that building died... likely because of the shoddy work you did to keep your business afloat. Thank goodness you can't read tomorrow's paper. The guilt you feel is already too much. In fact, you feel it weighing you down like a stone. You feel like unless you find a way to get forgiveness from at least some of those you've wronged, you're just going to keep sinking. You don't know what this afterlife really is, but without a way to relieve your guilt, anywhere will feel like a hell.

Goals:

- Find a way to get forgiveness from people you wronged.
- Redeem yourself; do some good in life (or afterlife, you guess). You have fond memories of instilling young architecture students with knowledge and dreams, but maybe you should do something more substantial.
- Come to terms with the tragedy that ended your life and the lives of the other people here.
- Find a way to get into an appropriate place to spend the rest of eternity.

Start in the Cave (Room A)