

**Chapter 1 : The Grey Brethren, And Other Fragments In Prose And Verse by Margaret Fairless Barber**

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Stick your sword into the gears on the left to produce a box, then break it open and rebuild the pieces into a statue. Ammand will happily walk through some doors. One down, five to go. Carry the object that comes out to the green pad near Captaine Chevalle, then stick your sword into the gears to send him through the doors. Select the orange bar on the left, then switch to a character with super strength once you find it. Pull on it to reset the puzzle, then solve the whole thing again for a Minikit. Head left until you come to an arrow pointing up, then get into the grey elevator. Place it into the receptacle nearby, then use the action button to turn it. Once the lifeboat raises, Eduardo Vilanueva will jump out and run through the doors. Jump down after it and find a Minikit by moving the boat along the water into a small tunnel to the right. Follow the blue dots until you find two barrels, then stick your sword into the nearby gears to reveal a target. Switch to a character with projectiles and hit the target to reveal a path to some cannons. Use a torch to light one of the cannons, then shoot all the targets for a Minikit. Halfway up the ramp, stop at a pair of red and white walls and jump between them to move upward. When you reach a platform with a green bar, head to the right and jump up another pair of red and white walls and grab a rope, then jump to the platform to the left. Pull on one of the chains and get ready to dance. Jump to the squares in the same order that one woman does and make sure to wait for Barbossa to jump to his square each time before you move on. Follow their pattern three times and Angria will head through his doors. Edit Free Play In Free Play mode, switch to two characters with super jumps and stand on one of the glowing flowers that appear after Angria leaves. Use your jump to get up to the chain, then follow the dancing pattern again. Jump back down both pairs of red and white walls, then continue up the ramp to the left. Walk through a waterfall, then climb up a climbable post near a white arrow pointing up. Jump to a second post to the right, then climb up to meet Gentleman Jocard. Pick up the golden gear next to him and carry it to the green pad nearby, then push on the green handle next to it until the cannon is pointing at the shiny lock. Shoot both locks and Jocard will head through his doors. Switch to a character who can go through it, then grab a Minikit from the other side. Head to the left and follow a trail of studs down another ramp. Go through a door at the bottom, then head to the right across a small bridge. At the top of the climbable wall, jump to the left, then use the action button to ride a zipline to Mistress Ching. Use your compass and select the object in the bottom right, then follow the dots to find it and place it on one of the green pads to the left of Mistress Ching. Now head to the ledge with the green bar and walk out onto the bridge. Grab a second object at the end of it and bring it back to another one of the green pads. Finally, push on a box on a blue and white track to the left of the pads. Once a green bar is revealed, switch to a character with a super jump to grab onto the bar, then jump to a Minikit. Go in behind her and stick your sword into the gears to ride an elevator upwards. At the top, follow the trail of studs and Mistress Ching to the right. Use the character button to hop into the barrel, then ride the waterfall all the way down. Stick your sword into the gears to ride the elevator back up, then go up the stairs to the right to rejoin everybody at the sword-in-gears party. Stick your sword into one of the gears to open a door, then head through to activate a cutscene. After the cutscene, go left into a room with three skeletons. Hit two until they start to drink, then hit a third one to get a bone. Edit Free Play In Free Play mode, switch to a character who can go through coral and go through the coral in the room with the three skeletons. Bring the bone into the room where you started, then hand it to the Guard Dog on the right. Once the dog joins your party, switch to him. Head back into the room with the three skeletons, then dig at the steaming rocks on the floor to open a big hole. Head down the stairs, then go through the small tunnel on the right. On the other side, jump up to grab onto a rope and open the door to the jail cell. Switch back to Jack and go inside, then pick up the box on the floor. Carry it up the stairs and bring it back into the first room. Edit Free Play In Free Play mode, switch to a character who can blow things up and destroy the shiny objects on the left side of the first room to access a door. Switch to Syrena and use her ability to break it open, giving you a Minikit. Place the box onto the green pad on the table to activate a

cutscene and finish the level.

Chapter 2 : The Grey (film) - Wikipedia

*The Grey Brethren is from 'the Commonwealth.' The Christmas papers and poems were brought out as a booklet by Messrs Mowbray Son. About the Publisher Forgotten Books publishes hundreds of thousands of rare and classic books.*

Plot[ edit ] John Ottway Liam Neeson works in Alaska as a marksman for an undisclosed oil company, killing grey wolves that threaten the drillers. On his last day on the job, he shoots one. That evening, Ottway writes a letter "without purpose" to his wife, Ana Anne Openshaw , explaining his plans to commit suicide. The next day, Ottway and other oil drillers board a plane. During the flight, Ottway dreams of sleeping with his wife in bed but is awakened by a loud bang. He buckles up in fear of a possible plane crash. Shortly afterwards, the back of the plane is torn off and it crashes. Eight people including Ottway survive the crash. However, a young oil worker, Lewenden James Badge Dale , dies of his injuries as Ottway sadly watches. Taking charge, Ottway sets the survivors on the task of building a fire. While doing this, he discovers a corpse, and is attacked by the grey wolf feeding on it. They decide to take turns keeping watch for the predators. Later, Hernandez Ben Bray is killed by two wolves. Ottway suggests they leave the crash site, but Diaz Frank Grillo questions his leadership. While searching for the wallets of their deceased colleagues, intending to return them to their families, Diaz finds an emergency wrist watch containing a radio beacon. The group then leaves the site. While walking, Flannery Joe Anderson falls behind, and is killed by wolves. One of them spots a pack of wolves approaching and the survivors run for the trees, lighting a fire in an attempt to ward off their attackers. The group sets about producing makeshift weaponry. A stressed Diaz loses his cool somewhat and belligerently threatens Ottway with a knife, but is quickly disarmed and begins regretting his actions. An omega wolf sent by the alpha wolf to test them, Ottway later surmises, after the survivors manage to kill it and then roast it for food. A bloodied and crazed Diaz, elated at having survived the attack, beheads the corpse and loudly howls like a wolf, then defiantly throws the severed head back at the pack. A move noted by the group as possibly unwise, as they accept a statement that "wolves are known to take revenge". While sitting around the fire, Diaz tells the group of his atheism and Talget Dermot Mulroney states he believes in God and lovingly talks about his daughter. Ottway states he is also an atheist, but wishes he could believe or have faith; he then recites a simple poem written by his father. A blizzard approaches; some survivors set to maintaining the fire while the others get some rest. The following morning, Burke Nonso Anozie , who had earlier been suffering from hypoxia , is found dead. The remaining survivors leave the camp and travel to the edge of a steep canyon. Talget, however, is afraid of heights and with the added handicap of a bleeding mangled hand, when his foot becomes caught on a hook, in the ensuing struggle the rope breaks away. He falls to the ground, getting severely thrashed by tree branches on the way down; barely alive, he hallucinates a vision of his daughter, but is instantly set upon and dragged away by four wolves. While attempting to save Talget, Diaz falls from the tree and badly injures his knee. Diaz, Ottway, and Hendrick continue and arrive at a river. There, Diaz, humbled by his journey and unable to walk on, explains that he can accept dying in the middle of nature and will not try to keep running. They part company, leaving a tearful Diaz contemplating the glorious mountainous vista, resigned to his fate. Reluctantly Ottway and Hendrick continue on together. Further along the river, Ottway and Hendrick are set upon by the wolves. In an attempt to flee, Hendrick falls into the river and in the chaos is trapped beneath the surface when his foot gets wedged between boulders. Ottway attempts to save him but unable to pull him loose, Hendrick soon drowns. Exhausted, he stops walking and begins going through the collected wallets of the others. As the large, snarling alpha wolf approaches him, Ottway arms himself with a knife and shards of glass from small liquor bottles taped to his other hand. He recites the words "Once more into the fray. Live and die on this day. Ottway lies against the wolf, viewed from the back - his fate is unclear.

**Chapter 3 : THE GREY BRETHERN and other fragments in prose and verse by Michael Fairless:**

*The Grey Brethren 2 The Grey Brethren Some of the happiest remembrances of my childhood are of days spent in a little Quaker colony on a high hill.*

Almost within hours, it seemed, men disappeared from civilian life. Restaurants, stores, and shops closed due to a lack of labor, while other workplaces shut down because their suppliers were short of manpower. German unemployment shot from 2. Almost immediately a cash shortage developed as banks, encouraged to fund the war, limited withdrawals. Even the wealthy had empty wallets because they could not cash a check, and they walked rather than hopping a cab. In twenty minutes call-ups to the French Army were stripped of civilian clothing, bathed, uniformed, and sent to their units. On a more ghastly level, huge casualties came quickly, and was the bloodiest year of the war. When in the United States went over there, the bloody whirlwind similarly entrapped ordinary Americans. The Brethren family of denominationsâ€™”at this point the Brethren Church, Church of the Brethren, and Old German Baptist Brethrenâ€™”faced two particularly difficult problems: Brethren troubles stemmed from the nature of the war. In World War, I modern, industrialized nation-states mobilized all of their impressive resources for a struggle to the death, and civilians were just as important as soldiers. Workers made uniforms, farmers fed soldiers, and taxpayers paid for everything. In this militant atmosphere, public opinion had little tolerance for the Brethren, at least those who held to traditional nonresistance. Early mounted the platform to preach at Church of the Brethren Annual Meeting, he received a warning that government spies were present. Small wonder, then, that conscientious objectors suffered. Those who could not wear a uniform paid a high price for their scruples. Treatment varied from camp to camp, often dependent upon the attitude of local officers. Others were harassed more seriously. One was tossed from a blanket until he fell off and broke his arm. Maurice Hess of the Old German Baptist Brethren was held in solitary for 38 days and shackled to the bars for nine hours each day. The war to end all wars was very difficult for those conscientiously opposed to participation in it. Most Brethren young men, however, entered military service as combatants. By all accounts, American soldiers demonstrated bravery, fought hard, and provided new energy that tipped the outcome. But they were poorly trained, commanded incompetently, and endured a logistical nightmare. Some, for example, first fired their weapons only when they went into combat. In the words of a German intelligence officer, American soldiers were "healthy, vigorous, and physically well-developed," but their advancing "thick columns" made "excellent targets. In the end, it could have been worse for Americans and the Brethren. The United States lost , men in the war, a high number considering the few months of American combat, but the Russians lost a staggering 3. In sum, the story of the Brethren during World War I shows the shocking capacity of modern war to impact innocent civilians, both non-resistants, and combatants. Thankfully, the Brethren did not suffer like Europeans, but their experience was bad enough. As Brethren peacemakers commemorate the centennial of the Armistice, perhaps the best way for them to forestall a similar tragedy is to stay informed about world events and to remember that modern war can come without warning but with severe consequences.

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