

ST. BART'S CATHEDRAL

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St. Bart's Divine Cathedral – a huge edifice somewhere in the more obscure outskirts of Amsterdam, known among the locals as “St. Bart”, “Big Bart” or simply “The Bart” – a place with a strange history, surrounded by urban legends, rumors and feverish dreams.

In the distant 13th century, a local holy man, remembered by history only as St. Bart, decided that the newly established town of Amsterdam needed a glorious temple as a symbol of its faith and bright future. St. Bart was a jolly fellow, who enjoyed drinking beer, spending evenings with his beautiful wife, Lady Maxime, and of course, reading the Bible. He spent many days reading holy texts, which convinced the people of his piety (though some rumors say he was just a very slow reader). This is why it was easy for him to rally numerous peasants and craftsmen to his cause, and begin the construction of the great cathedral.

The edifice turned out to be much larger than expected – probably because the workers' zeal was too great (or perhaps St. Bart misread the schematics after having a little too much beer one evening). The completed cathedral was enormous, with numerous floors both above and below the surface. The building required a whole army of workers to maintain it, which necessitated the construction of entire sections serving as living quarters for the people who inhabited it. There were countless rumors of incredible treasure rooms hidden somewhere within the complex inner structure as well...

The unbearable maintenance costs eventually led to the cathedral being mostly abandoned by everyone, except for St. Bart, Lady Maxime, and a small number of priests who still believed in the temple's divine mission. However, the budding city of Amsterdam grew in a different direction, and "The Bart" ended up in the city's outskirts, far from everyone. When the pious St. Bart passed away, he was buried in a specially prepared tomb within the cathedral itself. Lady Maxime was the only one who remained in the big empty temple, and her ultimate fate remains unknown...

The 20th Century

After being forgotten for centuries, interest towards St. Bart's cathedral was rekindled in the early 20th century, and the Church initiated large-scale renovation and restoration works in the silent temple. The temple was brought back to its original shine and glory, new service tunnels were constructed, elevators were installed, and electricity was provided. And yet, the vault where St. Bart was buried was never found, and there are only unconfirmed theories about its possible location...

The War and the Invaders

As the Second World War gripped Europe and the Netherlands fell under Nazi occupation, malefic eyes have turned towards St. Bart's cathedral. The evil Professor Intrinius, the Third Reich's topmost advisor in matters of archeology and the occult, has dispatched a special assigned force led by two of his most devious minions – Colonel Bart van Bozehond and his wicked right hand, the Baroness Maxina het Donker. The Nazis have now occupied the cathedral and all civilians are forbidden to even approach it. The invaders claim they are conducting cultural and archeological research, but Allied Intelligence suspects something more sinister is going on. Rumor has it that the evil Colonel is looking for the tomb of St. Bart and intends to steal his remains, so that they can be used in some occult ritual. Though he has had little luck so far, he is finding new

clues every day and is getting closer and closer to finding the tomb's true location. As for the twisted Baroness – she has not been seen in a week, and some informants claim she is overseeing a mysterious archeological dig under the cathedral. The veracity of these claims is not confirmed.

It's Up to You!

Allied High Command worries that the Nazis' activities at St. Bart could somehow provide them with an unforeseen advantage in the war, and have thus decided to send their best agent – William J. "BJ" Blazkowicz, the deadliest Allied field operative. His mission: infiltrate St. Bart's cathedral, investigate the enemy activities within, and terminate the leadership of the Nazi force. Furthermore, BJ has to discover the tomb of St. Bart and secure his skeletal remains for further study...

Your task awaits you, BJ! Go get 'em!



PARTS OF THE CATHEDRAL

Level 1 – Underground Tunnels: All entrances to the cathedral are either sealed off or heavily guarded by SS troops. All except one neglected entrance to the tunnels underneath the building, an entrance guarded poorly as the Nazi guards don't think anyone would be crazy enough to attempt infiltrating from there. Clearly, they have underestimated BJ's dedication to accomplishing his mission... Some parts of the tunnels have been refurbished into storage areas or troops facilities. This place is not nearly as abandoned as it was before the war.

Level 2 – Grand Foyer: Beyond the sealed-off entrance of St. Bart there is a large and opulent foyer that was designed to leave a lasting impression upon anyone who would visit the cathedral, whether they are an ordinary believer or a nobleman. Two sets of rooms were built on the sides – the Halls of Dusk to the west, and the Halls of Dawn to the East. Having snuck through the underground tunnels, BJ must now announce his presence and see if he will receive a warm welcome.

Level 3 – Ceremonial Halls: This main section of the cathedral is where all the services, sacred ceremonies and other religious events took place. There are several rooms serving different purposes, yet all have one thing in common – they are infested with Nazis. It is up to BJ to clean out this unholy blight.

Level 4 – Living Quarters: The large cathedral required numerous workers to maintain it, as well as to cater to the needs of the clergy. An entire section was dedicated to these people's housing, featuring food stores, a dining hall, kitchens, washrooms, and bedrooms. The Nazis have moved in and use this place as their barracks. BJ thinks it is about time they got an eviction notice.

Level 5 – Bell towers: Five towers rise above St. Bart, seemingly challenging the skies above. Four larger bell towers and a smaller spire in the middle, which connects to the other four via ancient bridges. There is little place to maneuver, and the invaders have already started making "renovations". BJ better not have fear of heights.

Level 6 – Sinners' Dungeon: St. Bart was a mellow man, but he could also be stern and dispense justice when it was needed. His cathedral featured a dark and nasty dungeon where he sometimes locked up particularly sinful citizens of Amsterdam, in hope that they would learn their lesson (which wasn't always the case). The Nazis were quite happy to find this place, and even prepared a torture room. BJ does not need to discriminate – in his eyes, they are all sinners!

Level 7 – Cursed Crypt: A plague swept through Europe centuries ago, and cemeteries suddenly found themselves overflowing. Always concerned for his community, the good St. Bart offered a partially finished crypt under his cathedral as a place to entomb the victims of the plague. The place was sealed off, and yet the superstitious fear of this place lingered. It was often rumored that the crypt was cursed, and that the dead within could arise and go after the living, should the place be despoiled. BJ has discovered that the Nazis attempted to explore this place. There is no telling what they may have awakened within its dark corridors...

Level 8 – Maxime’s Lair: Lady Maxime, St. Bart’s true love and closest confidant, had her own dwellings within the cathedral her husband had devoted his life to. There were actually three separate homes within this area – one for the winter, one for the summer, and one where Lady Maxime retreated to live in sorrow after her beloved had passed away. This place has a strange, eerie atmosphere, and even the Nazis avoid entering it. BJ would have to be brave and face whatever awaits him within, as well as resist the strange feeling of sadness that permeates every room.

Level 9 – Sacred Vault: Cleverly hidden within the structure of the cathedral’s roof is a vault that had remained sealed for centuries. Alas, the Nazis have divulged that St. Bart’s tomb is located somewhere within this place, and the vile Colonel van Bozehond is getting closer and closer to finding it. There is no time to waste, BJ! Defeat this “evil Bart” and find the final resting place of the holy Bart. You will recognize it by the skeleton lying within.

Level ?? – Pagan Shrine: All information on this place is based on unconfirmed rumors. Somewhere deep below the cathedral there is, supposedly, an ancient pagan shrine dedicated to the worship of the four elements (water, earth, fire, and air). Some even claim the cathedral was deliberately built on top of it, in order to contain its dark influence. There is a Nazi archeological dig there now, supposedly under the command of the twisted Baroness Maxina.

SECRET AREAS OF ST. BART'S CATHEDRAL

SHRINES

Contain: Crosses

Numerous small shrines have been built within the cathedral by various priests, monks and pilgrims over the centuries, dedicated to specific saints, or to be

used for special occasions. Many of them have been sealed off and hidden during the numerous renovations and reconstructions over the centuries, becoming forgotten. The recent invaders have discovered some of these lost sacred chambers and have converted them into altars to their evil Fuehrer. It is rumored that these shrines contain numerous precious items, most likely golden crosses.

HOLY WELLS

Contain: Chalices

Caches of pure and refreshing spring water were discovered under the cathedral's foundations during its construction, and the ancient engineers recognized its great value, declaring it to be holy water. Therefore, they constructed numerous cleverly hidden ducts that deliver the



precious liquid throughout all levels of the cathedral. These concealed chambers were often used for private ceremonies, baptisms and conversions, and are thus rumored to hold valuable jewel-encrusted chalices that the divine water was poured into. Their locations remain unknown.

TREASURIES

Contain: Treasure chests

Medieval knights, crusaders, powerful barons, and even corrupt Abbots used bribery and coercion to have their own personal secret chambers built within the structure of the cathedral, their location and means of entry known only to their shady owners. There they stored numerous valuables, heirlooms and other trinkets deemed too important to be



kept at their homes. These chambers remain undiscovered, their bounty – unspoiled...

TOMBS

Contain: Crowns

The cathedral is a holy site, and thus it was often used as a burial ground for prominent clergymen, nobles, and generals. These sepulchers are well-hidden and often completely sealed off after centuries of reconstructions, yet some



of them can still be found. Rumors claim that these tombs contain more than just dried out old bones, that items of great value were often buried in them as well. The clergy has consistently denied this hearsay, and yet some priests have been known to keep treasure-hunting equipment in their homes for seemingly no reason...



SOUL CHAMBERS

Contain: (unknown)

There are chambers within the cathedral that were not simply forgotten, but sealed off on purpose due to superstitious dread. These are rooms where supernatural events are known to have taken place in the past, some of which were even described as

“miracles”. While they inspired veneration at first, the eerie silence and oppressive atmosphere of these rooms soon started to fill people’s souls with an unnamed terror. Rumors started to circulate that these were places where people have died, which meant they were haunted. The fear became too great, and they were eventually sealed off for good... but now, strange rumblings emanate from these forgotten corners of the old cathedral. Is it possible that something sinister has awakened within their confines?

OTHER NOTABLE (NON-SECRET) AREAS

ARMORIES

Contain: weapons, ammo

The Nazi invaders have built several improvised armories within some of the abandoned parts of the cathedral, in order to keep a ready supply of arms and ammo.



INFIRMARIES

Contain: First aid kits



The invaders have also constructed a few small infirmaries to tend to their wounded. These are sure to be packed with drugs, bandages and other medical supplies. No time to lie down, just grab what you can carry!

Some “Behind-the-Scenes” Stuff

This whole episode is (mostly) based on an idea I had more than 15 years ago, though I never really did anything about it until June 2020 when I started working on it. The first level to be finished was, the first one (obviously), shortly followed by the secret level and then level 2. At this point, however, I had a bit of a “creative block”, so I just drew the rough shape of level 3 and jumped straight to the level 9 (I started making the levels in backward order, in order to break up the blockage). And thus level 3 ended up being the **last** to be finished (in August 2021).

Level 8 is a special one. The three “homes” of lady Maxime are based on real-life locations, more specifically the homes of my great-aunt, grandma and great-grandma. They are, sadly, no longer among us, but making this map was one way to honor their memory. I made sure this map stands out among the rest.

Level 10 is an idea I’ve had for a long time too (since the 90’s probably) – though it was originally intended to be a Doom level. My Doom mapping skills aren’t very good, though, so I think it’s for the best I turned it into a Wolf 3D map.

I hope you enjoyed this episode. If you like DOS gaming, make sure you find (and join) the Dosgamert community!

The Original Concept

The original plan for this episode was for it to be a part of a whole six-episode pack with a treasure-hunting theme. Every episode would have ended with the discovery of some “artifact” (represented in-game by some piece of decoration). The first episode, the Cathedral, would have housed some “sacred flame” represented in-game by a stove. Alternatively, it was going to house some “biblical wine” (from the marriage at Cana) with special powers (represented by a wooden barrel). You get the idea.

And so, every episode would have ended with some artifact, which would have included some suit of armor, a rack of spears, a flag, etc. I just had to think of some backstory for these “artifacts”. The episodes were going to include catacombs, an old prison, a chemical factory, creepy abandoned school, etc.

The idea for special secrets with themes (treasuries, tombs, etc.) also dates back to these days, more or less. It also had some variations – e.g. each secret would be some kind of shrine dedicated to some deity or demon (the latter type would have had some gory decorations, for sure). The divine shrines would have probably held the health and treasure, whereas the demonic ones – weapons and ammo. I like to make secrets special, not just extra rooms where you go to resupply.

And so, after all these years, the only episode (related to this idea) that got made is the first one, the Cathedral. This is what you are about to play. But who knows, I might get the inspiration to do the rest as well some day... time will tell.



Bart's grandma wishes you lots of chaingun fun!