

CHAPTER 66: JAMESON

Jameson carefully observes the room's ornate ceiling, noting its intricate blue and gold design featuring an elaborate X with diamond-shaped squares on either side. Within these diamonds are shields containing symbols like Greek letters, a flower, a lion, and a sword. He recalls key phrases from Rohan, but nothing clicks until he shifts his focus from the details to the broader pattern—the X itself. This realization sparks a connection to Rohan's earlier hint about "the mark," suggesting the X might literally mark a hidden spot.

Beneath the X on the ceiling lies a table, and Jameson quickly moves to inspect its underside. With Avery's help, he discovers small, coaster-sized disks in each corner. Avery identifies them as "wheels," recalling Rohan's cryptic instruction to "let the wheels turn a bit" before the game begins. The duo realizes these wheels are not just decorative but functional, likely part of a mechanism to unlock something hidden.

Working together, Jameson and Avery attempt to turn the stubborn wheels. After applying upward pressure and persistent effort, the wheels begin to rotate. Once all four are turned repeatedly until they can move no further, a hidden compartment on the table's side suddenly opens. This breakthrough confirms their theory that the wheels were the key to uncovering the next clue in the game.

Inside the compartment, they find a key, marking a significant step forward in their quest. The chapter highlights Jameson's keen observational skills and Avery's quick thinking, as well as their seamless collaboration. The discovery of the key not only advances the plot but also reinforces the theme of teamwork and deciphering hidden clues in high-stakes situations.