



Started the game by importing a party from Bane of the Cosmic Forge, after the ending where party did not take the pen, met Bela the Dragon, and agreed to chase the Cosmic Lord.

This ending gives an untypical start of Wiz7, a little more challenging than the other beginnings.



Perched upon his throne, a great black dragon sits pondering the deep mysteries of the Universe...
"Well," he says at last, "I think I know where they might be..."

It all started a short time ago, when I began to hear voices coming from inside the space machine of the Bane King...

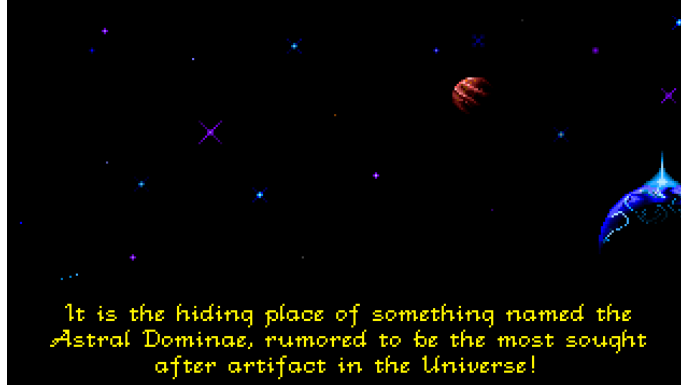
Soon I discovered the source of these mysterious voices...

A small box, emitting visions and sounds of strange creatures...



They call themselves the Umpani, and I listened as they talked of many unusual things...

Somewhere among the stars is a place they call Lost Guardia...



It is the hiding place of something named the Astral Dominae, rumored to be the most sought after artifact in the Universe!

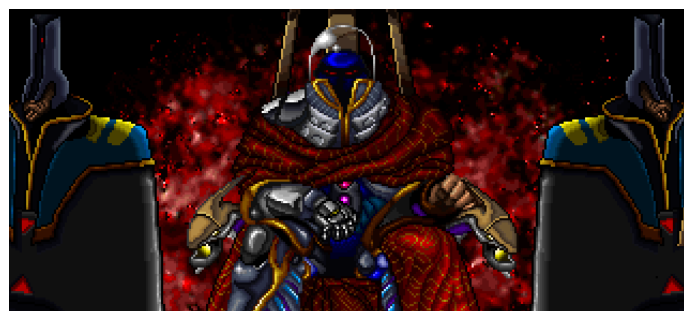


They also spoke of terrible creatures called the T'Rang, their sworn enemy...

And of a Black Ship approaching the lost world...



They say it brings death and destruction, a ship of doom...



And within the Black Ship, a god they call the Dark Savant...

They speak of him in fear, as if he were the lord of evil...

He comes in search of the Astral Dominae...
And with him, another who is a part of the mystery...



A young girl, Vi Domina, who possesses a special power over the Astral Dominae...

After the voices ceased, I devised a plan...
Someone is coming to retrieve the Cosmic Forge...
All we need to do is wait...



...Concealed near the chamber of the Cosmic Forge,
you wait in silent vigilance...



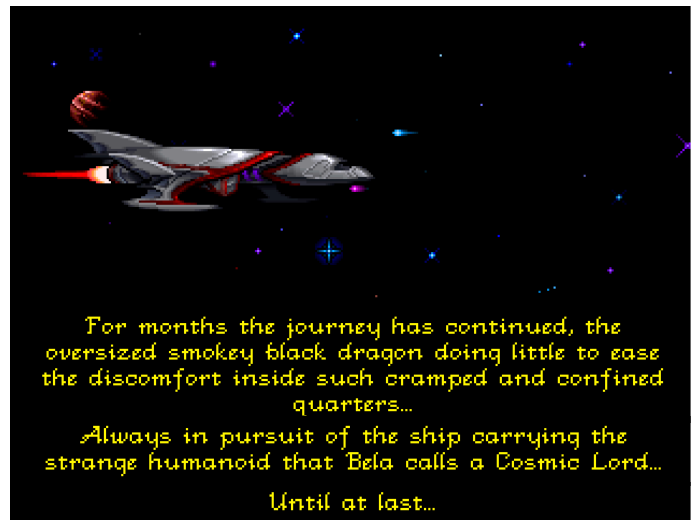
You do not wait for long...



We're off to chase a Cosmic Lord!!



...Inside a tiny bird of steel, you have traveled far
into the stars...



For months the journey has continued, the
oversized smokey black dragon doing little to ease
the discomfort inside such cramped and confined
quarters...

Always in pursuit of the ship carrying the
strange humanoid that Bela calls a Cosmic Lord...
Until at last...



























The strange world, Lost Guardia...



"Here at last!" Bela yelps, "But the Cosmic Lord
doesn't seem to be stopping!

"Prepare to disembark!" shouts Bela, and
everyone scrambles as he pushes the button...
Having only a moment to grab whatever scattered
possessions are lying nearby, you suddenly find
yourself shimmering into the strange new world...

Legend

	Standard square
	Grass field
	Road
	Dense forest
	City wall
	Mountain / cliff wall
	Darkness
	Water
	Pit
	Pit, closable
	Pit in roof above
	Pressure pad (PP)
	(Invisible) Teleporter
	Stairs / ladder up
	Stairs / ladder down
	Fountain (HP, Mana, Stamina)
	Button / lever
	Unlocked door
	Locked door (*: picked, s: knock-knock)
	Gate
	Open gateway
	Removable wall
	Transparent wall (‘window’)
	Chest

Durin, M Dwarf Samurai																								MAP #	
Lv	KXP	Str	Int	Pie	Vit	Dx	Spd	Per	Kar	HP	Rank	AC	Mod	Head	Chest	Hands	Legs	Feet	Fire	Water	Air	Earth	Mental		Divine
5	11.2	14	17	14	15	14	17	11	8	42	Daishomaster	5	-4	-1	5	0	5	2	10	10	5	10	0	5	1
6	23.5	15	18	15	16	15	18	12		48		4		-2	-3	-1	4	1	14	18	8	18	3	9	1
7	44.9							13		56					-5		-1		17	25	16	25	6	14	3A
8	92.2	16			17					64									22	32	22	33	15	18	3
9	180			16	18	16				75							-2		33	42	29	41	22	23	5
10	362				19	17			9	82									48	52	36	50	29	30	8
11	724	17				18				93									57	63	52	59	37	35	10
12	1135			17						101									66	73	60	69	45	48	3
13	1539			18						109									78	98	72	81	57	59	13
14	1932	18						14		116	Daimyo								91	113	83	93	69	84	14
15	2335						19			126									106	128	94	106	95	99	16
16	2735							15		137									117	143	126	118	109	114	18
17	3333							16		148							-4		148	158	141	129	124	129	20
18	3945	20	18	19	19	20	20	17		155	Warlord						-5		163	173	156	142	139	157	21
19	4575			20						165									178	188	193	157	154	172	23
20	5138	20	18	20	19	20	20	18		172									215	203	208	172	169	187	24
21	5819									183									230	218	223	184	184	221	25
22	6699									193					-8		-8		270	233	238	197	198	236	26
23	7086									200									285	248	253	226	213	251	26
24	7540									210	Shogun								300	263	268	241	228	289	22
25	8164				18					219									315	278	283	256	255	304	27
26	8955									230									330	293	298	271	270	344	28
27	9435									239									345	328	313	286	285	359	28
28	10046									246									360	343	328	301	300	395	28
29	10788									257									375	358	362	316	315	410	28
30	11145									267									390	373	377	345	330	425	28

Equipment	CC 321
Muramasa Blade	Cuir Gauntlets
Amulet of Healing	Buskins
Kabuto	Pandora's Wand
Hi-Kane-Do U&L	Map kit

Durin, Skills																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																							
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Eowyn, F-dwarf Valkyrie																									MAP #
Lv	KXP	Str	Int	Pie	Vit	Dx	Spd	Per	Kar	HP	Rank	AC	Mod	Head	Chest	Hands	Legs	Feet	File	Water	Air	Earth	Mental	Divine	
5	9.2	14	11	15	17	14	14	14	8	40	Champion	6	-4	6	6	6	6	-8	20	35	41	25	41	36	1
6	19.6				18			15		51					-1					42	46	28	44	46	1
7	37.4	15		16		15		16		62					-3		3			51	52	32	54	56	3
8	73.6		12							71				3			2			61	58	43	61	65	3A
9	147		13				15			82							1			69	65	51	75	75	5
10	294		14		19		16		9	91		5		2	-4	5	0	-9		86	70	59	85	85	8
11	594			17		16	17			99										99	76	66	104	95	9
12	921		15	18						107				-3	-5		-5			114	94	75	119	108	6
13	1321	16				17	18			118		4		-4	-6	4	-6	-10		129	102	86	134	134	12
14	1714	17	16							125						-2				144	124	97	149	149	14
15	2126					18				134					-8					175	138	107	164	164	15
16	2515	18		19				17		142							-8		37	190	153	118	179	178	3
17	3115							18		152					-9		-9		45	205	181	129	194	193	19F
18	3732	18	16	20	19	18	18	18		161	Heroine								52	220	196	140	209	229	22
19	4316	19	17			20	19			172						-10			57	235	211	150	224	262	21
20	4919	20	18	20	19	20	20	18		180									63	250	226	159	239	301	20
21	5532									190									70	282	241	172	254	316	20
22	6225									199									77	297	256	180	269	357	25
23	6717									209									83	312	271	191	284	395	26
24	7379									217	Olympian								88	344	286	203	299	410	26
26	8534									232					-10		-10		105	385	316	227	329	463	26
27	9138									243									114	400	331	239	364	478	27
28	9929									251									120	415	346	251	379	509	28
29	10409									259									125	430	361	260	417	524	28
30	11020									266									130	445	375	293	432	539	28
31	11762									276									135	460	390	305	455	554	28
32	12119									287									141	475	405	317	470	573	28

Equipment	CC 325
Excaliber	Mantis Gloves
Displacer Cloak	Crusader Helm
Mantis boots	
Ebony Plate (U&L)	

Eowyn, Skills		Mind Control	Power strike	Eagle Eye	Snake speed	Reflexion	Firearms	Diplomacy	Mapping	Kirijitsu	Thaumaturgy	Theology	Alchemy	Scribe	Mythology	Artifacts	Climbing	Swimming	Ninjitsu	Skullduggery	Oratory	Music	Scouting	H&F	Shield	Bow	Sling	Throw	P&S	M&I	Axe	Sword	W&D	Lv
5												24		7							27		3		25				23			31		5
6												29			2			2			33								30			33		6
7												35			5			5			35								49			38		7
8												38			7			10			41								61					8
9												44					1				50								84					9
10												47			13		3	30			57								C			42		10
11												53			15		5	99			65											49		11
12												58			16		10	C			74											57		12
13												64			17		22				86											65		13
14												68					24				97											69		14
15												73			19		28				C		5									75		15
16												80			20		46															84		16
17												84			21		51															92		17
18												90					57						7									C		18
19												97					62					10			32									19
20												C			23		64					14			37									20
21															28							19			45									21
22															34							27			54									22
23															41							35			62									23
24															50							41						5						24
26															61							55						21						26
27															67							63						27						27
28															74							70						36						28
29															79							77												

	Mind Control	Power strike	Eagle Eye	Snake speed	Reflexion	Firearms	Diplomacy	Mapping	Kirijutsu	Thaumatugy	Theology	Alchemy	Scribe	Mythology	Artifacts	Climbing	Swimming	Ninjutsu	Skuldugery	Oratory	Music	Scouting	H&F	Shield	Bow	Sling	Throw	P&S	M&f	Axe	Sword	W&D	Lv	
5											24		7								27		3		25				23			31		5
6											29			2			2				33								30			33		6
7											35			5			5				35								49			38		7
8											38			7			10				41								61					8
9											44					1					50								84					9
10											47			13		3	30				57							C			42		10	
11											53			15		5	99				65										49		11	
12											58			16		10	C				74										57		12	
13											64			17		22					86										65		13	
14											68					24					97										69		14	
15											73			19		28				C		5									75		15	
16											80			20		46															84		16	
17											84			21		51															92		17	
18											90					57						7									C		18	
19				9							97					62						10		32									19	
20				12							C			23		64						14		37									20	
21				15																		19		45									21	
22				17										28								27		54									22	
23				20										34								35		62									23	
24				24										41								41											24	
26				28										50								55						5						26
27				34										61								63						21					27	
28				38										67								70						27					28	
29				41										74								77						36					29	
30				45										79								83						42					30	
31				47										86								87						51					31	
32				49										91								94						59					32	
				53										99														68						

Jimmy, M Felpurr Ninja																								MAP #	
Lv	KXP	Str	Int	Pie	Vit	Dx	Spd	Per	Kar	HP	Rank	AC	Mod	Head	Chest	Hands	Legs	Feet	Fire	Water	Air	Earth	Mental		Divine
5	12	14	14	13	18	18	15	13	7	40	Chunin	8	0	5	8	8	8	8	30	30	40	25	15	10	1
6	24.3			14						47		5		2	5	5	5	5	37	37	46	30	23	13	1
7	50.9		15	15			16			55		3		0	3	3	3	3	42	48	52	33	29	17	3A
8	96.7	15	16					14		61		0	-1	-3	0	0	0	0	47	57	57	44	34	20	4
9	204			16				15		67		-1	-1	-4	-1	-1	-1	-1	52	68	63	51	46	23	5
10	385				19			16	8	75		-5	-4	-8	-5	-5	-5	-5	58	78	76	59	54	26	8
11	772			17						81		-7		-10	-10	-7	-10	-10	65	87	85	71	61	29	10
12	1257			18						91		-8		-11	-11	-8	-11	-11	73	102	97	85	78	36	12
13	1647	16				19				99		-9		-12	-12	-9	-12	-12	84	117	123	98	93	42	4
14	2047		17							109	Master	-12		-15	-15	-12	-15	-15	93	131	137	124	107	50	15
15	2443	17	18	19				17		119				-19					116	146	152	139	122	55	16
16	2847									128		-13		-16	-16	-13	-16	-16	131	161	180	154	137	61	19E
17	3449							18		134									143	176	212	169	151	68	21
18	4045	19	18	19	19	20	18	18		140	Jonin	-15		-18	-18	-15	-18	-18	155	191	227	200	165	75	21
19	4654	20	18	20	19	20	20	18		147									169	206	259	215	179	81	23
20	5267									155		-16		-19	-19	-16	-19	-19	183	221	293	230	194	90	24
21	5845									165									198	236	331	245	209	95	25
22	6698									171									209	251	371	260	224	102	26
23	7086									181									223	266	407	275	238	111	26
25	8537									196	Grandfather								251	315	456	305	268	124	26
26	8854									203									263	330	471	333	283	132	27
27	9443									213									278	361	486	348	298	137	28
28	10157									222									293	376	501	384	313	143	28
29	10732									230									308	391	516	406	328	149	28
30	11315									236									323	406	531	421	343	155	28
31	11929									245									336	421	546	436	358	160	28
32	12616									253									351	436	561	451	373	166	28

Equipment	CC 325
LIGHT *SWORD*	Ring of Stars
Wakizashi+1	
Ninja Cowl	
Ninja Garb U&L	
Tabi Boots	

Jimmy, Skills																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																								

Laurie, M Felpurr Ninja																								MAP #	
Lv	KXP	Str	Int	Pie	Vit	Dx	Spd	Per	Kar	HP	Rank	AC	Mod	Head	Chest	Hands	Legs	Feet	Fire	Water	Air	Earth	Mental		Divine
5	12	13	14	14	14	15	13	13	3	40	Chunin	8	0	8	8	8	8	8	36	38	37	38	35	35	1
6	24.3					16	14	14		47		5		5	5	5	5	5	42	50	46	47	48	43	1
7	50.9	14	15	15	15	17	15	15		53		3		3	3	3	3	3	49	62	53	55	58	51	3A
8	96.7							16		60		1		1	1	1	1	1	55	73	62	63	68	59	4
9	204	15	16			18	16	17		66		-1		-1	-1	-1	-1	-1	62	85	71	79	78	66	5
10	385	16		16	17		17	18	4	71		-3		-3	-3	-3	-3	-3	67	97	80	91	88	75	8
11	772		17							77		-7	-3	-10	-10	-7	-10	-10	73	110	89	102	98	82	10
12	1257			17	18		18			85		-10		-13	-13	-10	-13	-13	80	124	98	112	109	90	12
13	1647	17	18							95		-11		-14	-14	-11	-14	-14	88	137	116	122	120	99	4
14	2047	18		18						104	Master	-12		-15	-15	-12	-15	-15	98	152	146	137	135	112	15
15	2443					19				111									108	167	161	167	150	124	16
16	2847									118		-13		-20	-16	-13	-16	-16	131	182	176	182	165	137	19E
17	3449									126									144	197	209	197	180	149	21
18	4045	19	18	18	18	20	19	18		136	Jonin	-14		-21	-17	-14	-17	-17	157	212	242	212	195	161	21
19	4654	20	18	20	18	20	20	18		143									168	227	257	243	209	175	23
20	5267									149		-15		-22	-18	-15	-18	-18	183	260	272	258	224	186	24
21	5845									155									196	275	308	273	239	200	25
22	6698									163									211	290	343	288	254	212	26
23	7086									170									225	305	382	303	269	226	26
25	8537									186	Grandfather								255	335	460	333	299	254	26
26	8854									193									269	350	475	362	314	265	27
27	9443									201									284	381	490	377	329	278	28
28	10157									211									299	396	505	412	344	289	28
29	10732									217									310	411	520	427	358	303	28
30	11315									226									325	426	535	442	373	315	28
31	11929									235									340	441	550	457	388	328	28
32	12616									242									354	456	565	472	403	341	28

Equipment	CC 321
Blackbelt of 5 flowers	
Necromatic Helm	
Ninja Garb U&L	
Tabi Boots	

Laurie, Skills																																		
	Mind Control	Power strike	Eagle Eye	Snake speed	Reflexion	Firearms	Diplomacy	Mapping	Kirijutsu	Thaumaturgy	Theology	Alchemy	Scribe	Mythology	Artifacts	Climbing	Swimming	Ninjutsu	Skullduggery	Oratory	Music	Scouting	H&F	Shield	Bow	Sling	Throw	P&S	M&f	Axe	Sword	W&D	Lv	
5									11	27		21							25		22	27	12	20		11			27			24	5	
6									12			24		2			3	28						21					30			28	6	
7												27		6			8	43									4		38				7	
8												33		7			10	50									7		47				8	
9												38		8	1	1		69					24					19	57				9	
10												43		9		3	29	74					55					20	60				10	
11												47		11		5	C	82					C					23	62			30	11	
12												52		13		22		95														38	12	
13												55		15		24		C				18										44	13	
14												60		17		25						22										53	14	
15												63		18		35						30						31					15	
16												67				38						36										57	16	
17												73										43						40					17	
18												76										48						49					18	
19												82										54						56					19	
20												86										60						61					20	
21												90		20								65						68					21	
22												95										74						72					22	
23												99										79						76					23	
25												C										96						93					25	
26																						C						C				59	26	
27																46																68	27	
28																55																	28	
29																63																77	29	
30																69																	85	30
31																73																90	31	
32																82																96	32	

Arwen, F Elf Valkyrie																								MAP #	
Lv	KXP	Str	Int	Pie	Vit	Dx	Spd	Per	Kar	HP	Rank	AC	Mod	Head	Chest	Hands	Legs	Feet	Fire	Water	Air	Earth	Mental		Divine
5	9.2	13	13	15	13	14	12	12	10	40	Chevalier	10	0	10	10	10	10	10	40	35	39	35	40	40	1
6	19.6			16						46									44	42	45	38	45	53	1
7	37.4					15				53					1				48	48	50	42	55	64	3
8	73.6	14	14	17	14		13	13		61				7			5	7	51	58	56	45	62	74	3A
9	147		15					14		67									55	75	63	49	70	85	5
10	294	15		18	15	16			11	75		8	-2	5	-1	8	3	5	59	90	72	54	90	100	8
11	594	16	16				14	15		82									64	115	81	59	103	115	9
12	921						15			88									69	130	89	75	117	129	6
13	1321		17							96									75	145	98	83	141	143	12
14	1714	17	18		17		16	16		104	Champion	9	0	5	0	4	4	1	81	160	120	92	156	158	14
15	2126	18			18					111		5	-4	1	-5	0	-4	-3	89	175	132	102	171	186	15
16	2515	19		19		17	17	17		118				-4	-7		-5		95	190	144	111	186	218	3
17	3115					18				128							-7		120	205	156	123	201	233	19F
18	3732	19	18	20	18	18	18	18		136	Heroine	4		-5	-8	-1	-8	-4	130	220	169	132	216	268	22
19	4316					19		19		145				-8		-6			139	235	200	143	231	283	21
20	4919	20	18	20	18	20	20	19		152									149	250	215	154	246	320	20
21	5532									162									160	265	230	162	261	358	20
22	6225									173									170	280	245	173	276	394	25
23	6717									180									182	295	275	184	291	409	26
24	7379									191	Olympian								194	324	290	197	306	424	26
26	8534									210					-9	-10	-9		217	368	320	218	336	476	26
27	9138									219									226	400	335	227	351	491	27
28	9929									226									238	415	350	238	366	529	28
29	10409									235									249	430	365	260	381	544	28
30	11020									244									260	445	380	281	422	559	28
31	11762									254									271	460	395	294	456	574	28
32	12119									262									282	475	410	309	471	597	28

Equipment	CC 321
Maenad's Lance	Heaume
Displacer Cloak	Mantis Gloves
Plate+3 (U&L)	
Chain Hosen	

Arwen, Skills

[illegible]

Pug, M Elf Samurai																								MAP #	
Lv	KXP	Str	Int	Pie	Vit	Dx	Spd	Per	Kar	HP	Rank	AC	Mod	Head	Chest	Hands	Legs	Feet	Fire	Water	Air	Earth	Mental		Divine
5	11.2	14	16	14	14	14	17	11	5	30	Daishomaster	9	0	3	9	4	9	6	41	37	39	35	35	38	1
6	23.5			15				12		38									46	50	46	45	45	45	1
7	44.9	15	17	16		15				47					0				53	63	59	52	54	53	3A
8	92.2		18	17		16	18			52		8		2	-1	3	8	5	68	75	71	63	65	63	3
9	180			18						57							3		81	90	85	88	80	75	5
10	362			19	16	17		13	6	66									92	105	110	103	95	87	8
11	724				17		19			75									105	120	125	118	110	114	10
12	1135	16				18		14		85		6	-2	0	-3	1	0	3	119	149	140	133	125	129	3
13	1539	17								92									133	164	155	148	140	159	13
14	1932	18						15		100	Daimyo								145	179	170	163	155	190	14
15	2335							16		109									158	211	185	178	170	205	16
16	2735				18					117									173	226	200	193	185	231	18
17	3333							17		128							-2		185	241	215	208	215	246	20
18	3945	18	18	20	18	18	19	18		138	Warlord								220	256	230	223	230	261	21
19	4575	20	18	20	18	20	20	18		145									259	271	245	238	245	276	23
20	5138									154									274	286	279	253	260	291	24
21	5819									163									289	301	314	268	275	306	25
22	6699									173									304	316	329	283	290	340	26
23	7086									182							-3		319	331	344	315	305	355	26
24	7540									191	Shogun						-6		353	346	359	330	320	370	22
25	8164									202		4	-4	-4	-5	-1	-8	1	368	361	374	345	335	407	27
26	8955									213									383	376	389	360	350	445	28
27	9435									223									398	391	404	388	365	460	28
28	10046									231									413	406	419	403	395	475	28
29	10788									240									428	421	454	418	410	490	28
30	11145									250									443	443	469	433	425	505	28

Equipment	CC 321
Zatoichi Bo	Hi-Kane-Do (L)
Coif of Divinemail	Bracers of Defense / Cloak of Fortune / Displacer Cloak
Cuir Gauntlets	
Buskins	
Flak Jacket	

Pug, Skills																																		
		Mind Control	Power strike	Eagle Eye	Snake speed	Reflexion	Firearms	Diplomacy	Mapping	Kirititsu	Traumaturgy	Theology	Alchemy	Scribe	Mythology	Artifacts	Climbing	Swimming	Ninjutsu	Skullduggery	Oratory	Music	Scouting	H&F	Shield	Bow	Sling	Throw	P&S	M&I	Axe	Sword	W&D	Lv
5										24	24	26									25								25			28		5
6										25	30				2			3			30								36			29		6
7										26	35				5			7			38								62			30		7
8											40				6			11			43								74					8
9											47				7		1				61								97					9
10										27	52						3	31			70								C			38		10
11										29	56				9		5	C			81											44		11
12										30	63				10		22			97												53		12
13										31	70				11		30			C												60		13
14										32	75						34															67		14
15										33	79				12		45															76		15
16										35	84						55								5							78		16
17										36	88				14		60															85		17
18										37	94						63															90		18
19											98						68															97		19
20										41	C						71								9							C		20
21										49							78								15									21
22										56													7					6						22
23										60													14					13						23
24										65													20					19						24
25										72													24					28						25
26										77								81										35						26
27										82								87										41						27
28										90								90																

[illegible]

Durin, Spells											
Fire		Water		Air		Earth		Mental		Divine	
5	Energy Blast	5	Chilling Touch		Poison		Acid splash		Mental Attack		Heal wounds
	Blinding Flash		Stamina	5	Missile Shield		Itching skin	6	Sleep		Make wounds
	Psionic Fire	5	Terror	7	Shrill sound	5	Armor shield		Bless	5	Magic missile
9	Fireball	5	Weaken		Stink bomb	5	Direction		Charm		Dispel Undead
10	Fire Shield		Slow	11	Air pocket	5	Knock-knock		Cure Less. Cond.		Ench. Blade
	Dazzling Lights		Haste		Silence		Blades		Divine trap	18	Blink
	Fire Bomb		Cure Paralysis		Poison Gas		Armorplate	10B	Detect secret	12	Magic Screen
	Lightning	14B	Ice Shield		Cure Poison		Web		Identify	14	Conjuration
17	Prismic Missile		Restfull		Whirlwind		Whipping Rocks		Confusion	14B	Anti-magic
20	Firestorm	13	Iceball		Purify Air		Acid Bomb	8	Watchbells		Remove curse
22	Nuclear Blast		Paralyze		Deadly Poison	23	Armormelt		Hold Monsters		Healfull
			Superman	16	Levitate	30	Crush		Mindread		Lifesteal
		27	Deepfreeze		Toxic Vapors		Create Life		Sane mind	21	Astral Gate
			Draining Cloud	29	Noxious Fumes		Cure Stone		Psionic blast	24	Zap Undead
			Cure Disease	19	Asphyxiation				Illusion	28	Recharge
					Deadly Air			25	Wizard's Eye		Word of Death
					Death Cloud			15	Spooks	26	Resurrection
									Death		Death Wish
									Locate object		
									Mind flay		
									Find person		

Eowyn, Spells

Fire		Water		Air		Earth		Mental		Divine	
	Energy Blast		Chilling Touch		Poison		Acid splash		Mental Attack	5	Heal wounds
	Blinding Flash	5	Stamina		Missile Shield		Itching skin		Sleep	32	Make wounds
	Psionic Fire		Terror		Shrill sound		Armor shield	5	Bless		Magic missile
	Fireball		Weaken		Stink bomb		Direction	10B	Charm	6	Dispel Undead
	Fire Shield	5	Slow		Air pocket		Knock-knock	31	Cure Less. Cond.	5	Ench. Blade
	Dazzling Lights		Haste	5	Silence	5	Blades		Divine trap		Blink
	Fire Bomb	5	Cure Paralysis		Poison Gas	8	Armorplate		Detect secret		Magic Screen
16	Lightning		Ice Shield	12	Cure Poison		Web	7	Identify	13	Conjuration
	Prismic Missile	10	Restfull	14	Whirlwind		Whipping Rocks		Confusion		Anti-magic
	Firestorm		Iceball	17	Purify Air		Acid Bomb		Watchbells		Remove curse
	Nuclear Blast	24	Paralyze		Deadly Poison		Armormelt	9	Hold Monsters	19	Healfull
		21	Superman		Levitate		Crush		Mindread	18	Lifesteal
			Deepfreeze		Toxic Vapors		Create Life	11	Sane mind	21B	Astral Gate
			Draining Cloud		Noxious Fumes	30	Cure Stone		Psionic blast		Zap Undead
		15	Cure Disease		Asphyxiation				Illusion	28	Recharge
					Deadly Air				Wizard's Eye	20	Word of Death
					Death Cloud				Spooks	23	Resurrection
								27	Death	22	Death Wish
									Locate object		
									Mind flay		
								29	Find person		

Jimmy, Spells											
Fire		Water		Air		Earth		Mental		Divine	
5	Energy Blast	5	Chilling Touch	5	Poison	5	Acid splash		Mental Attack	5	Heal wounds
5	Blinding Flash	7	Stamina		Missile Shield	29	Itching skin	5	Sleep		Make wounds
	Psionic Fire	5	Terror		Shrill sound		Armor shield		Bless		Magic missile
	Fireball		Weaken	5	Stink bomb		Direction	12	Charm		Dispel Undead
	Fire Shield		Slow	10	Air pocket		Knock-knock	9	Cure Les. Cond.		Ench. Blade
	Dazzling Lights		Haste		Silence		Blades		Divine trap		Blink
15	Fire Bomb	5	Cure Paralysis	13	Poison Gas		Armorplate		Detect secret		Magic Screen
	Lightning		Ice Shield	16	Cure Poison	11	Web		Identify		Conjuration
	Prismic Missile		Restfull		Whirlwind	8	Whipping Rocks	6	Confusion		Anti-magic
	Firestorm		Iceball	19	Purify Air	14	Acid Bomb		Watchbells		Remove curse
	Nuclear Blast		Paralyze	17	Deadly Poison		Armormelt		Hold Monsters		Healfull
			Superman		Levitate	26	Crush		Mindread		Lifesteal
			Deepfreeze	20	Toxic Vapors	18	Create Life		Sane mind		Astral Gate
		27	Draining Cloud	23	Noxious Fumes	28	Cure Stone		Psionic blast		Zap Undead
		28	Cure Disease		Asphyxiation				Illusion		Recharge
				21	Deadly Air				Wizard's Eye		Word of Death
				22	Death Cloud				Spooks		Resurrection
									Death		Death Wish
									Locate object		
									Mind flay		
									Find person		

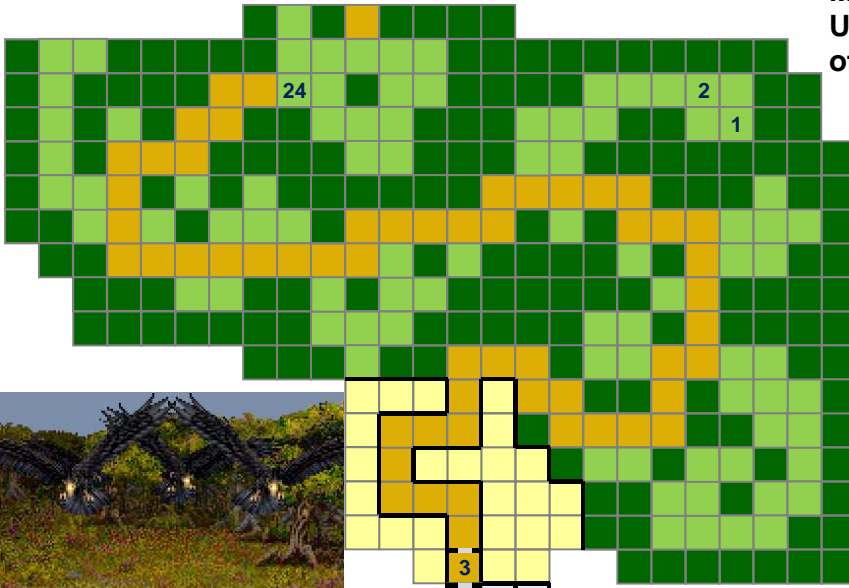
Laurie, Spells

Fire		Water		Air		Earth		Mental		Divine	
	Energy Blast	5	Chilling Touch	5	Poison	5	Acid splash		Mental Attack	5	Heal wounds
5	Blinding Flash	5	Stamina		Missile Shield	5	Itching skin	5	Sleep		Make wounds
	Psionic Fire	5	Terror		Shrill sound		Armor shield		Bless	5	Magic missile
5	Fireball	5	Weaken	5	Stink bomb		Direction	5	Charm		Dispel Undead
	Fire Shield		Slow	5	Air pocket		Knock-knock	5	Cure Les. Cond.		Ench. Blade
	Dazzling Lights		Haste		Silence		Blades		Divine trap	5	Blink
16	Fire Bomb	5	Cure Paralysis	14	Poison Gas		Armorplate		Detect secret		Magic Screen
	Lightning		Ice Shield	13	Cure Poison	5	Web		Identify		Conjuration
	Prismic Missile		Restfull		Whirlwind	9	Whipping Rocks	6	Confusion		Anti-magic
	Firestorm		Iceball	17	Purify Air	15	Acid Bomb		Watchbells		Remove curse
	Nuclear Blast		Paralyze	18	Deadly Poison		Armormelt		Hold Monsters		Healfull
			Superman		Levitate	26	Crush		Mindread		Lifesteal
			Deepfreeze	21	Toxic Vapors	19	Create Life		Sane mind		Astral Gate
		20	Draining Cloud	22	Noxious Fumes	27	Cure Stone		Psionic blast		Zap Undead
		28	Cure Disease		Asphyxiation				Illusion		Recharge
				23	Deadly Air				Wizard's Eye		Word of Death
				25	Death Cloud				Spooks		Resurrection
									Death		Death Wish
									Locate object		
									Mind flay		
									Find person		

Arwen, Spells										
Fire		Water		Air		Earth		Mental		Divine
5	Energy Blast		Chilling Touch		Poison		Acid splash		Mental Attack	5 Heal wounds
	Blinding Flash	8	Stamina	5	Missile Shield		Itching skin		Sleep	Make wounds
	Psionic Fire	5	Terror		Shrill sound		Armor shield		Bless	5 Magic missile
	Fireball		Weaken		Stink bomb		Direction	16B	Charm	5 Dispel Undead
	Fire Shield	5	Slow		Air pocket		Knock-knock	5	Cure Les. Cond.	6 Ench. Blade
	Dazzling Lights	7B	Haste	5	Silence	5	Blades	5	Divine trap	Blink
	Fire Bomb	11	Cure Paralysis		Poison Gas	12	Armorplate		Detect secret	Magic Screen
17	Lightning		Ice Shield	14	Cure Poison		Web	7	Identify	15 Conjuraton
	Prismic Missile	9	Restfull	23	Whirlwind		Whipping Rocks		Confusion	Anti-magic
	Firestorm		Iceball	19	Purify Air		Acid Bomb		Watchbells	14B Remove curse
	Nuclear Blast		Paralyze		Deadly Poison		Armormelt	10	Hold Monsters	16 Healfull
		24	Superman		Levitate		Crush		Mindread	22 Lifesteal
			Deepfreeze		Toxic Vapors		Create Life	13	Sane mind	18 Astral Gate
			Draining Cloud		Noxious Fumes	31	Cure Stone		Psionic blast	Zap Undead
		27	Cure Disease		Asphyxiation				Illusion	28 Recharge
					Deadly Air				Wizard's Eye	21 Word of Death
					Death Cloud				Spooks	29 Resurrection
									Death	20 Death Wish
									Locate object	
									Mind flay	
								30	Find person	

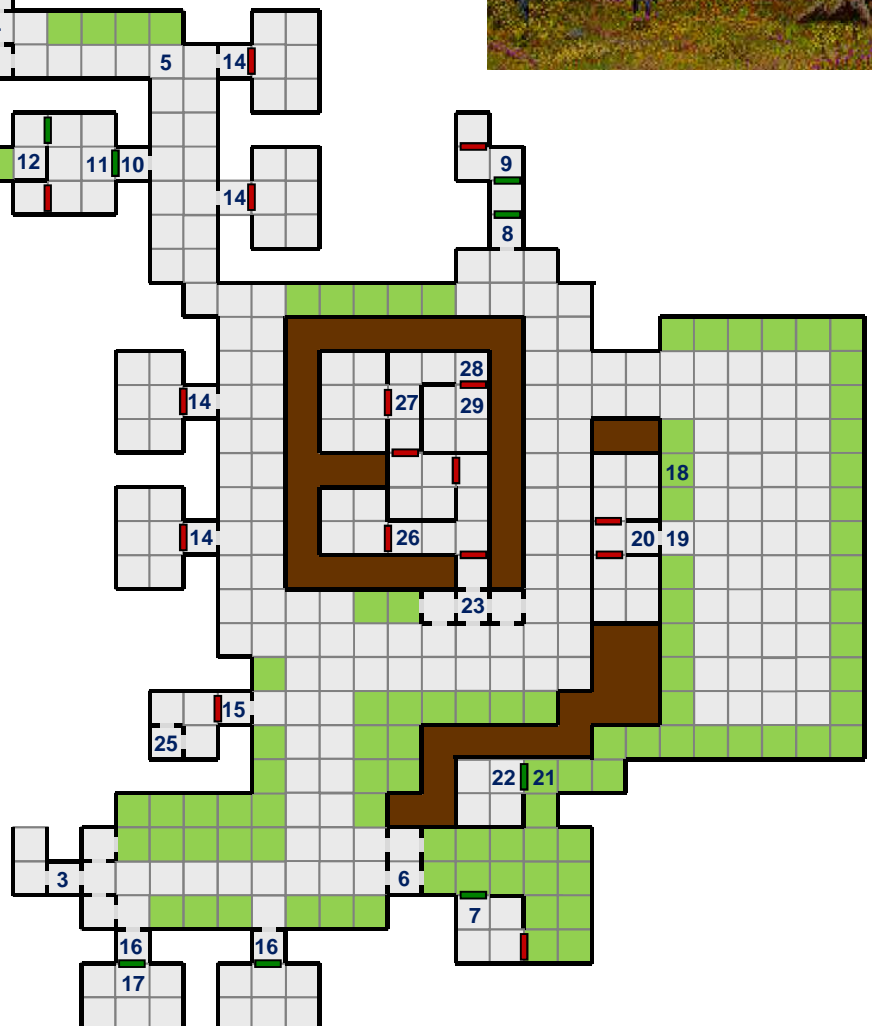
Pug, Spells											
Fire		Water		Air		Earth		Mental		Divine	
5	Energy Blast	5	Chilling Touch		Poison		Acid splash		Mental Attack	5	Heal wounds
	Blinding Flash	5	Stamina	5	Missile Shield		Itching skin		Sleep		Make wounds
	Psionic Fire	30	Terror	7	Shrill sound	7B	Armor shield	5	Bless	5	Magic missile
8	Fireball	5	Weaken	10	Stink bomb	5	Direction		Charm	5	Dispel Undead
5	Fire Shield	5	Slow	5	Air pocket	6	Knock-knock	5	Cure Les. Cond.		Ench. Blade
	Dazzling Lights		Haste	5	Silence		Blades		Divine trap	16	Blink
	Fire Bomb		Cure Paralysis		Poison Gas		Armorplate	6B	Detect secret	13	Magic Screen
	Lightning	5	Ice Shield		Cure Poison	5	Web		Identify	11	Conjuration
24	Prismic Missile		Restfull		Whirlwind	9	Whipping Rocks		Confusion	14	Anti-magic
18	Firestorm	12	Iceball		Purify Air		Acid Bomb	9B	Watchbells		Remove curse
19	Nuclear Blast		Paralyze		Deadly Poison	23	Armormelt		Hold Monsters		Healfull
			Superman	29	Levitate	27	Crush		Mindread		Lifesteal
		15	Deepfreeze		Toxic Vapors		Create Life	5	Sane mind	21B	Astral Gate
			Draining Cloud	20	Noxious Fumes		Cure Stone		Psionic blast	22	Zap Undead
			Cure Disease	21	Asphyxiation				Illusion	26	Recharge
					Deadly Air			28	Wizard's Eye		Word of Death
					Death Cloud			17	Spooks	25	Resurrection
									Death		Death Wish
									Locate object		
									Mind flay		
									Find person		

Map 1 Ukpyr and southern part of Tramontane Forest



Forest:
Umpani Ruffian
Fire Crow
Eerie Moth (poison, paralyze, sleep)
Glow Mothra, Luna Mothra
Nymph
Floater
Man O'Grove

Ukpyr:
Spirit, Ghost
(Black birds) Night Rook, Spectral Raven
Vampire Rook
Spectral Moth, Glow Moth



1. Start of game: The East wind cackles amongst the branches of the trees, a haunting voice from within the surrounding forest. Standing tall against the crisp darkness of the night, you breathe deep, at last freed from the stuffy confines of the great flying machine which brought you here... To the south, a faint glow hovers just above the forest, perhaps the fires of a small village alighting the sky. To the north, only the chilling laughter of the wind breaks the emptiness of the vast untamed wilderness.

You have been abandoned, hurled into dangerous realms and unknown lands... How good it is to live again. { Spells and equipment brought over from Bane is random. Used the Import option a few time to get a good mix. Final choice meant good to excellent weapons, but poor armor... }

2. Walking through the trees, you suddenly stop. A torrent of thought sweeps past you, dark haunted images, escaping from behind the locked confines of your own mentations. Like a shock, your mind begins to race within the impact of all events that have brought you to this place... Does Mankind have a destiny? – Does the Universe have a destiny? – Could it be possible to alter the Universe of all that has been before? ... Or is all that can be, to remain all that is... Who is this Dark Savant, this dark herald of change? ... And what role shall you play? Will your actions assit the approach of a new order within the universe, or hasten the onslaught of its own destruction?... And how can you be certain of the difference...

These thoughts begin to fade as quickly as they appeared, and soon your gaze returns to the forest where you stand... Perhaps somewhere here on the new world lie the answers... And then again, perhaps not...

3. "UKPYR. City of Glory. – UMPANI SOVEREIGN"



4. As you enter the town, an Umpani soldier steps forward and bits you halt. "This domain is under the jurisdiction of the Umpani Imperium. No one is allowed entry or passage. You must depart immediately or you will be consigned as enemies hostile to the Umpani Federation. Unless, of course, you are here to enlist as scouts for the Special Tactical Forces... Are you here to enlist? (YES) – Enlistments may proceed to the Recruiting Station, on the south side of town. If anyone stops you, tell them you are "New Recruits". The watchword is "VICTORY".



5. Surveying the occupied city, you had expected to see fallen ruins and crumbling stones... Instead the Umpani have impressively managed to reconstruct the town after their own fashion, using the same stones that once belonged to this legendary city... How fitting for Ukpvr to be so reborn, and for the Umpani, what an interesting attestation to their underlying nature... The only unspoken, nagging question at the back of everyone's mind is... What price glory?...

6. "RECRUITING STATION"

7. Upon a wall of the recruitment center, the giant head of a stern looking Umpani armsman, dressed in colorful military regalia, adorns a larger than life-size poster over which is printed in bold letters: "DUTY – POWER – VICTORY – I.U.F. NOW!"

The image possesses a striking allure which seems to promise an end to the ordinarily confused and chaotic mess that passes for existence, and only as an after thought do you reflect upon the possible price of such servitude... The freedom of choice...

Just then, a somewhat puffy figure makes his presence known with an intruding snort...

-- It's a great opportunity you know... Back home you probably wouldn't even be considered.

But there are special exemptions for remote exploratory operations, assuming of course that you are interested in the STF. That is, Special Tactical Forces, scouting operations and the like... Do you want to enlist as scouts for the Imperial Umpani Federation? (YES)

My name is Sergeant Balbrak, and I'll be your commanding officer. As recruits of the S.T.F. you will be given special assignments. The pay is proportional to the task, and you can pick up your orders from me for the time being. You may stay in the N.E.P.S. barracks while here in Ukpvr, the New Enlistments Personnel Station. Take this letter to Sergeant Kabomm at the Supply Depot to pick up your issue of I.U.F. gear, and he will direct you from there... And by the way... Welcome to the I.U.F.!

8. "SUPPLY DEPOT"

9. (Guy in window:) "May I see your orders?" (YES)

Standard N.E.P.S. issue, huh?

Lessee, that's two flak vests, two short muskets, ammo, and your official

I.U.F.S.T.N.F.N.E.P. insignia badge... That comes to 9250 gold pieces, for the lot...

Proceed over to the Firing Range, where Lieutenant Gromo will instruct you in basic training... He can direct you from there. If you need more ammunition, just come back and see me. Here's your new orders.

10. "FIRING RANGE"



11. A tallish brute of an Umpani is busy rubbing down a long barrelled instrument with a piece of soft hide, polishing until perfection. As you enter he glances up, and then carefully sets the ominous looking object down in his chair and stands up to face you...

You got orders to be here? (YES) STF huh? Standard issue, right?

Well, you need some basic instruction before heading out for the range..

First, take your piece like so, then dump some powder in there like this... Not too much or you'll get a black face and blown rod... Put in a square and tamp it down, gently.

Now drop in the ball and tap down again, nice and firm. Hold it like this – Don't point that thing at me you idiot! Right, ok, and keep your digit parallel to the barrel so you can get a feel of your aim. Now when ready to fire, squeeze the trigger easy, don't jerk it...

Just point your finger where you want to shoot and that's all there is to it...

Hua hua hua (*snort*) – Well almost all there is to it... You'll get the hang of it with lots of practice... You want to practice on the range? (YES) A target and 3 rounds cost 125 gold pieces, six to a pack... You need a six-pack of targets and ammo for 750 gold pieces? (YES) {How convenient that we got exactly 10000 gold pieces at start...} Three bull's-eyes wins automatic promotion from the Captain. You're all set, so head on out back to the range. Put your target up on the back wall and then shoot from behind the red line. I'll be watching to make sure you don't accidentally poke any holes in your target by mistake...Heh heh heh. When you're done, these are your new orders to report back to Sergeant Balbrak at the recruiting office. Good luck, Neps.

12. Looking down the range, you see a thick red line on the ground in front of you. Apparently, you are supposed to stand back here when firing.
13. The back wall of the firing range is mottled with small holes and chips, and small metal pick stick out from it about chest high... (Use practice target) Mounting one of the targets onto a metal pin, you are ready to begin testing your skill at the firing range...
12. (Back at firing stand) (Use Musket) Loading the little musket as per Lt. Gromo's instructions, you point the gun at the target and squeeze the trigger... -- After the third shot, Lt. Gromo emerges at the back of the range and examines your target for successful shots.
- He calls out HIT HIT MISS (or whatever....) The lieutenant removes your target and departs.

After 3 partly successful shots we decided to explore town and nearest surroundings. BUT: The Tramontane forest is far too dangerous for our feeble party..., so had a few wins, a lot more defeats before we called it a day. (Main motivation was to build up Firing skill before we continued the practice shooting.)

14. I.U.F Barracks. Guarding his post an Umpani soldier bars your way. "No one is permitted beyond this point without proper orders. May I see your orders? (YES) These orders do not authorize you beyond this point. New recruits are assigned to special barracks at the south end of town. Proceed to your assigned destination.
15. "Umpani Central HUMPAWHAMMER". Mounted to the door is a small grey box. A row of lights on the box blink rhythmically without pattern. Underneath the winking lights, a thin slit serves as inlet.
16. N.E.P.S. Barracks.
17. Entering the pallid and stale barracks, it appears that you are the first occupants in some time. A few straw mats rest upon the hardened floor, a bit uncomfortable, but clean and dry. At least it seems to offer safe shelter for the night.
18. Peeking in through the window, you see the back wall has been painted black, with lots of colorful speckles.
19. "SPACEPORT AUTHORITY"
20. Several Umpani armsmen block the entrance to the Spaceport Center, intent on keeping out unwanted or unauthorized personnel. – This area is restricted. Present your orders. ... These orders do not grant you access to the Spaceport. Leave the area immediately.
21. "RECREATIONAL FACILITY"
22. Amid a clutter of smashed tables, broken bottles, small tufts of hide, a few scattered tooth chips, and so on and the like, you feel a bit homesick for the first time, and are glad to know that at least somebody else in the universe knows how to have a good time...
23. I.U.F. HEADQUARTERS
- A large squadron of Umpani Armsmen stand at attention in front of the Command Headquarters. At your approach one of them momentarily steps forward and bids you to halt:
- "Only personnel with appropriate orders are permitted beyond this point -- ...
- "You're in the wrong area... Leave immediately...

Back to firing range, restored a lot of times and then; BULLS-EYE – BULLS-EYE – BULLS-EYE!

The lieutenant walks back up the range towards you. "Three bull's-eyes wins automatic promotion from the Captain! Here's an insignia badge to signify your new rank. T.U.F.S! Present your insignia at the Supply Depot, and you'll be issued new gear...

At Supply Depot: ... That entitles you to requisition of a special double-barreled Blunderbluss and a Heavy Flak Jacket... The price for the new gear is 14250 gold pieces. Do you want to pay ? (Well, we sure want to, but total cash holding is about 500 gold) (YES) – I don't see enough gold here.



7.

To Recruit Center:

Well, well, how are the new cadets faring? All outfitted and finished with training I see...

Now for your first assignment:

There's been a report of a band of strangers hiding out in the Tramontane forest, a bit north of here. Of course it could just be some of the locals, but they may be spies... Possibly even the T'Rang... Here are your new orders.

Comb the Tramontane forest for anything that might be dangerous.

Report back to me when you've scouted the area. And if you meet any of the enemy T'Rang...

Remember the I.U.F. motto: DUTY – POWER – VICTORY!!!

24. Ahead in the clearing is a band of menacing cobweb-gowned creatures – the T'Rang!!

Quickly they move in to surround you, and then one steps forward with all limbs raised in the air as if to signal that he wants to talk. { Attack / Talk } The T'Rang cautiously approaches your party, when suddenly a glimmer of recognition passes his eyes, and he gives the order to attack.

[1 K'Borra T'Rang, 6 T'Rang Wilders]

(Note: This only happens in this game start.

Else he offers us to spy for the T'Rang)

After winning this fight, return to Sgt. Balbrak at the Recruit Center (7)

-- I was beginning to worry about you new recruits...

Give me a briefing of your mission.

Did you find any T'Rang hiding out in the area? (YES)

Did you destroy them? (YES) ... I'll report this to General Yamo immediately...

A successful scouting mission pays 500 gold pieces... But destroying a T'Rang party earns you a 5000 gold pieces bonus. Good Job!

Here are your new orders... For your next assignment I'm sending you to New City.

You may take the Humpawhammer directly to our Detache there... This pass will allow you entry to the Humpawhammer Station. You are to meet with the Master Tracker, **Rodan Lewarx**. Give him this document. It's a message from General Yamo himself. Report back to me when you've completed your assignment...

There's a reason I'm sending you on this important mission... Use extreme caution and don't hang around too long...

And whatever you do, don't mention the T'Rang around Rodan! It gets him upset, and he's going to be upset enough as it is...

- Message to Rodan:

Urgent!

Rodan, intelligence reports have confirmed that Shritis T'Rang is planetside. I know you still carry the wound of your father's death, but the good of the Imperium comes first. Our positions are not as strong as we have been reporting, and under no circumstance can we afford to compromise our mission or engage the T'Rang forces directly at this time. Shritis can wait for now, I need you alive to direct the final assault. Lewarx, this is a direct order: DO NOT SEEK OUT SHRITIS T'RANG UNTIL AFTER I GIVE THE COMMAND. THE IMPERIUM IS COUNTING ON OUR SUCCESS IN THIS MISSION. THE ASTRAL DOMINAE MUST NOT BE ALLOWED TO FALL INTO THE HANDS OF THE T'RANG EMPIRE. I REPEAT: DO NOT SEEK OUT SHRITIS T'RANG UNTIL AFTER WE ARE ASSURED OF VICTORY. I promise you, Rodan, you won't have to wait much longer.
Signed, GENERAL YAMO – Commander-In-Chief I.U.F.

15. (Humpawhammer) (Use Humpa Card) Inserting the card into the grey box, the lights blink twice and then remain on...

25. Pulling the lever, a low-pitched hum fills your ears, and a faint orange glow bathes the room... and then the tangerine lights disappear. (→ New City, Map 2 #1)

In New City:



1. Humpawhammer – lever to teleport to Ukpvr
2. Emerging from the tingling Humpawhammer, you discover that you are no longer in the City of the Umpani encampment, though the building is quite similar to other structures erected by them... Bold, spacious, clean... Then, in the next heartbeat, a blazing Umpani titan bursts into the room with muskets drawn and eyes afire! The massive figure stands before you, nostrils flaired, probing each of you with a heated gaze that seems to make your skin sizzle... Like children standing before some angel of the gods, your souls feel held within the grasp of his pupils, your fate hanging in the balance... You notice that your eyes have become transfixed upon a shimmering gold medallion which lies draped across his chest, suspended there by a thick chain... Finally, prying your eyes from the glittering emblem, you start to speak when suddenly his deep booming voice tramples your own...
S.T.F. NEPS, BY LOOKING AT YOU.... WELL DON'T JUST STAND THERE, LET ME SEE YOUR ORDERS! ... IT SAYS HERE THAT YOU ARE TO DELIVER A MESSAGE FROM GENERAL YAMO TO ME... LET'S HAVE IT, PUPS! ... Handing the document to Rodan, he tears it open and hastily scans it...O SWEET JUSTICE! SHRITIS T'RANG HERE ON THIS PUNY LITTLE SPECK OF A PLANET... THE GREAT GOD URRHINA SMILES ON RODAN THIS DAY! FATHER, I SHALL AVENGE YOUR DEATH!! Then suddenly turning to you he snaps: TELL YAMO THAT RODAN SHALL HAVE HIS REVENGE!!! And with that he is gone, dropping the document at your feet, calling for his lieutenants and captains, storming out the door.



Kind of feeling a bit shiftless standing there in the empty room, you pick up the fallen document which had ordered Rodan to stay put, finally sigh, and wonder why it is that everything seems to be arranged so that no one ever does what they're supposed to do, and why it is that everything seems to end up in such a mess... Surely not by grand design... Couldn't be...

After this meeting, returned to Ukpvr (using the Humpawhammer), and to Sgt. Balbrak at the Recruiting Office:

-- It's about time you recruits got back! You delivered the message to Rodan Lewarx? (YES) Rodan must have taken the news well if you're still in one piece to report back to me about it... No one around here was willing to volunteer for the mission so you got the job... Fortunately for you, however, a few were willing to pay handsomely to escape the assignment. Let's see, with the 350 gold courier fee... and the 7820 gold pieces contributed by the anxious staff corps... your total pay comes to 8170 gold pieces.

Just as long as Rodan obeys orders and stays put... -- Which brings me to your next objective...

General Yamo wants a full report about Rodan. Here's your orders... Present them to the guards at Command HQ and they'll escort you... If General Yamo doesn't have new orders for you, you can report back to me here.

Good luck, the General's waiting...

{ Now, "incidentally", we have enough gold for the TUFS upgrade, so before anything else the party headed for the Supply Depot: (Can't be postponed as time will show...) }

-- Well, well, T.U.F.S. – That entitles you to requisition a special double-barreled Blunderbluss and a Heavy Flak Jacket. That'll cost you 14250 gold pieces. Do you want to pay the 14250 gold pieces? (YES). Also used this last occasion to trade here, sold the two Muskets (at 3600 gold a piece) and bought as much ammo as we could carry (well not quite...)

23. A large squadron of Umpani Armsmen stand at attention in front of the Command Headquarters. At your approach, one of them immediately steps forward and motions for you to halt. --Authorized personnel only...Papers, please! ... These orders direct you to the office of General Yamo. Follow the corridor straight ahead... Turn left at the door... Next door on your right... All the way back... Right again... And it's the only door on the right...Can't miss it. The General is waiting.

26. "SECURITY STATION" -- ... You're in the wrong area... now clear out soldiers!

27. "MAP ROOM – Restricted"

28. C.I.C.I.U.F. – General Yamo

In front of the door are several burly Umpani soldiers, intent on keeping out any unauthorized trespassers...



... The General is waiting!

29. Standing with his back to the door, a stern Umpani officer stares blankly at the piece of paper in his hands. With a few low snorts he appears to re-read it several times, each time getting to the end with a slow shaking of his head and then staring blankly at it again. Finally, he folds the paper up and walks over to his desk, still acting as if you were not there. He reaches into a pocket of his coat and pulls out a small object, which suddenly begins to burn on one end. Placing the folded paper into the tiny flame, it catches on fire and he holds firmly as it quickly turns into black ash. As the flame reaches his hand he drops the fiery ash to the floor and with a sudden stomp transforms the carbon residue into a flurry of flying wisps. Then he looks up and stares you in the face...

With a voice stout and calm, he begins to speak:

I am sending you on a special mission... It will be very dangerous... But it is a dangerous game we play. We have intercepted one of the T'Rang shuttles. And upon inspection discovered it full of T'Rang cells. Fertilized T'Rang cells in incubation...

Which can only mean that the T'Rang have long term plans to infest this part of the galaxy. The T'Rang are a hideous lot...Laying their eggs which eventually hatch into entire colonies. Soon decimating all other life forms and transforming a bountiful world into a cavernous network of barren waste. They think of nothing else save spawning their own kind throughout the universe...And they must be stopped. I want you to stop them... You will have to infiltrate their established network, far to the northwest in a cluster of abandoned ruins. There must be a Queen there producing the eggs...

They would keep her quite protected. You must find her, and destroy her. I am sending you because our own forces are far too weak here to try any kind of direct assault, and no Umpani could possibly infiltrate them by subterfuge.

But this is how you might be able to succeed where we cannot...

The T'Rang and Umpani Empires have made a declaration of war. Conflict on a galactic scale... And this is only the beginning... You must seek out the T'Rang stronghold... and destroy the Queen!

I have a special weapon which I am going to send with you... It is the only one we have, so you must use it carefully. But it is powerful enough to destroy the Queen and her spore. Wait until you are close enough to use it... and then get out as fast as you can...

[Got Thermal Pineapple]

Good luck on your mission... I, the Umpani Federation, and worlds we have not yet dreamed of, are counting on you to eliminate the T'Rang invasion.

Remember: DUTY – POWER – VICTORY!



Suddenly there is a blinding explosion... Picking yourselves up from the floor, you can feel the earth move underfoot as more explosions rip the surrounding areas outside the command post...

Looking into the rubble of the General's Headquarters, you see an arm protruding from the debris... Quickly digging into the fallen stones, you uncover his bloody and ripped body. Gazing down upon him, you know that his time is close at end. With a straining gasp he chokes a whisper... Duty...Power...Victorieeeeghh..... And then the Umpani general is still and breathes no more...

Soon the explosions cease and you can hear the sounds of Umpani soldiers shouting orders and the sounds of the dying and wounded.

The explosion that hit the Command Center has blasted the side away, and you can see into the din outside. There is smoke, confusion and scattered Umpani everywhere...

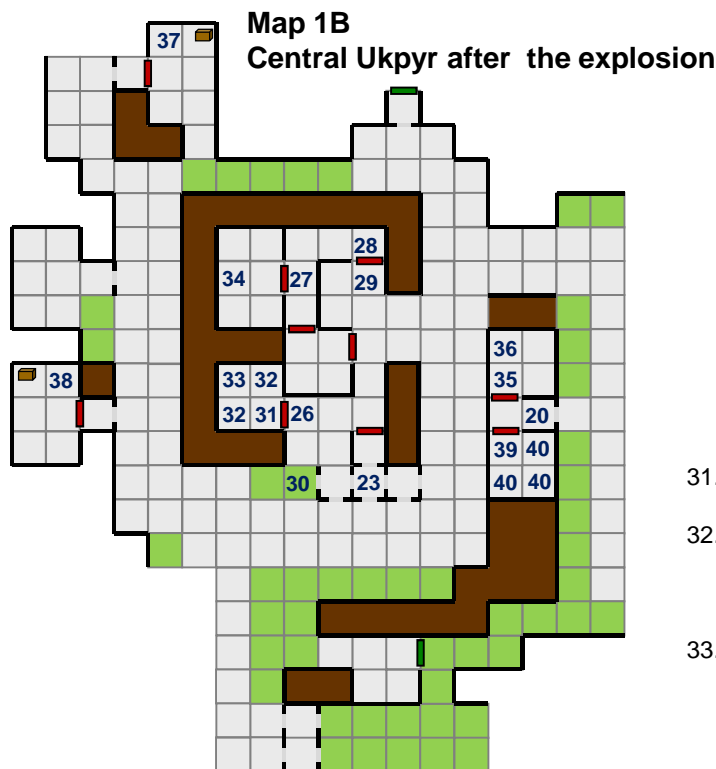


30. Stepping outside you see ranks of the might armsmen fleeing the town, vacating their fortress and seeking safety in the nearby forests...

Your own senses are still numbed by the shock of what has happened, but you feel that perhaps there is more here still to be uncovered...

And such an opportunity may not present itself for long...





31. There are several desks inhabiting the small security chamber, but other than that it appears fairly vacant.
32. (Search) Searching through a desk you find large stacks of filed reports, far too voluminous to read at the moment, and nothing which appears to be strikingly important.
33. As #32 + Almost by chance, however, you spot one folder marked "DETACHE STATION", and decide to open it up... Continuing to quickly scan the documents you find nothing else of particular interest... But then you find a card entitled "SECURITY VAULT" and underneath stamped this serial number: "272 353 9"

34. Inspecting the large maptable in the center of the room, you carefully survey the world as the Umpani reconnaissance has mapped it. Ukpvr, the Umpani fortification is sprawling with little green triangles all around it. A large buildup of red squares seems to be centered to the far north and west, huddled around a block of ruins. New City, in the center of the map, has both red squares and green triangles along its edges. Dotted over the entire map are various groupings of the green and red symbols, which you conclude most likely denote Umpani and T'Rang strongholds or troop placements. The most interesting feature, however, lies circled in the center of the great Sea of Sorrows, the large body of water south of New City... In the center of the Sea, a small island is circled in red and a '?' has been drawn over it. Apparently, the Umpani believe that there is something significant about the marked island, but nothing on the map indicates anything further.
35. (Used Knock-knock to unlock door, no chance on picking) A huge painted plat covers the inside wall of the Spaceport Center, although what you are looking at makes no sense... It appears to be flecks and colored circles painted onto a dark blue background, white lines and numbers scattered over it...
36. Stepping closer to the wallmap, you study its features in more detail... Then it dawns on you... In the center of the map is a large yellow circle, and upon the outer edge of a concentric ring of circles around it, a tiny sphere is labelled with the following inscription: GUARDIA. And on a ring around the sphere Guardia, another small white globe has been drawn. As if a giant sea, the air, the sky, space itself lies plotted on this amazing mural, as plainly as any skipper's navigational charts who sails the oceans... You remember seeing such a map before, on your journey to this world, but it is only now that you begin to fathom its true meaning and purpose. And you realize that these creatures cross the skies just as the men of your world cross the sea... Masters of the heavens... Glancing over the entire mural again, your brain begins turning into jelly trying to conceive of the hundreds of circles, worlds, that dot its surface, as if each were a tiny bubble afloat within a vast and infinite foam... You read names and names and more names, trying to remember that each represents an entire planet, like your own, like Guardia, perhaps teeming with strange peoples, perhaps full of wondrous new things to behold. How the magiks of the universe have wrought such a weave of intoxicating shores! You turn away, no longer able to withstand these lofty thoughts... But after a few breaths, you turn back and study the little globe Guardia once again... A small metal pin sticks out of the map in an empty patch of blue near the planet, and under the pin you read the following: **HORATHA TRACKING – S:18,49 D: 34,82.+17** Hmmm... Finally, your eyes and head begin to ache, and you decide to look for an alternate source of entertainment and reading material.
37. (Chest) (not quite high enough Skullduggery skill...) [[Dagger](#), [Flak Jacket](#), [Powder & Shot](#)]
38. (Chest) Same as #37
39. (Used Knock-knock) This side of the Spaceport appears to be a storeroom, filled with crates and heavy metal pieces.
40. (Search) Prying open a few crates, you find they contain giant metal objects, far too heavy to carry, and whose purpose is rather enigmatic.

Map 2
Forest and New City

Orchid field

1

2

3

4

5

6

7

8

A

Map 2
Forest and New City

Orchid field

1

2

3

4

5

6

7

8

A



Key:

1. Old Gate Key

Forest:

1. "Entering NEW CITY"
2. The forest grows thick along the roadway here, a perfect place for ... -- Ambush!
[Lots of [Rattkin Bandits](#), [Rattkin Rogues](#)]
3. Suddenly from out of the blue, descends a flying red rocket...



Upon the back of which rides a blazing female warrior.



Welcome to the lands of Guardia!

Many are you, who have come from the stars...

We hail you, for it is the time of the coming of the Crusaders!

Let destiny prevail! And with that the bizarre lass zooms into the sky and shoots out of sight...

4. Before you lies a vast field of wild orchids, rich in color, strong in fragrant aroma. A light cloud hovers a few feet above the field, as if made of thick pollen arising from the flowers... { Attempting to cross the orchard field now results in party members falling asleep, and eventually waking up SW of field }
5. The towering trees loom heavy and dark, and the forest dons a creepy shroud as if to whisper, Beware!
6. A soft crunching noise can be heard nearby, like the kind of sound that might come from an animal chewing branches ... Or bones...
7. The sea spans outward from the small lagoon, calm and peaceful... A small white dome, half-buried, juts peculiarly from the ground at the waters edge. (Search) Excavating the odd relic, you discover it isn't a dome at all... It is the fractured remnant of a human skull. Somehow, the waters don't seem quite as alluring as they did a few moments ago...
[1 [Skull Bones](#)] { Attempted a swim, here, but everybody drowned, so swim skill 3 is insufficient. }
8. An old corroded chest is lying underneath the trees. How strange to be so abandoned, and you wonder if perhaps its owner fell victim to the appetites of the local fauna... -- Inside the chest you find a bundle of items, along with a sack of gold coins. [1 [Suede Doublet](#) (AC-3), 1 [Suede Pants](#) (AC-3), 2 [Cure Poison](#) potion, 6 [Feather Darts](#)]

Crypt:

1. The acrid smell of staleness bites your nostrils as you enter the rank and dusty chamber, and you surmise that this area was abandoned quite some time ago... Other than the occasional soft pitter-platter of little scampering feet, you hear nothing at all which breaks the gloomy silence.
2. In the corner, you spot a pile of old rotted rags lying in a heap.
3. (Search) Sifting through the rags, you uncover the remains of whatever it was that was wearing the clothing now turned to rot... Just as you start to turn away from the well decayed corpse, you spy an old worn parchment still clutched within its boney fingers. [1 [Parchment](#)] { Needed to enter New City if game starts in this area. }
("If you don't want to lose it, cover it with Palukes'! Palukes's Armory. Mail & Fine Leathers. Located in New City")
4. (Chest) [1 [Cure It. Cond.](#), 1 [Invisible potion](#), 1 [Cure Poison](#), 1 [Mod. Stamina](#), 4 [Faerie Dust](#), 1 [Cherry Bomb](#)]
5. Approaching the trickling fountain, you are pleasantly surprised to find that its water still runs fresh and sweet.
6. The air inside the secreted passage is dryer than you would have suspected, an indication that it has remained undiscovered for many years.
7. (Chest) [1 [Tarnished Mail](#), 1 [Tarnished Sword](#), 1 [Iron Key](#), 1 [Old Gate Key](#)]
8. "HORROR OF RA-SEP-RE-TEP" You pause for a moment to reflect upon the wisdom of disturbing whatever it is that might lie beyond the gate



A sudden flash of fire arises from the sconces along the wall as you enter the chamber, and dancing in the flicker of their candlelight you watch as a shadowy form emerges from the depths of a smokey bubbling pool.

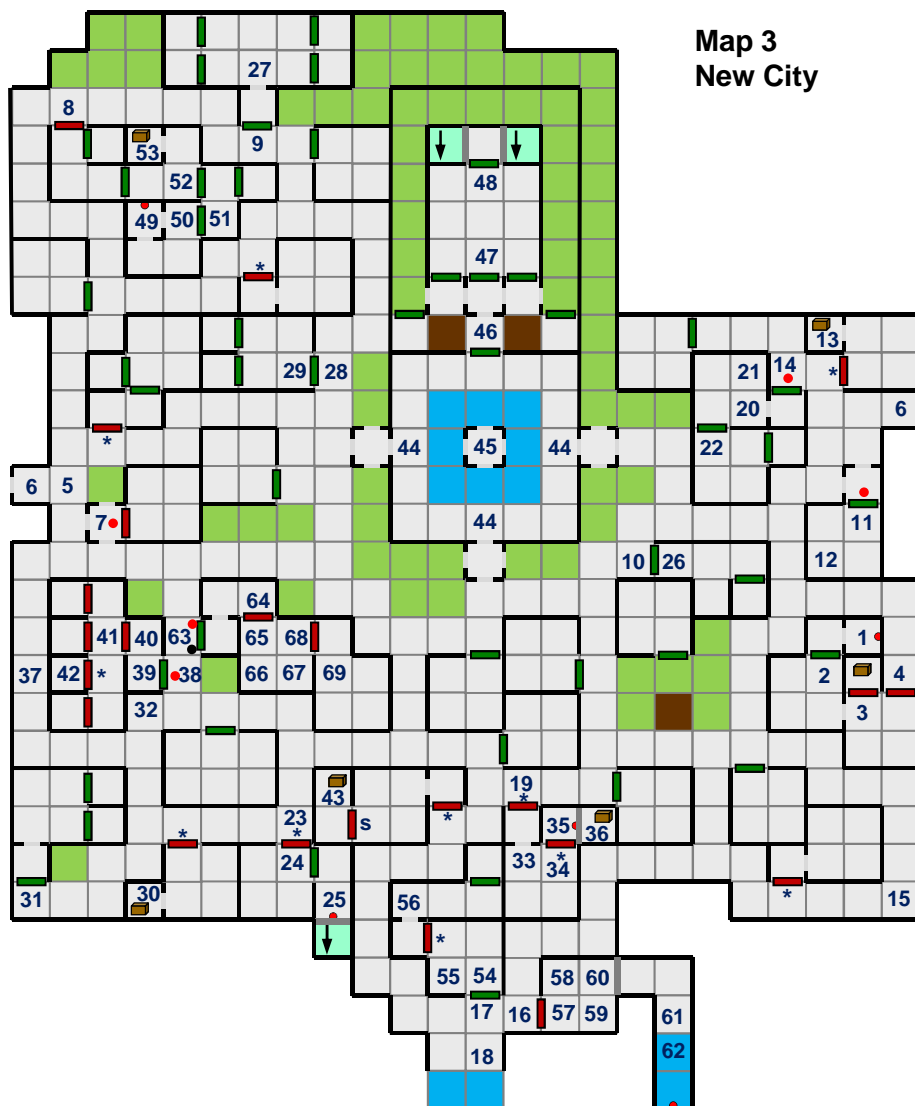
[1 [Ra-Sep-Re-Tep](#), 4 [Night Rooks](#)] (535 XP...)

...The skeleton ghoul now splintered into hundreds of tiny bones, you nonetheless feel uneasy about the mystical chamber, and could almost swear the little

ivory fragments were slowly inching their way back into the pool...

10. (Chest) [1 [Sparkle Stix](#), 1 [Mod. Heal](#), 1 [Aromatic Salts](#) (Paralyze 20%), 1 [Scroll Mag. Missile](#), 1 [Book of Detection](#), 1 [Amulet of Life](#)]
11. Re-entering the chamber, you note that most of the bone fragments have disappeared...
9. (On exit) As you start to leave the crypt, you deliberately step out of your way to grind a small remaining finger chip into the floor...





Map 3
New City

Rattkin Bandit, Rattkin Rogue,
Rattkin Thief
Savant Guard, Savant Trooper
Gorn Spearman
Demented Monk
T'Rang Younger, T'Rang Wilder
Umpani Ruffian
Crawling Waste



1. Humpawhammer – lever to teleport to Ukpvr
2. (Encounter with Rodan Lewarx first time here. See Ukpvr, map 1 for details)
3. A thick red panel has been bolted to the door, upon which are several rows of fluttering lights. Underneath the lights on the panel is a small 3 by 3 square of nine buttons, each with a number impressed upon it...
(Code from Ukpvr: 272 353 9) → door opens, Chest: Inside the crate you find a strange metal case bearing this label: COMM-LINK. AUTHORIZED USAGE ONLY. SAVANT IMPERIAL LEGIONS. Opening the case you discover a very unusual piece of equipment, with rows of metal pins extruding from the back. The device is small enough to carry in your hand, although somewhat cumbersome and of little apparent offensive value. You wonder where the Umpani managed to obtain such a device, and what secret power it might contain. It certainly must be important to have warranted such an elaborate security system. [1 [Comm-Link Device](#)]
4. UMPANI DETACHE -- Military Personnel Only.
5. There is a cold dullness to the town of New City. As you pause and listen to the howl of the wind, whistling through the alleyways of the city, you can almost hear faint whispers from behind the drawn shuttered windows. And the clatter of footsteps underneath the rustle of scattering leaves... As if some dark cloud had descended upon the place, choking from it the sparkle of life that perhaps it once possessed...
6. "Leaving NEW CITY"
7. A vivid red emblem has been attached to the door, the significance of which is not clear.
(This and similar doors marked with [red dot](#) on map)
8. T'RSHIECHES HOUSE – Property of the T'Rang Empire – Entry Strictly Forbidden
9. The Conquerer -- Inn & Tavern.
10. "Arms of Argus – Weaponry Shoppe"
11. The bunker is crude and dirty, apparently serving as a small guard station for the Savant Legions... In the quiet of the aftermath, just barely audible you can hear a continual "Eeep Eeep" sound coming from somewhere in the room.
12. (Search) You find a thin flexible wafer which had apparently fallen to the floor sometimes earlier, the source of the faint tone. It is inscribed as follows: [ETX: BYYR](#). It might be an identification tag of some kind, but what a very odd name indeed... [1 [Black Wafer](#)]
13. (Chest) [1 scroll [Blink](#), 1 [Superman pot.](#), 4 [Snake Dust powder](#), 11 [Sparkle Stix](#)]
14. "New City LIBRARY"

Met Rattkin Rasputin (nothing) and Rodan Lewarx: "I heard a rumor about a Black Market. I've heard there is a Black Market in New City somewhere."

15. Encounter – rattkin dropped [1 [Pewter Key](#)]
16. "CURIO MUSEUM – Amazing oddities"
17. "New City Dock & Marina"
18. The great Sea of Sorrows spans before you like a vast and dense space flattened unto the sky, spreading into the far distant horizon as a desolate plain of shimmering ether... Its deep waters chant a thousand silent tales, and its unseen borders but hint of far distant lands... How universal such a compelling motion, as if behind every veil of boundless unknown lay cloaked an invisible beacon, endlessly calling... Such solace these sights bring, as if a reminder that though the trappings of mortal man be forever enshrouded in a sea of passing discords, he has but to open his eyes that he may bear witness to some greater existence of which he is only a momentary traveler...
19. "BANK & LOAN – Closed Holidays"
20. Cautiously you look around, wary of the foreboding emblem which marked the front of the library door. The interior of the library is quite dusty and cluttered, being filled with shelves of books and old scrolls. It would require days to search through them all, and even then it is unlikely that anything here would be of much use... For some reason you turn round and cast a glance sideways, toward the north end of the room, and there, perched slightly apart from the volumes around it, you spy a dark red book... But suddenly you are startled by the gaunt figure of one of the ghoulish Savant Guards, unearthly still, uncannily poised in the corner beside the shelf on which the book rests. Ready to jump into action, yet still frozen where you stand, before you can react your senses tell you there is something peculiar about the situation... Within the heartbeat of the next moment, you can see that the dreaded Guardian is not reacting, nor making motions of any kind. Whether it is entranced or dead, or asleep you cannot tell... Perhaps there is some secret power or weakness to which it has succumbed. Whatever has affected it, you start breathing again, and find that it is totally oblivious to your presence...
21. Silently cursing yourselves as fools, you carefully approach the dormant Savant Guard. Sure enough, it seems to be deactivated in some fashion. And there, on the shelf before you, the dark red book beckons...
{ [Try to take the book](#) / Attack the dormant guard / Walk away nonchalantly } Deftly, you sneak the book from the shelf... not even a breeze,, The Savant Guardian remains in its somnolent state... [1 [Book of Fables](#)]
(Jimmy had dexterity 18 when he attempted this – may have helped...)

Book of Fables: The Witch's Tale.

Once upon a time there was a goodly witch by the name of **Hilynda**, who was very powerful and beautiful. She lived high upon a mountain top, and ruled all the lands below her as far as the eye could see. Being a fair and just witch, she was provider and benefactor to all the animals dwelling within her domain, and often appeared to passing strangers in times of need. She had been borne of parents who also were witches, and had inherited the power to foretell the future, a very rare and special gift, even for a witch. But coming from a family of witches, she was not an only child. Four sisters, envious of her beauty and jealous of her power, also lived in the mountains. And as every day passed, they became more and more resentful of her popularity and her goodness. So the four sisters banded together, and decided that they would undo all the good that Hilynda had done, and torment her, and be just as nasty as they could. And the four sisters took upon themselves the names of the North, the South, the East, and the West, so that they would cover all the lands around them and insure that no foul deed would go undone. But for every dirty trick, for every heinous crime, for every little bit of badness that they could do, Hilynda was always there to thwart them, and turn their horrible deeds into good ones. For remember, Hilynda could see into the future and always knew what her sisters were going to do, even before they themselves knew! And so the day finally came when the four sisters said enough was enough and the time had come for them to put a stop to Hilynda once and for all. One night, while Hilynda lay sleeping, dreaming of good things, they sneaked into her chamber and invoked a terrible magic spell upon her; they cast a spell to steal her face! Her beautiful face, her nose, her mouth, her ears and her enchanted eyes, were severed and plucked from her; and each of the sisters took a part of Hilynda's face, so that then they would all have a share of their sister's magical power, and of her beauty.

But Hilynda was wise to them, and had foreseen what her sisters had been planning to do, and that night, before she slept, she anointed herself with a special potion which turned her face into gold! And when her mouth, her nose, her ears, and her eyes were stolen, it did not hurt her and she did not die; and because her features were no longer of flesh and blood, each of the four sister's own face was replaced with a part of gold. But Hilynda was cut off from the outside world, alone, and with no face. The four sisters now rule the mountains, and terrorize the surrounding lands, and do all kinds of horrible things. And to repay Hilynda for her cleverness, and cursing them with a feature of gold, every night they torment her, sending demons and spooks and ghouls and fiends to poke and tear at her, and make her feel just awful. They say that the five sisters still live in those mountains, and that every night, just before the witching hour, if you look through a witching glass, you can see the spirits come down into the forest, dancing their dance of torture, cruelty and pain around Hilynda, and that to this very day she still roams the mountains, waiting for someone to make her whole and beautiful again, waiting for someone to bring back her face.

!The End

22. Behind a flutter of papers inside the inner chamber of the library, you surprise an old and grey rat-like creature, who apparently does not like surprises...

-- EEECH.. Who are you?!!

Why can't you leave me to work in peace?

Besides, I gave the city blueprints to the strangers that were here just before you, if that's what you're looking for.

Now leave me alone!

(Eowyn) Who are you? – I am Professor Wunderland. (E) What blueprints?

– The blueprints of the Old City, a part of my records on our history.

(E) What Old City? The history of Old City. That's what I've been researching.

Listen... (see box)

... { We know that he has the key to Old City, and want to get there before anyone else takes the map we know is there... But nothing we asked about was any use. (Don't mention "history" or "Old City", or he repeats entire story...!) Also tried to fight (very tough) but that's all wrong. (On an earlier game, he attacked party, that's OK (?)).

Solution is – that this is too early.

After we meet Barlone in Rattkin City, he advises us to ask the professor about "archives". No way to know just now, but that's what we did: }

(Eowyn) What about archives?

-- Hmm. Let me think a moment.. There were some archives in the Old City... When New City was built the archives were sealed off and covered over. Years ago, I went there to study records of our history. I think I may still have the key – one moment. I hope this helps with what you are looking for...

Got [1 **Old City Access Key**]. The access to the Old City is on the south side of New City. It's been locked up for years... Be careful!



Listen, and I'll tell you what I've learned...

A long time ago, everyone lived together here. All in the same city... Old City Life was simple for our ancestors, there was a common purpose... To fulfill the law of something called the Sacred Stone! But as time went on, there was disagreement upon the meaning of the sacred writing... Everyone began having different ideas. And they began to fight amongst themselves... Different groups were formed, each claiming to represent the one true interpretation of the Sacred Stone. In time, each faction created their own version of the Sacred Stone, rewriting it to conform to their own beliefs. The original Sacred Stone was lost, obscured and forgotten. Eventually, all anyone knew was dependent upon the beliefs of the faction unto which they were born. Naturally, the different factions began to separate. Soon, newer cities were constructed in the surrounding regions... And Old City was abandoned... All evidence of our original common ancestry disappeared. There were wars... The simple life had come to an end... And each faction began to evolve in an entirely different way. Some believed that this was bad. Others claim that it was all foretold. And a few others yet say that this is all as it should be...

Hundreds of years passed. Then, one day, a strange thing occurred... A group of strangers appeared, calling themselves the Higardi. They said they came from the mountains, where they had been living in the ages since the fall of Old City. They had achieved great scientific wonders... And they wished to share their knowledge with all. A common ground was needed for all the differing factions to meet with the Higardi, and so New City was constructed. And it was built on top of Old City. Then, as suddenly as they had appeared, the Higardi vanished! No one knows exactly what happened... There must have been some purpose. But no one knows what it is! And so then, at last, here we are...

23. "Keep Out! – CONDEMNED AREA"

24. The building is old and crumbling away, completely empty save for a few broken crates and a somewhat liberal spread of rodent droppings...

25. Sign. This is all you can glean from a sign too faded to read.



(Used **Old City Access Key**, and wall opened)
Continuing on map 3A, Old City.



(After return from Old City)

26. The inside of the shoppe is dimly lit, and faint outlines can be seen upon the wall where various implements of destruction were once displayed. The store seems quite bare, other than a few scattered crates, some open, which are resting on the floor. Tacked upon the back wall are several illustrations of items not immediately identifiable and whose use and purpose is not readily apparent.

A large horned creature approaches you, brandishing an ominous sword and a strange barrel shaped object, waving them in a threatening exhibition of possible conflict

Haut! What do you want? This shoppe is closed...PERMANENTLY! Who sent you? (Answering anything else than Black Market: Get out and stay out! – The huge creature charges, pushing you out the door)

-- Black Market. ... Shhh -- Spies are everywhere! Come in and be quick about it! { Has only weapons, some pretty good. No armor. Bought a **Wakizashi** }

27. All is quiet as you enter the inn, and it seems that you are the only likely customers. The main room is cluttered with junk, and several scratchy paintings hanging askew adorn the walls. Stacks of plates and half-finished meals still remain from prior days... A testament to the general tidiness of the Innkeeper...

Soon, a frumpled grumpy man makes his way from the back of the messy room...

...Hrrumph! [**Dungore** – Munk] -- Have you heard any rumors?

-- I've heard a rumor about Arms of Argus / I've heard that the Black Market operates from the Arms of Argus!

Pardon the clutter, but we don't get many visitors these days... You need lodging for the night?

As long as you don't bring any of those filthy T'Rangs with you... But don't just stand there, come on in!

You look like you could use a good round of ale!

Just make yourself at home, we're all family here...

Now will that be for two nights, or just three?!?

28. "Palace's Armory. Mail & Fine Leathers"

29. Naked wooden dummies which once carried various suits of armor stand barren in random disarray about the shoppe.

A few old, rotted garments of mail and leather droop lifelessly from the walls. It is hardly an enticing display...

A poster above the door proclaims: If you don't want to lose it, cover it with Palukes'!

The floor is unswept, covered with the footprints of many recent visitors, and a well worn path leads into the back. Suddenly a stout looking creature appears from behind one of the empty dummies and charges to meet you...

Ort! I am Paluke, Armorer of New City!

This is your lucky day! I have a few remaining pieces which I am sure can be easily fitted to suit your needs! Sorry I don't have more to offer right now, but it seems everyone is preparing for war! { Bought footwear, leggings, helmets }

30. (Chest) [1 **Lt. Crossbow**, 66 **Quarrels**, 1 scroll **Missile Shield**]

31. "BELCANZOR'S Magik Emporium"

32. Peering through the window, you see a group of the bizarre Savant Guardians. Cold and without emotion, they are deadly serious, and are poised to repel any possible attempt at invasion.



33. Apparently every day is now a holiday, the bank being quite bare and obviously vacated long ago.
34. "VAULT ROOM"
35. The vault room appears to be empty, save for a slight gleam in the corner of the room which catches your eye. (Search) Wedged within a crack of the floor, you pry up a paltry coin [1 **Copper Penny**].
36. Inside the vault rests a heavy chest, sealed and locked securely. [Challenging trap]
Buried in the chest, wrapped in a dark sequined shroud, the body of something once human met a horrible end. The corpse has long turned putrid, and seeing it within such a perverted coffin specks a tale of graven past deeds, and fills your head with images of a crime most foul... There is no clue as to the identity of the remains, but gauging from the saggy squish of its moldered flesh, you can guess it has been there for at least several months... -- Mistakenly you take a breath (Chars get nauseated, and not easily healed...)
[1 **Poison Dagger**, 1 **Cloak "Death Shroud"** (Cursed), 1 **Deadman's hair** (Hypnosis 20%)]
37. (Voice from window:) "Psst! Get me out of here!"
38. "New City CONSTABULARY. RESTRICTED AREA" (Red emblem)
39. Inside the constabulary, a host of the elite Savant Guardians stand ready for battle...
Moving swiftly, silently, and with perfect precision, they assume a massive attack formation
[2 **Savant Troopers**, 8 **Savant Guards**].
– The battle over, the vaporized bodies of the mysterious guards have left no trace or clues... It is all inhumanly efficient.
40. A small box with three blinking buttons is attached to the wall. It appears to be patiently awaiting instructions that were presumably lost with the demise of the guards. (Recall Black wafer: BYYR?)
Pressed buttons Blue-Yellow-Yellow-Red. The colored buttons blink three times and then go out... (door is open)
41. The prison, like all cages and chambers of confinement, is desolate and somber, and the air is thick with the stale odor of unhealthiness. Its construction is simple and plain, but quite adequate to be effective nonetheless, serving all too well its ultimate intent, to slowly drain the life of those who are deemed threatening or undesirable to the currently prevailing powers that be.
42. The prison cell is occupied by a very rotund and somewhat unattractive creature, although his demeanor does not appear hostile.
-- I am in your debt... I was betrayed by a gang of assassins, spies that were searching for Orkogre Castle, our secret fortress hidden in ... Oops!... Heh, umm er, ah..
Perhaps we should get out of here before more of the guards arrive!
(Eowyn) What about castle?
– The location of Orkogre Castle is a well kept secret, known only by a handful of outsiders.
But now I have need of your help and must reveal it to you.
You must swear never to tell it to anyone! (OK)
A plot has been unleashed by those who would envisage the destruction of the might Gorn Empire. We survived the years of war with the Dane and Munk because we were stronger, but now new forces have appeared that seek to sway and enflame our old enemies.
I will attempt to find the traitors who deceived me before they can reveal the location of Orkogre Castle.
But you must travel to the Castle and warn the King!
Tell him this, **the Dartaen Alliance is broken!**
He will understand its meaning and know what to do.
East of New City, if you follow the road that forks northward, you will enter our lands.
The border is guarded by a special division of the Gorn Army, under the command of the great Lord Galiere.
He is loyal to the King and will allow you passage, if you present him with this letter...
From there, make your way westward through the forest. The entry is in a small clearing. It is a difficult journey, but you should be able to do it in a day or so. Uggbah be with you!



43. (Chest) [1 **Breastplate** (AC-8), 1 **Chamois Skirt** (AC-3), 1 **Feathered Hat** (AC-2)]

{ And so we leave New City for now and head for Gorn-land... }

{ On return after completed Orkogre Castle,
left Black Wafer, Polished steelplate, Letter from Boerigard, Murkatos last words in Umpani house }

44. You stand inside a large courtyard, serene and calm, and it is a welcome change from the otherwise gloomy city. There is an arched gazebo in the center of the courtyard fountain, and within it is housed an ancient statue.

{Swam out to it, and even with only one square of swim used almost all stamina}

45. Standing at the statue, it appears much larger than before. The statue looks fresh, as if it were carved only yesterday, although a thick layer of rust around its base suggests it has been here a long time. Gazing up into the face of the majestic figure, you detect a faint smile and its eyes seem to almost twinkle...

(Search) Scraping off the thick rust, you unearth a metal plate at the foot of the statue engraved as follows: "FATHER PHOONZANG"

Oddly enough, while cleaning the plate you noticed that the middle of the second "O" in the engraving seemed to move out of alignment. – It indeed swings open, pivoting at the top, and underneath you find a small opaque stone, apparently concealed here a long time ago.

[1 Moonstone]

46. "Welcome all. Thesminster Abbey"

47. Though the cathedral lacks the kind of elegance most often associated with a membership of profitable patronage, it nonetheless seems to possess that tranquil reverence which can momentarily soothe the troubled soul. It is empty now, the floors swept clean, and only the slow deliberate motions of a lone figure standing at the end of the temple serve to break the stillness... The distant priest has given no sign that he is aware of your presence, continuing in his ritual as if no other matters held any import.

48. Drawing near the priest, he turns to face you...

-- Welcome my children!

(Father Rulae:) Do you seek healing for the body, or guidance for the spirit? (GUIDANCE)

Slay not he that cannot hear!

Go now, and repeat these words to Brother TShober who guards the bridge to the Holy City of Munkharama. Your journey shall be long, but you have taken the first step. Now you must prepare to make the second!

(RUMORS?) I heard a rumor about Statue – The statue has been here since the beginning of time.

(BYE) – May the heavens be with you!

-- Answered (HEALING): Are you prepared to make a sacrifice? (YES)

Would you sacrifice all or but a little? (LITTLE). – You shall receive in accordance with what you have given! Enter herein and follow the path before you!

{ Left door was open, leading down to fountain of restore Stamina and HP }

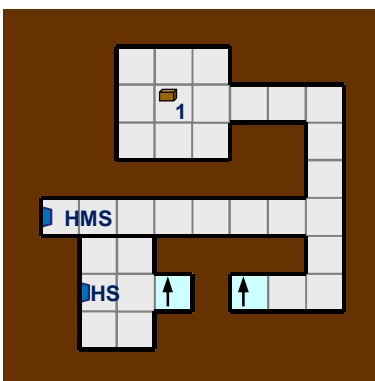
{ So next part of the story takes us to Munkharama, which we head out for now (by map 6). }

{ After round trip to Munkharama, Lost Temple, Tranmontane Forest, Ukpyr Mountains and Giant Cave, having completed quest of 5 flowers, we're back to Father Rulae: }

... healing or guidance...? (WE HAVE LEARNT THE HOLY SACRAMENT)

Thy virtue doth shine as a radiant sun... Enter herein, and follow the path before you!

{ This time the right hand door was open, leading down to Abbey basement (Map 3B)



Map 3B Abbey Basement

1. The chest lies covered with a thick coat of dust, and you wonder if it is as old as Father Rulae himself. Prying open the antiquated coffer, you discover a bundle of waxy layers, which you begin to peel away... Under the wax covering is a worn piece of parchment, so old that it has several holes in it, and its writing has long faded away. [1 Legend Map] + 5000 XP.

* LEGEND *

Whatever was written upon the map has long ago faded...

Now it is but a blank piece of parchment, dotted with several scattered holes...

Around the edge of one hole near the center, you can just barely discern the faint remnants of a ring of reddish dye.



{ Next mission: North through Gorn-land to Nyctalinth to confront the T'Range. }

... { [Back in New City on T'Rang quest. Sent to meet Shritis, by means of Anthracax \(teleporter\) – found ourselves at location #49 in T'RSHIECHES HOUSE](#) }

49. Arrival and departure from/to Nyctalinth – Anthracax

50. The room invokes a rather queasy sense of dread, as deposits of an icky brown substance covering the walls and floor suggest the thought of some kind of weird alien habitat...

51. T'Rang Empire ANTHRACAX

52. In the corner of the room you spy a huge foaming brown mass as it begins to move in your direction...

From out of the shadows a menacing spider-like creature approaches you and hisses,
“I am Shritis T'Rang”

Standing nine feet tall, limbs twice the girth of any other T'Rang, brown cobweb coating so thick and dark, you know that this is no ordinary T'Rang, and the hot fetid spewel which drools from his mouth makes his threatening disposition even more ominous... He hisses again...

Be quick about you humans, I do not play games... H'Jenn-Ra has sent you to me? (YES)

Then take heed little pups... The T'Rang Empire has claimed this world as its purlieu, and any outsiders meddling in our affairs will be dealt with in a most expedient manner. If H'Jenn-Ra T'Rang wishes to test your merits, I will oblige... But cross us, and the full force of the T'Rang

Empire will ring down upon your clammy little heads! ... What word has H'Jenn-Ra T'Rang for Shritis? (TO STRIKE) To strike?!... Does he wish your heads devoured by the great Shritis T'Rang?!

HA-HA-HA... Fear not, disgusting humans... It is the fat bellies of the nosey Umpani toads we would purge from our

territories. They bring their fierce guns and machines to bear against all who oppose them, but they fear the mighty T'Rang Empire, yes! Even with all their firepower they cannot prevail against us! The Watchers must sense a momentary weakness in their defenses, and the wise H'Jenn-Ra has determined now is the time to let them feel the vengeful claw of the T'Rang! Perhaps H'Jenn-Ra has seen within you a power to assist us... Would you partake of my vengeance upon the cow-bellied Umpani? (YES) So H'Jenn-Ra may have chosen shrewdly after all... He is wise... Perhaps too wise... You are to seek out the savage Umpani tracker, Rodan Lewarx, and destroy him! Around his neck hangs the gold medallion of his dead father...

Bring the medallion to me! And you shall reap the rewards befitting proven allies of the T'Rang Empire! Do not return to me until Lewarx lies a festering carcass! I go to sever the head of the Umpani...the simpering pig, General Yamo! When dealing with an unpredictable and dangerous power, each moment becomes an exacting test, as if the boundary between reward and crucifixion lay upon the keen edge of a sword's blade... In the battlefield, such experiences are commonplace. But how much more deadly when the contest lies within innocuous surroundings, and the wars are fought with words. It is with a sense of relief then that you watch as the great monstrous spider-thing known as Shritis T'Rang gathers his forces and exits the chamber, off on his crusade of assassination, hissing orders to those who follow in his putrescent wake, oblivious any longer to your lingering presence in the house... Now it is for you to decide your next course of action...

53. Apparently, so enthralled was Shritis with his mission that he neglected to secure this old chest. Of course, mayhaps it too be another test... -- ... Examining the contents of the box, you find the stuffed corpse of a Savant Guardian, skin completely shriveled, hard as a bone, and most sincerely dead... You puzzle as to why it did not vaporize like all the others upon its demise... While sifting through the body, however, a thin black wafer falls to the floor... [1 [Control Card](#)]

{ [Took the opportunity to replenish HMS at the fountain in the Abbey basement before returning to Nyctalinth.](#) }

{ [After a long leave, returned to New City after the Witch Mountain quest](#) }

First to Dock & Marina (17)

54. Old nets and a few stuffed trophies of gruesome looking aquatic creatures drape the walls of the small marina. An old monk, quietly working in the corner, seems so immersed in the block he is carving that he fails to take notice of you. Looking back at the trophies in detail, any thoughts of taking a little dip in the sea are quickly followed by the thoughts of being ripped to shreds... The old monk giggles, looks up, and then goes back to work... On the far wall you notice an empty trophy plaque, though it is too far to read from here. As you turn back to address the monk, he is standing before you... ([SOGHEIM](#)):

--Thinking of sea faring, are we? Beware the dangers of the deep! (RUMORS?) I heard a rumor about Sea Monster -- Brombadeg, the Demon of the Sea! Many a ship has set sail, only to never return... 'Tis rumored that when the moon is full, he rises from the deep in search of human blood... But none who have met him have lived to tell the tale... Aye, he's taken many a sailor to a watery grave... And if Brombadeg doesn't get you, then the birds probably will!

55. A lonely plaque devoid of trophy hangs from the wall... It reads: BROMBADEG

56. Spanning the room, suspended by hoists and beams, the skeleton of a small sailing vessel awaits completion... Looking closely at the unfinished ship, discoloration in the wood of various sections suggest the small boat has probably been under construction for several years, possibly more... It is evident that at this rate of progress, it could be a decade before the ship is ready to sail the open seas... Clearly, there is little hope of it being of any use in your current endeavor...

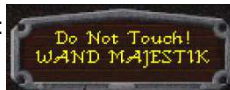
16. CURIO MUSEUM – Amazing Oddities. ... -- The colorful cartoon of a grinning jester adorns the door of the museum. A metal tongue is protruding from the small mouth of the jester, and in the tongue is a narrow slot. You discover that the tongue is taut and springy, and when you depress it and quickly release, it flaps up and down, making an odd twanging kind of sound...

(Use [COPPER COIN](#)) Inserting the copper penny into the slot, you depress and release the tongue... The coin flips into the grinning jester's mouth and disappears... (unlocks door)

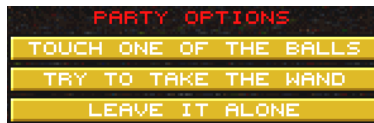
57. Cobwebs hang like fine tapestry from the ceiling and walls of the dark museum, creating the illusion of a gossamer maze... Gradually, your eyes adjust to the dimness, and strange silhouettes can be seen in the shadows of the room...



58. Plaque:



explain how it is that they remain suspended above it. Of even more interest however, is that within the pyramid floats an ornate and dazzling wand, which bathes the area with a radiant aura.



Hovering above a marble pedestal are four glowing balls... The balls are aligned in the form of a pyramid, three at the base in the shape of a triangle, and the fourth on top as the peak.

The balls do not appear to be connected to the pedestal in any way, and you cannot readily

(Touch ball) Your hand passes through the ball as if it was not there!

(Take wand) As your hand reaches into the pyramid it disappears! Although you cannot see your hand, it is still connected to you, and it feels as if you have reached inside a vat filled with oozing slug-like worms, crawling all over your digits...

(Pull out) Quickly pulling your hand from the pyramid, you

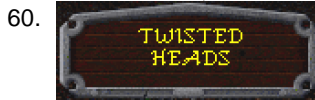
are relieved to find it still there... The mysterious wand appears quite unaffected by your actions, and continues to hover and glow...

(Leave inside) Feeling around inside the invisible vat of slugs, your fingers detect something hard, round and slightly heavy. As you grasp the object and retract your hand, something gives you a small burn... (DURIN DISEASED)

{ Which is why we had to wait with this until someone had learned Cure Disease... }

Quickly pulling your hand from the pyramid, you are relieved to find it still there... The mysterious wand appears quite unaffected by your actions, and continues to hover and glow... Got [1 Rebus Egge]

59. Petrified Homonculous – A large crystal dome sits upon a tarnished metal stand, attached and sealed quite hermetically... Peering inside the dome, you spy a small gargoylian figure, apparently made of stone or some other hard material. The quality of the workmanship is exquisite, so perfect to the last detail that one might almost swear the tiny figure was real... Whatever it is, it doesn't appear too tasty.



An elaborate mural cast in metal hangs from the wall, and sticking out from it in gross profile are the bronzed heads of three little caricaturish imps... While there does not appear to be any particular meaning to the abstract background of the relief, you discover that the small burlesque heads can be twisted around... You are surprised to learn that when a head is

oriented in one direction it appears to convey a certain emotion, and by turning it upside down, the original face reverses and then extols an opposite expression. You wonder if perhaps there is some meaning in this madness.



(Using info from *BOAT* map:)

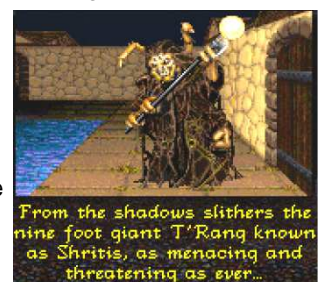
1. Scared Imp. 2. Angry Demon 3. Laughing Devil 4. Silent Devil
5. Surprised Imp 6. Happy Demon – and secret wall opens!

61. Afloat within the shallows of the water is a peculiar looking vessel, a boat, but unlike any other that you have ever seen.

62. Stepping aboard the strange craft, you see that while it appears to be made of wood and steel, further investigation reveals it is actually built of an unknown hard glossy material... Tough, resilient, and obviously waterproof. It makes you wonder about the origin of the boat, and how long it has been harbored here... The most interesting feature of the craft, however, is the tall oven-like barrel which sits at the rear of the ship, the purpose of which is not clear... It then strikes you that there is no visible means for propelling the small skiff. Only the rudder pole, a banking oar, and a strange handle attached to the side of the barrel... (Use Wikum's Powerglobe) ... Placing the black globe onto the tripod in the center of the odd canister-barrel, you gasp as it starts to glow... After a few moments, you can hear water rushing up through the tubes inside the barrel, and soon see a rush of water emerging out the rear of the craft. Grabbing the rudder and pulling the handle on the side of the large can, you are ready to head out upon the open sea...

(Now took some time to explore north shore of Sea of Sorrows, up to the mouth of Eryn River
Then headed for Tramontane Forest and Rainbow Cave (Sphinx))

Returned to New City after completing Dane Tower. This will probably be our final visit in New City. In Abbey met all NPCs, Ratsputin was still angry with us, and attacked, end of Ratsputin story. In the end met Jan-Ette, who had the *CRYPT* map, which we obviously bought. So finally we have all the maps.



From the shadows slithers the nine foot giant T'Rang known as Shritis, as menacing and threatening as ever...

* CRYPT *

In the land of the Dead shall thee travel, an isle of ghosts and demons... For as thy knowledge be rooted in history past, thy thoughts shall be but echoes from the crypts of the lost and the dead... They that stare blindly into the hall of the past shall see not... While he that stands aloof and notes carefully, shall find the secrets which lie nestled along its outskirting waters. To embrace the dead as if truth, is to dwell in darkened crypts... To cast thine eyes upon the radiant sun, let this be thy truth... Thus may one escape the crypt, and depart the island cube... Thus may one escape the past, and depart the island mind...



O'Hai, kind friends!
I thought to come by and see how thee doth fare!

63. "FORBIDDEN ZONE" ... Two vivid emblems, one red and one black, have been attached to the door, the significance of which is not clear.
64. An elaborate device with tiny blinking lights has been implanted into the heavily steeled door. Only a thin slot at the base of the device displays any hope of access into its internals... (Use **Control Card**) ... You insert the small wafer into the slot... (door opens)
65. Entering the area known as the Forbidden Zone, you confront a few of the icy Savant Guardians at work behind a strange machine, its panel aglow with rows of blinking colored lights... Upon seeing you, one Savant Guard quickly snatches something from the panel in front of him, and the lights on the machine go out. The other Guards methodically and mechanically turn to attack. [**4 Sv. Controllers, 6 Savant Troopers**] ... The powerful Controller eliminated, you are dismayed by the fact that he vaporized without leaving behind the object that was attached to the odd machine...
66. You stand at the helm of the blank machine, trying to comprehend its purpose and operation... On the side of its box-like head, you note the slot from which the Savant Controller removed the device responsible for its deactivation. (Use **Comm-Link Device**) ... You insert the Comm-Link Device into the side of the machine...

HOST MODULE:>
(Black ship command)
HOST MODULE:
Black Ship Command
LOADED.
HOST: Black Ship Command
Options: S)tatus L)og F)iles
E)xit >



(L) ... COMMAND LOG – Access Restricted * Access Denied *
(S) ... * STATUS MONITOR *

Status: IN ORBIT
Planet: GUARDIA
Life Support: GREEN
Star Drive: GREEN
Primary CPU: GREEN
Aux Sys CPU: GREEN
Shields: (98/100%)
Phaser Banks: UNLOCKED
Missile Bays: READY
All Systems Operational

(F) .. * FILES * : S)hip P)ersonnel E)xit

(S) --- nothing revealed

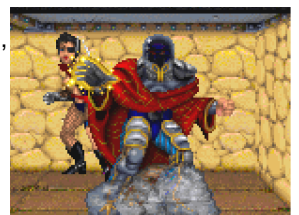
(P) ... Accessing: PERSONNEL FILES ... NAME: (Dark Savant) ... RECORD NOT ON FILE

NAME: (**Vi Domina**) ... Class: HUMANOID-FEMALE. Clan: UNKNOWN. Age: 24. Personality: VOLITILE, AVOID PROVOCAION. Overview: EXPERT, EXTREMELY DANGEROUS. Features: EYE-PATCH/RIGHT, CHROMA POWER-GLOVE. Comments: Subject possible

"If there's something you want, why don't you ask?" – Shocked at the sudden voice, you wheel around to face a panting young woman with cropped raven hair, black patch over one eye, electric blue arcs sparking across one hand and a white sword whisking in the other... "Not very subtle in your attempts at espionage are you... I was monitoring the system when you processed the files... You shouldn't be in here... But then... Neither should I! Haha ha... I have come from the Black Ship, the ship of the Dark Savant! He's gone completely mad, calling himself a divine lord of the universe or something... He keeps talking about destiny and strange prophecies... And about an all powerful globe that will transform him into a kind of god... The As-Trel-Dah-Me-Nay... He said that he needed me to help him find it. That I'm supposed to know something about it. At first, it seemed like a chance for real adventure...Cruise the galaxy in style, you know. But he's become more and more obsessed lately...And it's starting to get a little too spooky for me... Do you think you could give me a lift off this burg?

...Before you have time to consider a reply, the mysterious dreadnaught himself materializes within room... --RETURN TO THE SHIP AT ONCE! ... Immediately the young whip-like girl jumps into action, unleashing a powerful bolt of energy at the titanic figure from her glowing hand of blue-white metal... In a dazzling display of fireworks, the Dark Savant returns a blast likewise from his outstretched arm, hurling a blistering arc of thunder into her shuddering body... As she slumps to the floor, you notice a flurry of sparks and smoke emerging from around his helmet, and he instantly starts clutching at his throat. With a strength surpassing anything human, he hefts up her collapsed form in one hand and heaves her into the back chamber, the door of which slams shut as he chokingly vanishes inside a shimmer of blue...

The forgotten machine beeps impatiently behind you... -- * TIMEOUT * .. No Response From User. Auto-Disconnect Sequence Initiated. Terminal Linkage Disconnect. Remote Access Terminated. ... Upon the door of the room where the girl was so tossed like a handful of feathers, a red blinks on and off...



67. Peering in through the window, you can see the fallen body of the one-eyed warrior-woman crumpled in the corner. You cannot tell whether she is dead or alive... And if alive, how much longer she will remain so...

68. Upon the door of the room where the girl was so tossed like a handful of feathers, a red light blinks on and off.

→ Back to computer.

66. You stand at the helm of the blank machine, trying to comprehend its purpose and operation...

SERVER:> (018@67C1)

HOST MODULE: (Central Security)

HOST MUDULE:

Central Security LOADED

LOCATION: Remote Operation. Station #2

HOST: Central Security.

Options: S)tatus C)ontrol E)xit

:> (S)

* SECURITY STATUS *

Location: REMOTE

OPERATION STATION #2

Primary Entry: SECURED

Terminal CPU: ACTIVE

Security Cell: SECURED

HOST: Central Security

Options: S)tatus C)ontrol E)xit

:> (C)

* SECURITY CONTROL *

SECURITY DEVICE

:> (Security Cell) →

68. You notice the light on the doorway to the Security Cell has turned off...

69. The Security System apparently disabled, you enter the room with the unconscious girl... After a few minutes, she groans and awakens... Unnnnnghhh! My head! What happened? Oh, I remember... He'll be coming back for me... He can't get his precious orb without me... I need a ship! And now that he's seen us together, he'll be looking for you as well. Our only chance is to find the Astral doo-dad before he does... And try to make some kind of deal... Assuming he's not totally insane by now... I heard him say that it was located beneath a morgue on a small island somewhere... Here, take this ... [Got Vi's Device] ... It's a small transmitter, so I can keep track of you. If you can find the stellar globe then perhaps we can kiss this chunk of asteroid goodbye... I should go back to the ship and try to soften him up... I'll tell him I was attempting to stop some thieves, and he misunderstood... In the meantime, see what you can discover... And see if you can locate the As-Trel-Da-Men_ah... Press the button on the transmitter... It will signal me and I'll beam down to join you. And see if you can get us a ride on another spaceship somewhere... But don't trust the tarantula-heads... They'd sell us out for sure! ... By the way, my name is Vitalia... But everyone calls me Vi... Vi Domina... You watched transfixed as the electric girl touched her wrist and shimmered away into nothingness... It will take some time before among your discussions you are able to piece together exactly what the young girl was talking about, but the essence of her meaning was clear... The Dark Savant is a dangerous threat, and time seems to be running out... She mentioned an island somewhere, and a morgue... And at the bottom, perhaps the fabled sphere of power... Of immediate concern, however, is getting out of here before the armored juggernaut can return...

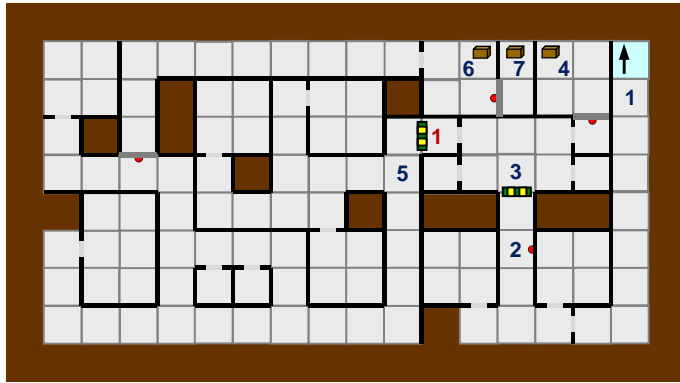


END OF PART ONE –

Now party leaves New City and mainland – probably for good – and head towards the endless Sea of Sorrows...

{Comment: Returned some times to the Abbey Basement to recharge and identify items. Every time (almost) we met all NPCs (frustrating...) – sometimes twice. So meeting with NPCs to acquire any missing maps doesn't appear to be that difficult...}





**Map 3A
Old City**

Ghost (dispell doesn't work), Spirit
Skeleton
Venom Weevil, Stag Weevil
Vampire rook, Spectral raven
Crawling waste, (Creeping crud:)
Fungus Ooze, Puxic Ooze (poison, spits horrid bile)
Faerie Witch
Dragon Lizard (breathes acid spray)

(Monsters were on our ability limit here...)

Key:
1. Old City Key

1. The air is dark and unpleasantly musty, an odor possibly attributable to a slick ochre mold which covers the walls and floor...
You detect no trace of footprints in the moldy floor, nor any other evidence to indicate the presence of others. { Alternatively (the normal text, when we're too late: Faint footprints suggest someone else has been here recently. }
2. Lever opens gate
3. The room appears vacant, though the air is quite ripe with the putrid stench of something dead.
4. (Chest) [1 [Book of Shielding](#) (armor shield), 1 [Book of Knocks](#), 1 [Book of Haste](#), 1 [Amulet of Stillness](#) (Paralysis 10%, Paralyze 5/7), 1 [Old City Key](#)]
5. A horrid wail of of stinking air meets you [Enc. [Fungus Ooze](#), [Puxic Ooze](#)]
6. (Chest) [3 [Bone Dust](#), 1 scroll [Missile Shield](#), 1 scroll [Dispel Undead](#), 1 Scroll [Locate Person](#), 1 [Ankh of Sanctity](#) (AC-1), 1 [Brimstone Nuggets](#) (fire 20%)]
7. (Chest) Inside the chest, neatly swaddled in a waxy wrapping, you uncover an old piece of enscribed parchment [1 [Dragon Map](#)] + 5000 XP.

*** DRAGON ***

Inside a dragon's lair doth Man Wander, in pursuit of his fulfillment, a monster behind every shadow lurking... His inner dreams doth hunger for noble rewards, while his world doth comprise naught but fruitless conflict and frustration. Only he that looks again at all he hath discovered, may find hidden the new meanings which lie concealed between the cracks of his knowledge. Thus may one brave the shadowy dragons, and discover the hidden treasures of the labyrinth. Thus may one brave his shadowy fears, and discover the hidden treasures of life.



**Map 4
Gorn Land**

Nyctalinth

Ratkin Ruins

Orkogre Castle

New City

To Munkharama

Eryn River

Chest near #9:
 [1 [Studded Hauberk](#) (AC-8),
 1 [Phrygian Cap](#), 1 [Mod Heal](#),
 1 [Cure Paralyze](#), 1 scroll [Healfull](#),
 1 [Ankh of Dexterity](#), 1 [?Lute](#)]

Rattkin Bandit, Rattkin Rogue,
 Rattkin Thief, Rattkin Hunter (spells)
 Rattkin Leader
 Black Bird, Night Rook, Vampire Rook,
 Dragon Rook
 Savant Guard,
 Gorn Spearman, Gorn Ranger,
 Gorn Lancer
 T'Rang Younger, T'Rang Wilder
 Hog Beetle, Stag Weevil, Boar Weevil,
 Venom Weevil
 Eerie Moth, Glow Moth, Glow Mothra (sleep)
 Man O'Grove, Halloweech
 Giant Lizard, Iguandon



1. The forest clears a bit, and as you step forward a thunder of gallants approach, surrounding you with swords and spears. Soon, a part appears in the crowd of leathery men, and striding up the open channel a tall regular figure walks with the poise and stature of seasoned nobility... Although he appears like the others, deep ochre skin, round barreled body and short tusks ascending out of his mouth as from a wild boar, there is something more concentrated about him, and despite your misgivings about the situation, you feel an unmistakable attraction.

(Lord Galiere) How yet more of your kind do come to plague us! These lands belong to the Gorn Empire, and we shall protect them unto the last! Turn back and we shall leave you in peace...Enter, and die! { Showed the letter from Capt. Boerigard to Lord Galiere } I see by this letter you bring important news of the empire to the king. Very well then, you shall be allowed to pass. But be warned! Much has happened here recently, and I cannot guarantee your safety. Civil war has erupted amongst our people. A band of assassins, infiltrating Orkogre Castle, has slain the great wizard Murkatos. With Murkatos dead and his spells no longer able to protect our lands and keep the peace between us, hordes of dissenting tribes have begun to gather in the surrounding fields. My army must remain here, ready for the battle that is soon to begin, Gorn against Gorn, brother against brother, and blood against blood... Trust no one, and be wary, for the prophets would dance this night upon all our graves!

2. Sprouting from the ground like a descendent beanstalk, the entry to Orkogre Castle lies before you.

...

{ Much later, --After Nyctalinth-quest, on the way to Rattkins }

3. Walking through the forest you begin to feel a bit apprehensive, an odd sense of your general surroundings which seems to emanate an ominous scowl of doom...
4. The foreboding aura of the woods seems to be getting stronger, and you glance about as if hidden eyes were watching you...
5. A slight rustle of the leaves, a strange crackling of branches, all is definitely not as it appears...
6. And then without warning, the trees begin to move... BAHHL_GRAAAG...THEY-APPROACH THE SACRED-GROVE! KALLOK-BAA-GOGGG!! [3 Man O'Groves] ...
7. The sinister presence of the forest growing stronger, the danger has not yet passed...
8. A ring of columned stones encircles a clearing in the grove, and you approach with great caution... At the center of the ring you can see a flat stone carving of some kind of engraved slab upon the ground... All feels strangely still for a moment... Then looking around, you perceive the forest creeping in upon you...Slowly, very slowly... As your foot moves to take a step, the trees are upon you... [5 Man O'Groves] ... (without chance to save...) Silently, the masses of the verdurous sylvan denizens continue their onslaught... [3 Halloweeches (casts Poison Gas, Terror, but vulnerable to Silence), 5 Man O'Groves] ... As if no end in sight, the stalking vegetable-man tress still come, dark, looming, and mindless... [1 Man O'Grove (must have been some unidentifiable super-hero...), 3 Halloweeches, 4 Man O'Groves] ... Then it is over... The forest still once again. But you suspect that it is only a matter of time before more of the tree-things can come to protect their grove, and for whatever unknown reasons, you now know that to remain here could only result in your inevitable and ultimate demise...

9. Stepping upon the large stone tablet you study its features, a depiction of a great towering tree, thousands of branches thickly sprouting from it, and upon its trunk an old and gnarled face. (Use ?Bonsai Tree) ... Placing the small potted tree upon the face of the stone carving, you step back... The pygmy tree begins to grow... NOBB-BAHHGG UUD-RAAHGG... WHO SUMMONS THE SPIRIT MAA-GOOGG? (DURIN) KOLL-BAHH NUWT-KAAHH... ONE BOON SHALL I GRANT... KELPP-RAH-KAA BONE-TOGG... ONE SERVANT TO COMMAND... AND LEAD THE WAY... AHMETT-BAH-LAA. HE SHALL KNOW YOU. And the mighty tree shrinks back down into a sapling... Then into a small twig...Finally becoming a tiny root...And then into nothingness. The small pot lies broken upon the stone face of the engraved slab, its dirt spilled onto the ground...

10. The forest has grown through the crumbling ruins, and appears to have choked off the main entry. Perhaps there is another way?...

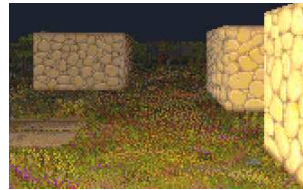
11. Passing the tree, you notice that an anomaly of nature has arranged the gnarls and knots of its rippled bark into the likeness of a face, and one that possesses a gloaty smug smile at that... It is then that you witness the woody countenance make a wink, and momentarily numbed by the surprising event, find yourself seized securely within its grasping branches... Before you can react, you are hoisted up into the tree, shuffled and passed from branch to branch, ... → Rattkin Ruins #1 (Map 14)

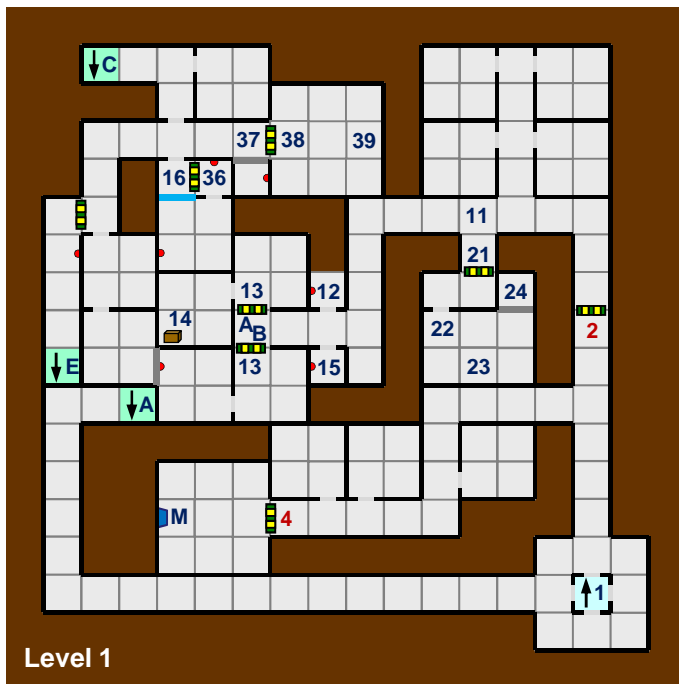


Letter:

The bearer of this letter keeps urgent news of the empire for Ulgar, King of the Gorn. Grant them safe passage.
By Order Of:

Capt. Boerigard
Commander 2nd Division





Map 5

Orkogle Castle

Keys:

1. Armory Key
2. Crown Key
3. Ring of steel keys
4. Key of Azure
5. Key of the Gorn King

Gorn, Gorn Spearman, Gorn Ranger, Gorn Lancer
Gorn Leader, Gorn Shaman, Gorn Ashigaru
Rattkin, Rattkin Bandit, Rattkin Thief

T'Rang Wilder

Iguandon

Prison:

Dragon Lizard

Creeping Crud

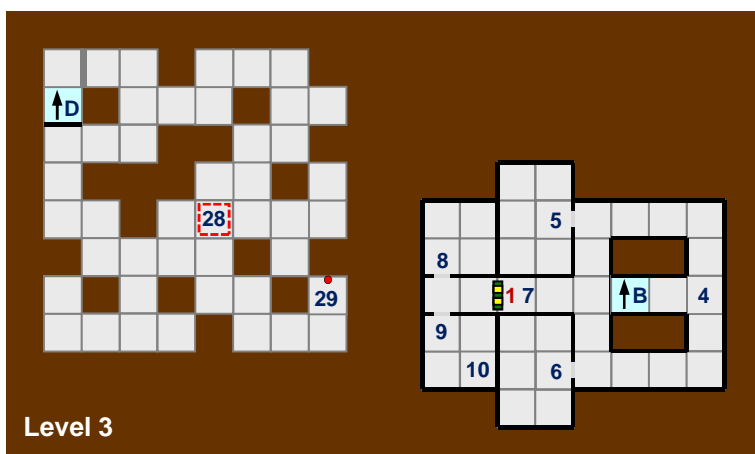
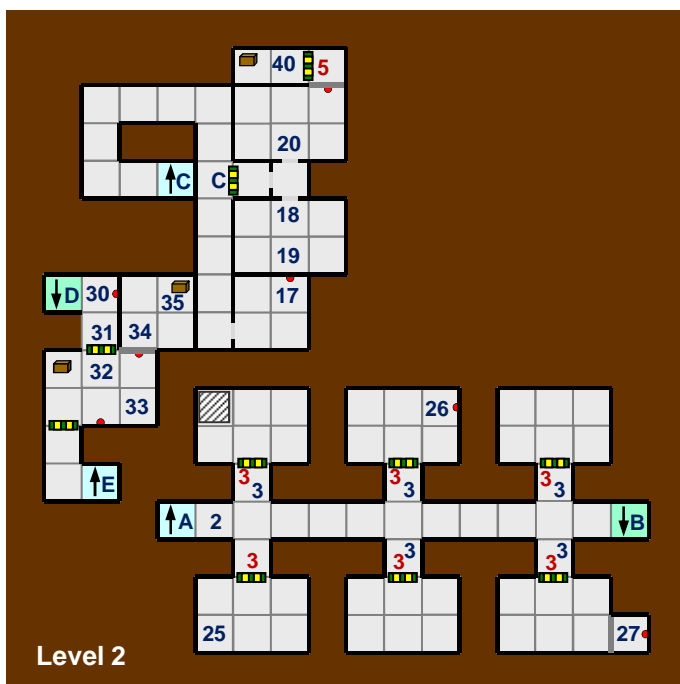
Venom Weevil, Boar Weevil (Paralyze)

T'Rang Watcher

Dane Canon

Sewer:

Iguandon, Giant Lizard



1. (Entrance) From above, heavy gusts of fresh air rush past you, winding into the deep recesses of the Castle. Would that you could ride this wind to make your journey short and to the point. As it is, now you must stand against the very fortress itself. The stones of Orkogre Castle are old, centuries old, and it makes you wonder about the history of this place and its people. You think of how little you really know about them, and that it is you who are the alien intruders.
{ Only way now: Down stairs A to prison, lv. 2, and further down stairs B to Armory area, lv. 3 }

2. "Please do not poke the prisoners"
3. You detect faint movements from within the prison cell.
4. "GUARD BARRACKS"
5. Inside the barracks stand poised a horde of feisty Gorn [Ashigarus, Rangers,... -- tough fight]
Dropped [1 Armory Key, 1 Do-Maru (L)]
6. Inside the barracks stand poised a horde of feisty Gorn
[Lancers, Rangers, ... tough, but not quite as tough...] Dropped [1 Crown Key]



7. "ORKOGRE Armory & Supply"
8. Inside the armory are racks of spears, lances, bows and arrows, and along the far wall are bundles of old leather coverings
[Lots of Spears, Bows, Arrows, Leather Hauberk, Leather Helmet,... nothing useful, left it all]
9. In the far corner of the supply depot are a number of barrels and several crates...
10. Inspecting the barrels, they contain pieces of dried horrid brown leather like substance, completely caked with salt. Sniffing one of the chunks of brown, your stomach immediately curdles...
Investigating the crates next, you pry one open and discover jars filled with the organs and internals of animals, emersed within a thick oozing liquid. Dusting off the top of the crate, you discern the following marking: M U N K
[14 salted munkmeat, 3 munk innards] → Took one of each.
{ Finished here – Went back up to the entrance ladder and north, and opened gate with Crown Key. }



11. On the floor of the corridor you notice a few dark red stains – blood. (Search) Inspecting the bloody stains further you detect small faded spots, as if diluted and washed by falling water droplets. Gazing upward, a small pinpoint of light glimmers from the ceiling. No doubt the leak has proven more resourceful than the roof patchers.

12. Lever opens gate A
13. A gaggle of whispers suddenly hushes as you enter the chamber
14. (Chest) [1 ? Scroll, 1 Scroll Magic Screen, 1 Scroll Resurrect, 3 Mod. Stamina,
1 Cure Lt. Cond., 1 Fire Bomb (firestorm), 1 Staff of Silence]



15. Lever opens gate B
16. "GORKUNGA – The Killer Ape"
A large crystal-clear window in front of you permits viewing into the small chamber beyond it.
As you stand there looking through the transparent wall, a small fury ape-like creature whizzes past you inside the enclosed area, making faces as he passes... You watch him for a few moments, as he jumps up and down, climbs the walls of his cage, and makes occasional obscene gestures from which he seems to derive a rather smirking sense of satisfaction. It appears he enjoys well the role of being Orkogre Castles' star attraction.
{ Went down stairs C to lv. 2. }

17. Lever opens gate C
18. The room is dry and stolid, its only feature being a single large mattress stuffed with sticks against the far wall.
19. (Search) Under the mattress you discover a set of brushes and combs, made of bone and stiff bristly hairs. A flat plate of polished steel lying underneath mirrors a dull but accurate reflection of your likeness.
[1 Bone Comb & Brushes, 1 Polished Steelplate]
20. The room is a rather austere sleeping chamber, being distinguished by the mounted head of a large carnivore above a flat wooden slab, undoubtedly a grand display of local taste in resting comfort. (King's bedroom)
{ Now back to the blood stains at #11 }

11 (return) – (Use polished steelplate (must be facing gate)) On a hunch you reflect the light upon the Sanctum gate – the gate opens...

21. "Murkatos Outer Sanctum"
22. The sanctum appears to be a small meditation chamber, for quietly centered underneath the candles of the far wall sits a fluffy purple cushion, surrounded by numerous symbols engraved upon the floor.
23. (Search) Under the cushion you find a tiny indenture, in which resides a red button.
{ Chant mantras / Push the button / Leave alone } ... A clatter of falling debris hits the floor with a clash!
(NE wall opened, actually a closet door)
24. Several year's worth of uncollected garbage lies scattered about the floor, having been dumped when you errantly opened the cache. Apparently Murkatos took the easy route to good housekeeping...
(Search) Searching through the trash in the dead wizard's closet, you find a sealed parchment and a ring of keys..
[1 Scroll (Murkatos' last words), 1 Ring of Steel keys]
(Scroll: Upon the scroll you read this hastily scrawled message:

Murkatos' Last Words:

We are betrayed!
Assassins have penetrated the castle quickly.
There is no time to reach my inner sanctum.
The answer is there and the prison is the key!

{ Hence we naturally make our way to the prison (lv. 2) }

(Ring of steel keys opens all prison cells)

25. Clumped in the corner you find several bags of stores, most likely food to fatten up the unlucky captives.

[10 [Bread Rolls](#), 3 [bunch of bananas](#)]

26. Btn. opens secret room in SE prison cell.

27. Lever opens pit in NW prison cell

{ [Jumped into pit to lv. 3 \(took damage and gained one climb skill point\)](#) } Arrived at,

28. The area is stinky and pungent, and judging from the foul deposits on the ground could easily be mistaken for a sewer, were it not for the lack of running water.

29. Btn. opens wall by ladder up in NW corner.

{ Climbed ladder D up to lv. 2 }

30. Btn. opens gate

31. "Murkatos Inner Sanctum"

32. Inside the darkened sanctum, phosphor glows radiate symbols and glyphs from the floor, walls, and ceiling. A few preserved creatures stare out from a cluttered shelf, and in the corner stands a small desk, littered with flasks and assorted knick-knacks. Upon a chest in the far corner are piles of old parchments and dusty books, and cobwebs hanging in the upper chambers of the ceiling add a final touch... Softly, without warning, a glowing form begins to materialize...



{ After easy fight, 7600 XP: }

In the dust of the fading spectre, another apparition appears...

--Mine is the spirit of Murkatos, borne of Gorn, and Wizard of this realm. Thou hast shown thyself strong and capable avengers, and thus shall I bequeath to you the inheritance of my legacy. As I did succumb to the allure of great riches and power from they who come from the stars, so did the weakness betray me to them, and thrust me into their clutches. Know you that those borne of deceit and treachery are consumed eternally, for living amidst their own fears and

suspensions, they grow blind and further inflamed, till like a warring plague they do become unto themselves. And so it was with I, for I did conspire against mine own blood, suspiciously and with malice, and now the mighty Gorn Empire lies in ruin, the gasping victim of my bloody hands, dying so ignobly in its own civil war. Learn well from this tragic misfortune, for to forget is to yourself betray.

[Seek the Tomb of Vilet Kanebe in the old church of Nyctalinth](#), and deep at the foot of the Creator. There shall you find hidden a part of what you seek...

(Chest) [1 [Book of Knocks](#), 1 [Book of Watchbells](#), Scrolls: [Missile Shield](#), [Restfull](#), [Resurrect](#), [Zap Undead](#), 1 [Dragon's Teeth](#) (Magic 30%)]

33. Upon the old wizard's table are several potions, a few odd baubles, and a small potted bonsai tree.

[2 [Poison Bomb](#), 1 [Cherry Bomb](#), 17 [Sparkle Stix](#), 5 [Snake Dust](#), 1 [Wizard's Cone](#), 1 [Manta Roots](#) (Air 20%), 1 [Bonsai Tree](#)]

34. A momentary tingle passes through you as you step inside the room (Most party members silenced) ... Gently a flutter of phosphorus wings emerges from empty air

[19 Spectral Ravens – very tough fight, 15000 XP]

35. Chest: [1 [Key of Azure](#), 1 [Gem of Power](#) (AC-2, spec power) , 1 [Robes+1 \(U+L\)](#), 1 [Ring of Shielding \(AC-1\)](#)] + 1000 XP.

{ Back to monkey #16, Use bunch of bananas }

Upon seeing the batch of yellow bananas dangling in front of the window, the playful chimp immediately jumps up and pulls the lever on the wall... The window slides back with a snap! The frenzied monkey leaps headfirst at the bananas, grabbing them from your hand and sailing on past you, gangwaying out into the corridor at full speed, rounding the corner out of sight. ... Suddenly a band of passing Gorn calls out, "Hey you! What's the big idea!!" [enc.]

36. Lever opens wall south of #37

37. "THRONE ROOM – Only the faint distant auras of burning candles are visible beyond the gate.

38. Shadows dance upon the walls of the dark and gloomy cathedral, and emptiness pervades the chamber deep within every crevice... Faded tapestries, illuminated by the candlelight, depict scenes of warring tribes and victorious battles, and you glimmer that these represent eras of history now long passed... Once this masterful stateroom was no doubt a bustle of activity, filled with endless politics and head-rolling decisions. Now, only the lone figure silhouetted upon the distant throne, somber, forlorn, staring out as if pondering thoughts a million miles away, breaks through the depression which so clouds this desolate, desperate arena...



39. Approaching the hunched and staring figure perched upon his throne of twine and bone, he gives no motion acknowledging your presence, but in a deep gutturing whisper begins to speak...

So the gods have decided to put the old king out of his misery at last, eh?

Look you now upon this soulful guise, but once it were not so...

How the orchard blossoms have faded in the fields...

Though my army still stands strong, their strength is but a shallow weakness, for their spirit is broken.

And now they wage war upon themselves, having lost that fleeting essence which fuels the heart and makes possible all loves and desires...

The vision of their destiny has been broken. Shattered by the crushing presence of you who come from the stars. What grim irony that your visage now stands so mockingly before me... Shall you be the ghosts of my tormentors to haunt my dreams in the hereafter? Or merely be you that come to put the sword in my heart and end this mortal suffering...

I see it all now, so clear... Worlds within worlds continually unfolding...

The boundaries of time crossed and overlapping as easily as one might step from the garden into the forests.

Like simple fish in the oceans, flipping and darting, living out their days unaware of the unseen universes which lie in the sky above their heads, so near and yet so far...

How likened unto every man, that all these galaxies swing and orbit around him, continually in his sight and yet never seen nor glimpsed. Save that small portion which leaks into his momentary vision and births a thousand tales of miracles and divine conception.

I pray you, grant this king these ramblings... Would that I could take my mind and thrust it upon you!

But instead am forced to fling only the feeble stones of words...

But tell me strangers, what cause brings you this day?

(Durin) The Dartaen alliance is broken

What's this?! The Dartaen Alliance at end?!...

Then the prophecy is indeed come...

So be it...

We shall all play our part as was foretold... And meet in the infernos of the hereafter.

But perhaps there be slack enough for dangerous sport with the oracles in this...

For who is to say that an end is naught but a gateway to some new beginning. And the pages yet unread be but deliberately concealed! I think I see much mischief in the fates... And perhaps it not be too late to learn their game...

But what say you, be you willing to take a part?

(Durin) YES

Then listen close and be quick!

There be a sacred piece of parchment in my possession.

And methinks more mischievous deeds it can do in your hands than mine own. I grant you, do as you will with it.

For once the writings be done, it is then that we players may yet learn to depart from the script...

In my bedchamber lies a secreted wall. Hurry there, and therein find the gate which fits this key.

[Got 1 Key of the Gorn King]

You will inside find what you seek. Go now, away!

In me the seeds of new plans do quickly sprout! And methinks I shall find further sport amongst my own troops!

40. Opening the ancient chest, you wipe away the webs and find an old parchment, sealed in wax. Carefully removing the wax, you determine that the parchment is only a single piece that has been cut from a larger map. You find no other companion pieces in the chest.

[1 *TEMPLE* map] + 5000 XP.



{ And thus the quest of Orkogre Castle was complete – and party heads back to New City }

* TEMPLE *

The complexities of life do distract and disorient, and thee shall know the turmoil of fear and uncertainty.

He that hath not foundation shall in wandering suffer...

While he that hath sanctuary shall know peace and stability...

Discover thee the builder, that thee may light these eyes.

For rooted in he lies the knowledge of structure.

From encircling waters wrest thee the works of stones.

As thee make sacrifice twixt all the four corners, thy labor shall not be in vain, for the opaque yielded from the stone will be transformed, and thee shall behold the radiant light.

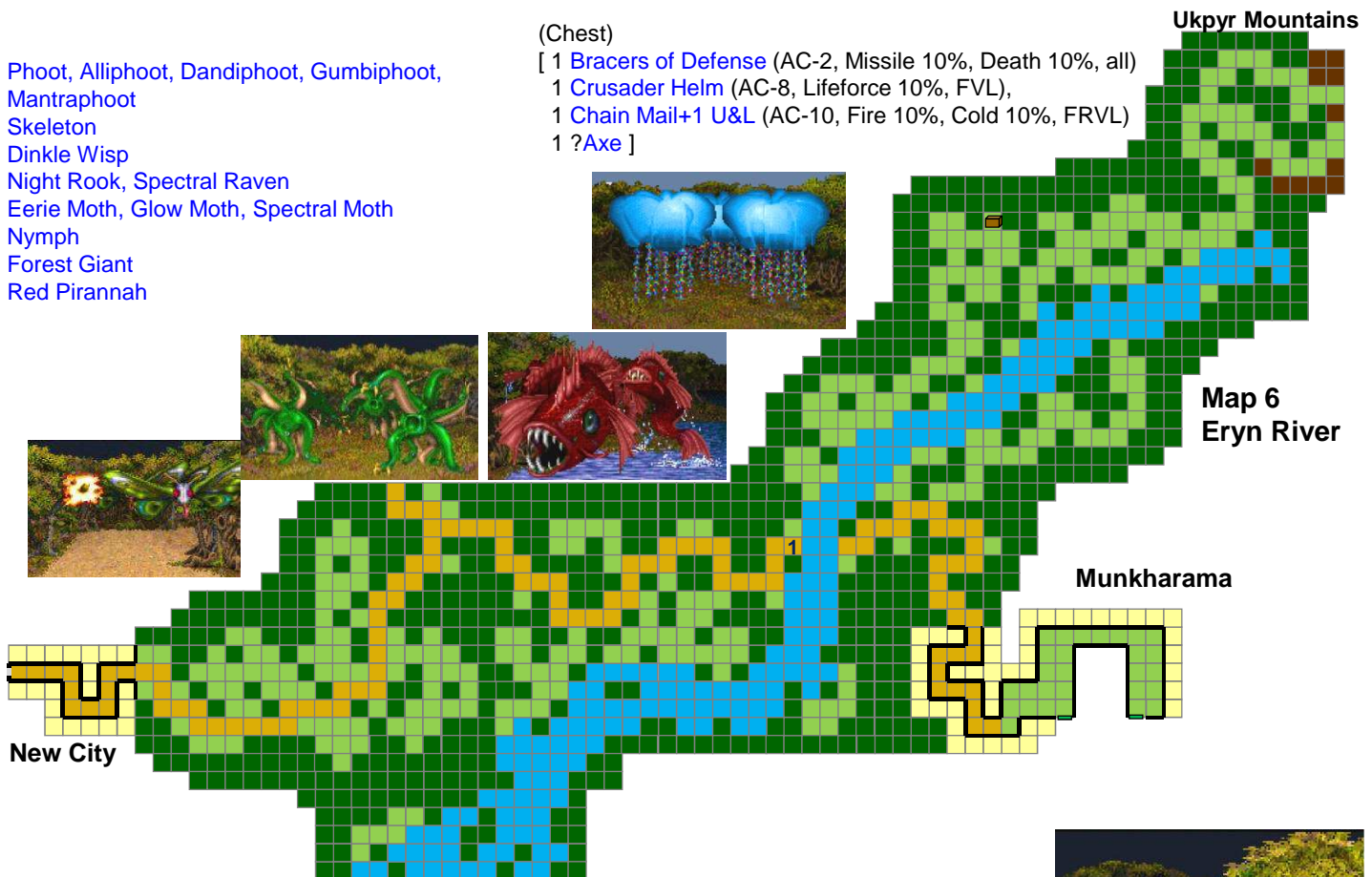
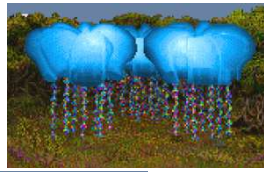
Thus may one discover a haven, and assuredly travel onward.

Thus may one discover thyself, and assuredly travel through life.

Phoot, Alliphoot, Dandiphoot, Gumbiphoot,
 Mantraphoot
 Skeleton
 Dinkle Wisp
 Night Rook, Spectral Raven
 Eerie Moth, Glow Moth, Spectral Moth
 Nymph
 Forest Giant
 Red Pirannah

(Chest)

[1 Bracers of Defense (AC-2, Missile 10%, Death 10%, all)
 1 Crusader Helm (AC-8, Lifeforce 10%, FVL),
 1 Chain Mail+1 U&L (AC-10, Fire 10%, Cold 10%, FRVL)
 1 ?Axe]



1. The sign appears to be out of date, for it is quite plain that there is no bridge which crosses the river here. There is, however, a long steel cable which has been drawn taut between two trees on each side of the river, and perhaps there is a way to make use of it in some fashion... From somewhere nearby on the riverbank you hear the slurred sounds of someone singing, or at least trying to... After a moment you decide that it's not singing, it's...it's... it's crooning, badly out of tune, and you are sure the mysterious minstrel is either completely deaf, trying to scare some animal, or is dying in great pain... Finally, you spot the wailing figure rising up from the bank, and after brushing the leaves and dirt from his robes, he turns in your direction, mercifully desisting in his aria from hell as he stumbles up to meet you...

-- Welcome brothers! I am [Brother TShober](#), guardian of Munkharama Bridge... That is, I was when there was a bridge here, only now I still am but there isn't one...I mean...O nevermind...

How may I help you, good brothers? (DURIN): SLAY NOT HE WHO CANNOT HEAR
 Be thankful ye that hath an ear!

You are learning the way of the holy path! I was sure of it the moment I saw you! Are you traveling to the Holy City of Munkharama? (YES) Good fortune you have found me then, for the iniquitous Munks of the Dark Forest have been afoot, spreading their foul and sinful ways and 'tis not a safe place to venture these days... They come from the underworld, and though the holy path teaches us to be kindly to our brethren, I say cut off their faces...Er' I mean, I think they are in need of a few good reminders of the virtues of the rightful path, if you know what I mean... Usually they keep to the forests, or make the journey to New City to work their profanities, but that has changed and now they have infested the Holy City with their filthy ways... Methinks they have even been plotting unholy sacrilege with the blaspheming scum born of Dane! ... Um,... er, that is, those unfortunate brethren of the Dane who are confused and have strayed far, yes, far, o yes very far indeed, from the blessed path of the true and rightful way.

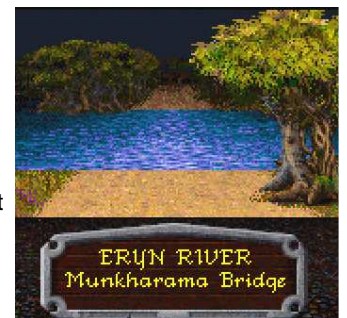
Are you willing to face danger to continue thy holy journey? (YES) You must find a way into the [Hidden Temple of Munkharama](#), which lies underneath the Holy City. The Temple was built at the beginning of time, when the heavens were created, to protect and keep safe the [holy work](#). But the infernal brethren, may holy lightning burn them all forever, from the Dark Forest, have made it an underworld of stench and decay, a fortress to hide and harbour their impious lot... They seek to discover the secret of the holy work! But only those of the true path know the way. Deep within the Temple, underground waters from the river flow freely, and keep it flooded. But we rightful brethren know that beyond these waters lies safe the holy work... You must brave the unholy Munks, may blessed rotworms forever fester in their malaised bowels, of the Dark Forest, and find where the waters flood. There, aside the Golden Face, search ye for the true path! Once you have safely secured the holy work, take it to [Master Xheng](#),

Lord of the 5 Flowers. He will know the holy word: **Slay not he that cannot hear, -- Be thankful ye that hath an ear!**

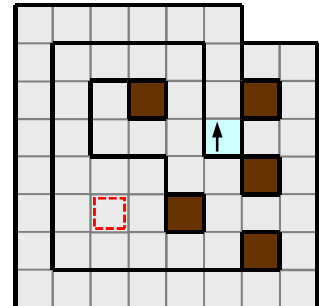
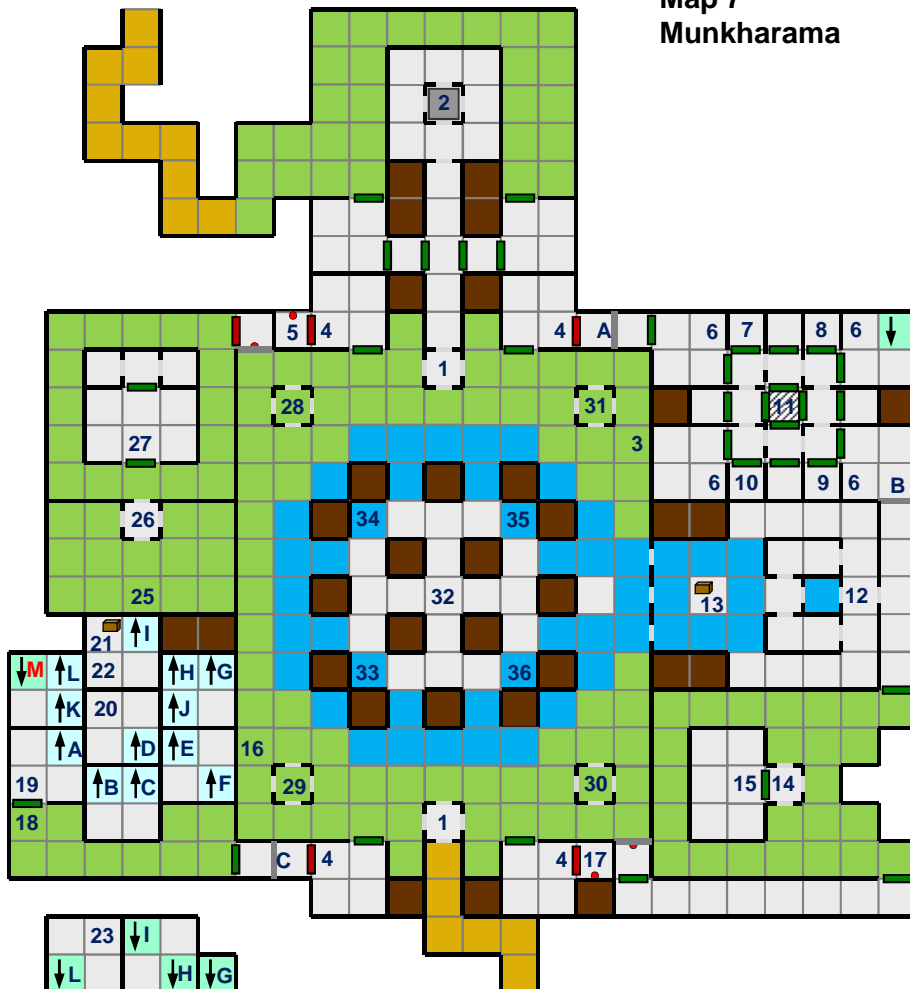
Recant this to him, or finish what he begins, and he will know thee as disciples of the holy path.

And good brethren, you shall also have need of this! [Got Cable Trolley].

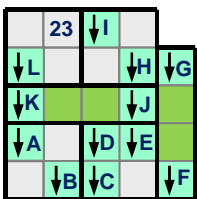
(Use Cable Trolley): Attaching the Munk's trolley to the cable, you crank yourself across the river.



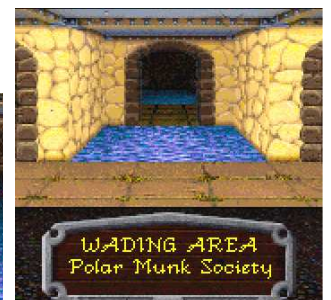
Map 7 Munkharama



Munk, Demented Munk
 Dk. Forest Munk, Mad Warder
 Munk Ninja
 Gorn Ranger
 Rattkin, Rattkin Thief
 T'Rang Wilder
 Eerie Moth, Glow Mothra
 Umpani Ruffian, Umpani Renegade



1. "Holy City. Munkharama"
2. A deep open well descends into darkness, and encircling it are inscribed these words...
I know a thousand faces, And count the tallied heads, Feasting bright upon the eyes
Of the many who have died. Wielding well a mighty power, Who hath but humble stature,
Masses fall upon their knees, To scarce behold my only side!
What do you shout into the well? (COINS)
Rising up from the depths of the murky well, a tin plate bearing **four coins** floats to the surface,
hovering there... Removing the coins from the plate, the tin quickly falls back into the well.
3. Inside the window you catch a glimpse of a red-robed monk doing something in the corner...
He looks a bit nervous.
4. Attached to the door is half a brass goblet, cupping a small slot in the doorlatch... (Use Well Coin) – You drop a coin into the half goblet (door opens)
5. Lever opens wall A
6. Within an open alcove in the wall rests a chalice carved of stone, securely fastened to an iron mantle
7. Inside a large ceramic bowl on the floor, you find an odd looking stone bean, engraved with a mystical symbol
[1 **Bean of Swords**]
8. As 7, [1 **Bean of Wands**]
9. As 7, [1 **Bean of Cups**]
10. As 7, [1 **Bean of Pentacles**]
Now "used" (i.e. placed) the beans in the chalices closest to where they were found, i.e.:
Swords: NW room. **Wands: NE** room. **Cups: SE** room. **Pentacles: SW** room
11. A long spindle cranes out from a mounted plaque in the floor. Behind four narrow slits in the plaque, you see only the color white. { Pull the spindle / Leave it alone } – With a heave and grunt you spin the handle... Soon the spinning wheels come to a halt ... BLACK – BLACK – BLACK – BLACK. A clanger of bell clings bling-bling-bling!
[Got gold + 1500 XP] Most important, opens wall B.
{ This most intuitive and straightforward approach to this puzzle now has worked in four or five play-throughs. Still it's described as an intriguing difficult problem on the net, with lengthy algorithms for how to solve it. I don't get it... }
12. "WADING AREA – Polar Munk Society" (Freezing cold water. OK for practicing swimming.
Nobody drowns, but take damage from the cold water.)
13. (Chest) [1 **Rubber White Bear**] (Invoke for Swimming Skill +10)
14. Brother Moser's APOTHECARY
15. Shelves of crusty jars and dusty boxes line the walls inside the shoppe, and a stiff acrid odor fills the air... A middle aged monk looks up from some concoction he is brewing and motions you to enter... Stepping up, you eyes feel a slight burning sensation which makes them water, apparently from the intensity of his mixture. -- Nothing like a good cup of mustard-bat tea, eh?
Perhaps you'd be interested in a bottle or two... But no, I'd say by looking that you'd be wanting something a bit stronger than tea, heh heh... (RUMORS?) I heard a rumor about Secret School. (WHAT?) To find it you must pass through the land of dreams! (LAND OF DREAMS?) Know ye the place where the dreamers go? (NO) Know ye the Land of Dreams! ...
16. A waft of bittersweet smoke lazily drifts from out of the window...
After sniffing for a moment, you begin feeling a bit plucky...
17. Lever opens wall C.
18. Palace of The Gran Melange – The Land of Dreams.
19. The lighting is low, seductively illuminating the inner chamber of the palace, and deep in the background you hear the enchanting melody of some stringed musical instrument softly twanging as it accompanies the haunting singsong of a flute... The den is quite immaculate and exquisite, from the silky colored veils which hang from its ceiling, to the many exotic fantasia of murals which adorn its pristine walls. Its atmosphere is sweet and perhaps a bit thick with the scented fragrance of incense, though not at all unpleasant. With mild surprise you turn and see a quiet figure, standing where there was no one a moment ago...
-- What is it that you seek? (THE LAND OF DREAMS)
And those that cannot walk the land of dreams? (?DUNNO?)
You are not yet ready to walk the land of dreams...



{ **Went back to Brother Moser at #15** }

... Know ye the place where the dreamers go? (YES) O, Land of the Dreamers, what be thy name?
(GRAN MELANGE) The Gran Melange, the harbinger of dreams... They say it is an invisible creature which lives secretly inside you... Dwelling in the hidden realms of your mind... And from it are spawned all your dreams. To seek the Gran Melange, is to seek your inner dreams... If you ever find it, then your dreams will come true. That is where the legend ends... But there is more that the story never tells...

In the moment thy dreams become slaked, the Gran Melange is freed from you, never to return... You will walk the land of dreams no more... And when mortal men can no longer dream, on that day **they walk forevermore the land of the living dead**... Gingerly, gingerly, go lightly... Thou dost embark on a most dangerous game!

19. (Returned) – And those that cannot walk the land of dreams? (ARE LIVING DEAD)

You have learned well the lesson of those who would dream.

Our membership is 500 pieces of gold, do you wish to join? (YES) Then you are welcome to come as often as you need. You must find your own place here, for only in your own place will you be able to walk the land of dreams... No one can tell you where that place will be. It is something you must find for yourself... And remember this warning... If in your dreams you see a black door, you must turn and not go through... It is the passageway between the realms of life and death, and if you enter you will be trapped, lost in the land of madness where you shall endlessly wander forever... Do not forget the black door!

A↓: You notice a funny smell in the air, and it makes you feel a bit lightheaded.

D↑: The room is clouded with sweet hazy smoke, and a shimmer of swirling colors makes you feel strangely dizzy. From out of the whirl something begins to take form...

[Enc. 3 [Dreamweavers](#)]

20. An old, old monk is lying sedate on a mat upon the floor, surrounded by many curtains...

Puffing on a long stem pipe, his eyes still closed, he parts the curtains as you approach. in mesmerizing tones he begins to cant: -- Life is but a dream...

All seek...But do not find...

They run the endless chase...

Do you know how to catch the horse?...It runs the endless chase...

It is by watching it...To see where it is going...

That you see where it will be...This is how to catch the horse.

This is how to catch a dream... How now shall row your boat.

Life is but a dream...

Then the old, old monk is silent for a moment...

When suddenly his eyes pop open and he snaps his fingers...

Two nymphs suddenly appear from out of nowhere and join him on the mat, cooing and softly pampering him. Smiling, he gives you a wink...Then draws the curtain closed... You stand there aghast, as if dazed, not flinching...Then furiously jerk the curtain back...But there is only an empty mat...And the sweet smell of a fragrant smoking pipe...

[Got 1 [Smoking Pipe](#)].



The war fairs poorly for our side...



It is rumored that the Gorn possess the ?Crystal? Map

I↑: As D↑; [1 [Nightmare](#)]

21. (Chest) [1 [Chromatic Lyre](#), 3 [Golden Apples](#) (SP++?), 1 scroll [Haste](#)]

22. Splayed in an uncomely fashion in the corner lies a ragged beggar looking monk, eyes rolled back into his head, and drool running from out of his mouth. He is thin and gaunt, pale and dirty, and his odor is foully pungent, even at several paces distance. You surmise that his abuse of this establishment has led him to this condition, and you not how viciously such intoxications and addictions seize the soul, dragging one down the desperate path.

A voice from behind you speaks, and you peer into the shadows... A figure emerges... His voice barely audible, you strain to hear: It is a trick within a trick...And a formidable combination it is...

Those who are trapped seek escape...And the path to escape yields but further entrapment... Thus are all fooled, and the escape that they crave forever eludes them... They attempt freedom from the suffering of their life...While it is from themselves that their bods are sustained... The trap is not the chains of life...

The trap is the prison of themselves... -- Do you know why people like to laugh?

It is a taste of momentary freedom... And to be able to laugh at oneself...Is the ultimate act of freedom...

An act most difficult to do. It is why escape remains so elusively hidden... From all but a very, very few...

Then the figure walks away, fading into the shadows. You turn back to face the pitiful wretch in the corner...

But nothing there remains... You glance back into the shadows, and then back into the corner, and sense that there was something familiar about the two...

From deep in the darkness you hear the laughter of a distant monk... Its echoes eventually fading into the quiet of the den.



L↓: As D↑; [4 [Furys](#)] (very tough) (10000 XP)

23. Sitting upright upon a cushion, drawing smoke through a long supple tube, itself connected to a bulbous vase upon which rests a bowl of burning embers, a sedate monk succulently inhales his voyage into far distant reveries... As you step near, he breaks the silence: Life is a mystery... A puzzle...A riddle, a rebus, an enigma... As you live, you discover some of its pieces...Some you know, as if you had always known... Others you do not recognize, and discard... But all is a part of the puzzle... To unlock its secrets, remember that all is but a piece, and not the puzzle complete... Each man, each woman, all dwell in a grand collage... That which you fear, is but a piece which looms in the shadows... That which you believe, is but a piece that you cling to in safety... All of this is a part of the rebus of Life...



23. (cont'd) ... No one shall ever solve it for you... No one shall ever know you but you... To behold the puzzle, is to gaze into the face of the unknown... To solve the puzzle, is to walk the infinite journey...

Then the smoke billows profusely from his pipe, and soon the room is enclouded with a dense haze... When the fog lifts, he is gone... A little pouch is all that remains, tiny on the floor. Reaching to pick it up, you hear his voice whisper inside your head...Do-dah... [Got 1 **Mysterious Pastille**] (Merged Pipe and pastille → 1 **Pipe** & **?Pastille**)

M↑: A sense of dread and foreboding comes over you as you descend into this room, a sensation distinct from that of the palace... Though the area appears empty, you feel a sinister presence, something dark and dangerous and deadly... Your thoughts tell you to leave this place, but something here seems to be drawing you in, enticing you to stay...

24. The door is ebony black, cold and unholy, and from it emanates an aura of doom...

You feel it pulling you, urging you to pass through... (Note: We are *not* dreaming, so this is *not* the fatal door we could see in our dreams...)

You step into oblivion... ... You are falling --- falling --- falling

And then you are falling no longer... All is quiet and black... (Step forward)

Though you can feel a solid surface beneath your feet, you see nothing, and all around you presses the deep void. A vision of burning flames appears in the distance... You draw closer to the fiery blaze, and you see there is something burning in the flames... It is you ...

The fire swells and suddenly you are surrounded by faces from your past, faces of those you have both loved and slain... Their skin bubbles and their eyeballs swell and then explode as they scream... And you watch as they turn into a host of blackened charred corpses...

Their screams become a mad cackling, and as they crumble into dust you see arise within the flames huge buildings and structures. And you sense that the structures mean something important, but watch as they too crack and fall into the burning inferno. The flame congeals into a flaming ball, and from its smoke and ash forms a sphere of spinning firmament which begins to orbit around the burning mother... And you look upon the sphere as its surface transforms, blossoming an infinite variety of features, and soon there are other spheres and then behind them still others and then a thousand suns dot the black sky... A million planets swarm past you, racing through the void, and time itself seems to accelerate as you witness the birth and demise of nations and whole worlds... You gaze upon the evolution of life As it streams through the galaxies, birthing and growing, warring and dying, and soon the shapes become a blur until they finally collide in a tremendous explosion and time itself becomes exhausted and collapses.

And then all is still and black again (Step forward)

... You are falling --- and falling --- and falling

And then you are falling no longer... All is quiet and black... Though you can feel a solid surface beneath your feet, you see nothing, and all around you presses the deep void.

(Use **pipe** and **?pastille**) You puff on the pipe... As if by magic the mix starts to smoke! puff—puff ... It doesn't appear to be having much effect... Not too much ogedoe boo tay... (Step forward) ... You are falling --- falling --- falling...

And then you are falling no longer... All is quiet and black... (Step forward) Though you can feel a solid surface beneath your feet, you see nothing, and all around you presses the deep void. A vision of burning flames appears in the distance... You draw closer

to the fiery blaze, and you see there is something burning in the flames... It is something new... It emerges from the flames, and the fire diminishes... It is something beautiful... Moving with perfect grace, it appears before you...

-- I am the **Spirit of Life**, and the spirit that unites all creation and destruction. Your eyes have beheld the magnificence that is life and the emptiness that is non-life, and this no mortal mind was meant to hold. For this is the seed that is the root and heart and mind of all living things... Be not afraid, for you have earned the right to choose for yourself, and choices matter little for aught else. For though it is through your acts and the acts of all life that the universe breathes, it is the breathing itself that is the necessary life-giving force... Now you may choose a path of divine power to assist you:

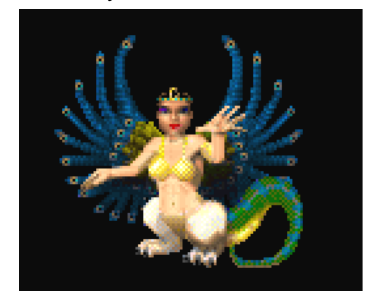
Will you take the SWORD, the STAFF, the

GOWN, the RING, or the STONE? (STONE) ... So be it... (All PCs increased Vitality)

You have seen the miraculous... But soon shall you open your eyes and remember no longer...

For such is the nature of mortal mind to forget so that it may see again... This is why everything dies, to be born anew, in each blink of an eye, in each life of a man, in each birth of the cosmos...

Fear not that you forget, it is each new moment of life that you should remember... (All PCs increased Karma)



Sword: STR++ Sword of 4 Winds. (VLSN) 2-Hd, 8-20, Hit+2, Spec. power, Asphyxiation 6/4, Drain KIA, **Cursed**
Staff: INT++ Stave of 12 Stars. (all) P&S (E), 6-12, Hit+1, Spec. power, Magic Food 6/12, Sleep, **Cursed**
Gown: PIE++ Gown of Divinemail (U&L). (FPrVLSa) AC-10, Regen+1 Spec. power, Lifeforce 10/20%, Death 10/20%, **Cursed**
Ring: DEX++ Ring of invisibility. (all) AC-4, Spec. power, Missiles 20%, Death 10%, **Cursed**
Stone: VIT++ Amulet of Healing. (all) AC-4, Regen+2, Spec. power, Lifeforce 50%, Healful 6/9 **Cursed**

Next we found ourselves in the courtyard #25.

25. You stand in a pleasant courtyard, the air smells fresh, and the playful sounds of practicing monks sing in the breeze as they move and frolic in the open grass. Soon, one of the young monks sees you, and gives a slight cry pointing in your direction... All of the other monks stop and turn to look, and after a brief pause, wildly scramble into the ancient dojo behind them.

26. "Xen Xheng – School of 5 Flowers"

27. Entering the dojo, you look upon the wide-eyed faces of the eager monk students, who seem quite curious about your appearance. – You hear a loud hand-clap...

In the blink of an eye or two, the young disciples make their best attempt at disappearing into the nooks and crevices of the house, and with the exception of an errand foot or portion of a robe sticking out here and there, and for the few occasional giggles, you could almost be fooled into thinking there was some small chance the dojo might be empty... But to make up for the obvious deficiencies in the obfuscation efforts of the students, the master of the house appears so suddenly at your face that you decide to believe he came out of thin air rather than to consider the possibility that anyone could really move that fast.

"Slay not he that cannot hear!" (BE THANKFUL YE THAT HATH AN EAR)

-- I see you are learning well the virtuous ways of the holy path... I have been expecting you! Have you obtained the holy work? (NO) Careful, lest thy failure become a habit! Go now, find the holy work, and do not return until thy task is done!

{ And party were thrown out of the building }

28. Upon a pedestal of rock there is a golden urn, its base embedded within the rock itself. The urn is decorated with many designs and strange symbols, and several similar runes have been engraved in the rock around it.

29. As #28, except cuprum urn...

30. As #28, except silver urn...

31. As #28, except ruby urn...

32. Statue – Standing at the statue it appears more jovial than before. The stone looks fresh, as if it were carved only yesterday, although a thick layer of rust around its base suggests it has been here a long time. Gazing up into the face of the majestic figure, you detect a faint smile and its eyes seem to almost twinkle...

(Search) Scraping off the thick rust, you unearth a metal plate at the foot of the statue engraved as follows:

(Use moonstone) You hold the opaque stone

up to the statue...But nothing happens.

33. (Search) Diving underwater, you find a jewel coin hewn of solid **diamond**, upon a surface of which is carved the likeness of a **bearded and twinkling, disturbingly familiar, face...** [Got **diamond coin**]

34. (Search) Diving underwater, you find a jewel coin hewn of solid **ruby**, upon a surface of which is carved an image of a **picture of a mystical urn...** [Got **ruby coin**]

35. (Search) Diving underwater, you find a jewel coin hewn of solid **amber**, upon a surface of which is carved an image of the **shining sun...** [Got **amber coin**]

36. (Search) Diving underwater, you find a jewel coin hewn of solid **emerald**, upon a surface of which is carved the symbol of a **holy temple...** [Got **emerald coin**]

{ There's a lot of spellcasting, potion drinking and resting involved in all this swimming. Now went back to the surrounding urns:

At #31, used **emerald coin**. At #28, used **amber coin**. At #29, used **ruby coin**. At #30, used **diamond coin**.

(You drop the jewel into the urn and watch as it magically disappears...)

Then back to statue, and (Use **moonstone**): You hold the opaque stone up to the statue... The stone begins to shimmer...The eyes of the statue start to glow! And then there is a radiant flash of white light...

{ Teleported to location #1 in the Lost Temple, Map 8 }

{ After found all 5 flowers, returned to School of 5 Flowers:

-- The dojo is empty.... At your feet, a small sealed parchment lies neatly placed upon the floor...

Note of Xen Xheng:

Seek out Father Rulae in the Abbey of New City. Tell him that you have learned the Holy Sacrament, and he shall aid you in your journey.

P.S. Have you discovered yet the secret of the 5 Flowers? Mix the Red Rosis and the Blue Mythia, the Yellow Lione and the Purple Plumac, then these together, and lastly a divine (albeit odorous) solution of White Dahlia.

May the fortunes smile upon you!

{ Merge **Red Rosis & Blue Mythia** → **Rosis&Mythia**; Merge **Yellow Lione & Purple Plumac** → **Plumac&Lione**;
Merge **Rosis&Mythia & Plumac&Lione** → **Orchid Ambrosia**; Merge **White Dahlia & Holy Water** → **Dahlia Water**;
Merge **Orchid Ambrosia & Dahlia Water** → **Snakespeed potion** (Durin got it) }

{ Then went to New City to see Father Rulae. }

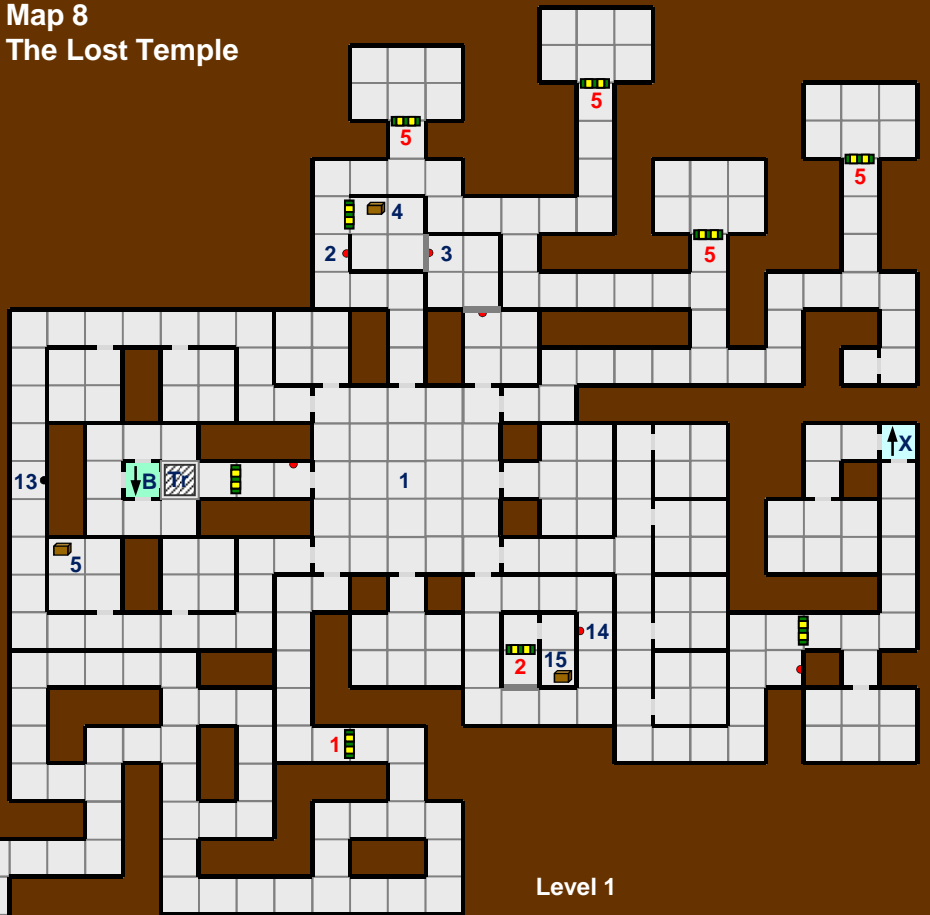


Plodding up is the Gorn officer whom you released from the captive hands of the Savant Guardians, the rotund Capt. Boerigard...

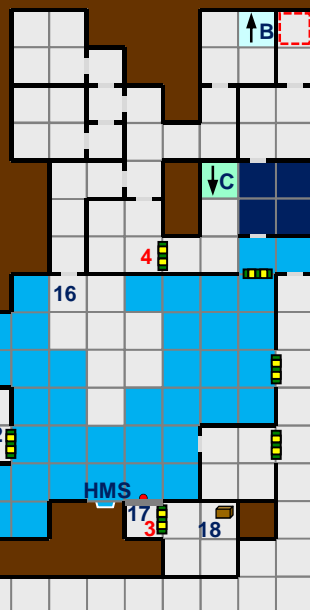
Civil War has ripped the Gorn Nation, tearing the kingdom apart!

Map 8

The Lost Temple



Level 1



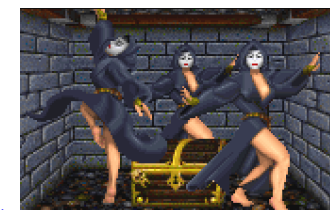
Level 2



Keys:

1. Munk's Key
2. Key of good keep
3. Key of the Temple
4. Onyx Key
5. Rusted Key

1. You find yourself standing within a large grimey chamber. A cool steady breeze seems to provide a supply of fresh air throughout the area, although no visible source of the pleasant wind is apparent... You can see no sign that would indicate the presence of lurking inhabitants, although this does not rule out the possibility.
2. You pull the lever, but nothing happens. It appears to be broken. { Try to fix lever } Playing with the lever for awhile and getting nowhere, you eventually resort to more forceful tactics. Pretty soon the floor is littered with pieces of hacked lever parts, everybody is yelling at everybody else, and finally you concede that some things were not meant to be... Standing back and looking at the results of your handiwork, the poor thing teeters for a moment, and then in a last dying gasp, mercifully falls completely off the wall with a clump, most dead... The gate, quite unaffected by all you antics, seems to silently smirk.
3. (Search) The candle sconce pulls out of the wall! (wall opens)
4. (Chest) [1 [Cross of Protection](#), 1 [Munk's Key](#)]
5. (Chest) [1 scroll [Enchanted Blade](#), 1 scroll [Hold Monsters](#), 1 [Fire Bomb](#), 1 [Cure Poison](#), 1 [Flash powder](#)]
6. Amid yells and spells, a congregation of monks quickly form their ranks in anticipation of your uninvited intrusion the commanding monk heading for the rear while those of agile and swift execution charge to the front... From the back of the pack you hear a darkly voice intone: BA-GA-SHI-TA ALLET BA-RAMM!
THE FOUL VERMIN MUST DIE!
[1 [Lord of Dk. Forest](#) + horde of [Dk. Forest Monks](#), [Mad Warders](#), [Munk Ninja](#),...] (extremely hard)
7. (Chest) [1 [Cure Stone](#), 1 [Fire Stix](#), 1 [Invisible Potion](#), 1 [Superman Potion](#), 1 scroll [Resurrect](#), 1 [Winterwand](#), 1 [Key of Good Keep](#)]
8. (Chest) [1 [Key of the Temple](#), 1 [Bone Dust](#), 1 [Ankh of Speed](#), 1 [Book of Detection](#), 1 [Book of Charming](#), 1 [Moser's Mojo Tea](#), 1 [Staff of Charming](#)]
9. (Chest) [16 [Sparkle Stix](#), 2 [Hv. Heal](#), 1 [Cure Paralysis](#), 1 [Holy Water](#), 1 scroll [Fireball](#), 1 scroll [Slow](#), 3 [Flash Powder](#), 1 [Lion's Claws](#) (missile 30%)]
10. Button opens wall A
11. (Chest) [7 [Cracker Stix](#), 5 [Mod. Heal](#), 1 [Holy Water](#), 1 scroll [Magic Missile](#), 1 scroll [Missile Protect](#), 4 [Flash Powder](#), 1 [Lion's Claws](#)]
12. (Chest) Inside the chest you remove a long bar made of steel, in which are cut many irregular notches. If it's a code of some kind, it's a very good one... [1 [?Bo](#)]
13. (Hole in the wall) (Use ?Bo) – You insert the notched shaft into the small hole... Deep inside the wall you detect a faint click (disarm Pit trap by ladder B)
14. Button opens wall SW
15. (Chest) [1 [Onyx Key](#)]
16. You step into the arena of a tremendous cathedral, its bizarre frescoes long faded, its papal pews submerged under a dense cesspool of stagnant water, and filled with the wrenching odor of offal and decay... Thick molds cover much of the ceiling and chamber, and splotches of scummy mires are visible floating upon the surface of the water. It is not a very pleasant atmosphere...
17. "KEEP OF THE HOLY WORK"
18. (Chest) The ancient chest is so covered with a scungy growth that it is difficult to distinguish where the box ends and the floor begins. Obviously it has been here a long time, perhaps forgotten or thought lost after the cathedral became submerged... Opening the antediluvian locker, you find naught but the tattered remnants of a waxy covering lying on its bottom... And then lifting up the empty wrappings, you discover an old book, discarded as if devoid of any value... The book is entitled "HOLY COVENANT".
[1 [Holy Covenant](#)] + 5000XP
** Couldn't leave this area before swim skill was at max – swim, drink,...



19. Descending into the remains of an old abandoned mausoleum, you behold an array of statuesque figures in the shadows. The figures do not seem to be moving, and the quiet of the crypt is so still that you suspect them to be stone carvings.
20. Stepping forward, cautious of the stoney silhouettes, you espy a deep pit in the center of the chamber... It is then that you notice the figures are not stone statues at all. Rather, they appear to be neolithic mummies, petrified over the passing of the ages...
21. Stepping up to the dark pit, you kick a loose pebble into it. Hearing nothing, you decide to veto any suggestions which includes the words "jump in"...
22. (And all other walls) Drawing close to an ancient corpse, you see that the intricate dust webs which gently drape its form confirm your prognosis...Dead...
23. Lever generates action in the pit, and also closes exit gate from room. On return to pit room: Re-entering the sepulcher, you discover that the deep pit has risen up to the surface of the floor, bearing a dwarfish altar upon which sits a black globe. (Go to pit)



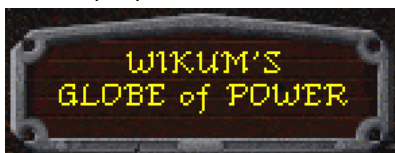
Standing at the pygmy altar and the midnight globe, your fingers begin to tingle at the possibilities...



(Take it...) With sublime deftness you grasp the globe! Just as the stone-faced statues begin to awaken from their deep slumber, and the glint of light reflecting off a small plaque concealed underneath the globe hits your eyes, the sound of hissing gas reaches your ears... (Eowyn paralyzed)

[5 **Skeleton Lords** in 4 groups] – tough.

(After it's over:) Muttering underneath your breath at the diabolically fiendish trap, you peer down and gaze at the engraving on the small plaque:



[1 **Power Globe**]

Re-entering small chamber and operating lever #23 after beating the skeleton lords opens exit gate again.

Party then headed for ladder X on level 1, which leads outside to forest east of Munkharama.

Then made our way back to Xen-Xheng in Munkharama.

{ On return from lost temple, talked to Xen-Xheng }

-- Have you obtained the holy work? (YES) Ah, very good then, may I have it? (YES)

Good, good! You have done well!

You must now decide whether to pursue your own course, or whether you wish to continue your journey along the holy path and learn the ways of the 5 Flowers... If your destiny bids you elsewhere, then you will remain as faithful brothers, and I shall help you in your endeavors. Should you choose the path of the 5 Flowers, then shall I do my part to teach you. but you must be prepared to make sacrifice... Do you wish to learn the ways of the 5 Flowers? (YES) Then so be it... The School of 5 Flowers accepts you as initiates... In the Mountains of Ukyr seek the **Rosis**, the **Plumac**, the **Lione**, the **Mythia**, and the heavenly **Dahlia**. Once you have gathered them, return and find me here... There is also a trove of special regalia in the back room, which you are now entitled to wear... You may take anything you find useful. { Bought Ninja gear from Xen-Xheng before leaving, another set (including **Blackbelt of 5 Flowers**) was found in the western back room }

... The dajo is empty – Really empty this time, with no trace of the young monks or the Master Xheng to be found...

{ Left for the quest of the 5 Flowers... }

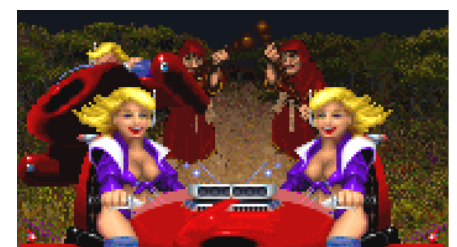
Lost Temple

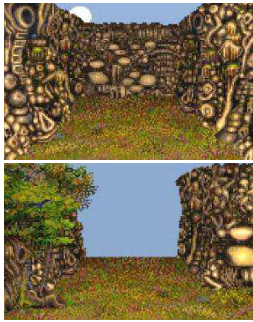
Savant Guard
 Rattkin Hunter, Rattkin Ronin
 Munk Ninja
 Spirit
 T'Rang Wiser
 Stag Weevil, Venom Weevil,
 Bear Weevil, Boar Weevil
 Eerie Moth, Glow Mothra, Luna Mothra
 Dragon Lizard, Komodo Dragon (Acid)
 Bloodworm



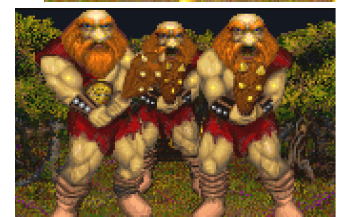
It is rumored that the Gorn possess the ?Crystal? Map

It is rumored that the Rattkin possess the ?Crypt? Map





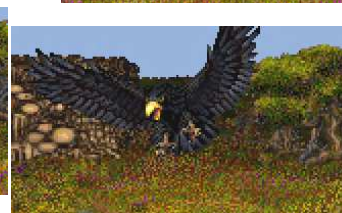
Map 10 Ukpym Mountains & Tramontane Forest



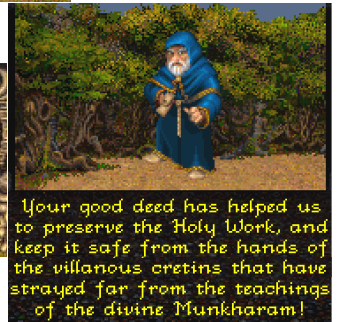
Venom Weevil, Boar Weevil,
Bear Weevil, Hog Beetle
Ghost, Spirit
Luna Mothra, Glow Mothra
Rattkin, Rattkin Thief, Rattkin Hunter
(dropped **Key of Crypts**)
Savant Trooper
Fire Crow, Vampire Vulture (drain HP),
Dragon Rook
Minoskell
Giant Lizard, Dragon Lizard, Rock Lizard,
Komodoo Dragon
Man O'Grove, Halloweech
Nymph, Water Nymph, Earth Nymph,
Wood Dryad
?Zoid?
Forest Giant, Boulder Giant
2-Headed Lion, Bantari, Q'ua-Tara (!)

Cliff. At base: There is a steep trail which leads up the mountain here
At top: There is a steep trail which leads down the mountain here.
Outcome: "You slipped and fell" (with (much) damage) or
"You skillfully navigate the treacherous climb..."

1. The night air cackles with an eerie magic, the wind howls, and you understand well these signs that signify you stand amidst the presence of a haunting...
2. You enter a cold spot, which momentarily dances around you, then vanishes.
3. Suddenly in the sky you see a soaring black bird, pursued by a flock of demonic flying creatures... The black bird descends upon you with a telling pain that speaks all too well of its desperate plight... Stepping just before you, the doomed bird looks into your face and attempts to croan out something which you might understand... "Al-bie" Then it is off again, and you watch as its pursuers quickly gain, and know that is is only short matter of time before they succeed in catching their prey.
4. A sudden cold chill rushes through you as you come to the edge of a clearing in the forest.



5. Perched comfortably underneath the thick are of a tree, a white blossom dangles in the breeze. ...(pick it...) A stinky odor shoots from the blossom when you grasp it... After a few whiffs, suddenly no one is looking too particularly excited at the prospect of carrying this one around [1 **White Dahlia**] + 2500XP
6. You stand at the base of a steep sheer cliff, almost straight up and certainly impossible to scale or climb. It appears to ascend all the way into the heavens. (Can climb up here after placed rope from top.) (After dropping vine from above: At the base of a sheer cliff dangles a long vine from far above { Climb / Remain here })
7. Bought *FOOLS* map from Xen Xheng (don't need it, but nice to have...)
8. The royal peaks of the thick Ukpvr Mountains lying east shine in hues of deep purple-blue, its forested foothills made serene by the colors of wild flowers dotting the velveted shore.
9. In a hollow crag of the mountain you spot a lonely blue wild flower growing in safety. The hollow is about three feet deep, just close enough for an arm to reach in and fetch it with a little effort. —Oops disturbed [1 **Mtn. thraxe**] After encounter, got [1 **Blue Myhia**]
10. Sprouting high upon the mountainside, a yellow flower bathes in solitude amongst the cracks of a ledge...It will require a tricky climb to reach the flower... { 2 times slipped and fell (much damage), third try; You manage to scale the steep mountainside and fetch the flower. [1 **Yellow Lione**] + 5000XP



{ **Nothing more to do here for now, so return to Ukpvr, Humpawhammer to New City. Then swam up Eryn River to reach Ukpvr Mountains, where the journey continues...** }

11. The pointed spires of scowling black mountains loom upwards, towering into the sky, and you feel a sudden slight rush of both awe and ominous foreboding.
12. From a tree hang long thick vines, growing across the ground and up the mountain, (the vine) The vines appear supple and sturdy, but cling so gently to the mountain that their grasp, tumbling you to the ground in a heap. [1 **Vine 250 feet**]
13. As #12, [2 **Vine 250 feet**]
14. A soft apparition appears upon the mountainside...She pauses momentarily, gazing in your direction. There is something she is holding in her hands... Then she turns away, and soon vanishes without a trace.
15. You are standing atop a sheer cliff, and below you the trees of the forest appear as little specks, a pool of emerald lawn. (Search) The craggy face of the mountain side offers little hope of being scaled, but upon closer scrutiny you discover a rotted piece of rope, lassoed around a boulder and dangling down the precipice, suggesting that someone has attempted the descent before. Unfortunately, the dried rope crumbles at the touch, eliminating it as a viable means of support... (Merge 250 feet vines to 1 **Vine 1000 feet**, then Use **Vine 1000 feet**) Securing the long cord of spliced vines to a boulder at the cliff's edge, you peer down and notice that it seems to reach the ground. It sure looked a lot further a few moments ago... -- A long vine dangles down the sheer cliff into the forest below... { **Climb down** / remain here } { You slipped and fell (all died) / With grim determination amidst visions of a pulpy death, you bravely make the unfathomable climb... }
16. A singular purple petaled pod sits nestled within a grove of thick weeds, a stray sheep amongst the wolves... You pluck the special flower from amidst the weeds...Wolves indeed.... [1 **Purple Plumac**] + 2500 XP



{ **Back at clearing later, after completed Giant's Cave, and wearing Necromatic Helm** }

4. Peering through the lens of the Necromatic Helm, you stand witness to a host of colorful ghostly visages as they dance and dart about the supernatural field... They seem to be encircling something, and you notice that they make occasional thrusts and lunges into the center of the circle, which is immediately followed by an anguished scream of pain, coming from as yet some unknown other creature. (And then nothing more happened – perhaps the “Witching hour” had passed...) (Went to Ukpvr – New City to recharge and sell (got 20K gold for Blunderbluss, so that was a good buy after all... -- and then back to clearing next midnight.)

1. Returning to clearing at midnight, and looking through the lens of the Necromatic Helm, everything is revealed.

#3 is the Center, and going south, east, north or west:

You draw near to one of the faint spectres, who menacingly turns to face you...

- S. Icy fires and goblin pyres,
I am it that the **North Witch** sires;
By eyes of gold her wish be done,
Tis **Naralda** called in mountains yon!



- E. Blackened chains on dead men's veins,
I am it that the **South Witch** banes;
By teeth of gold her wish be done,
Tis **Xandasa** called in mountains yon!



- N. Mummy's tombs and hexing looms,
I am it that the **West Witch** dooms;
By a nose of gold her wish be done,
Tis **Carmela** called in mountains yon!



- W. Gnoll trolls and skeleton bowls,
I am it that the **East Witch** tolls;
By ears of gold her wish be done,
Tis **Barbana** called in mountains yon!



- C. Inside the circle of dancing wraiths,
another spirit fades into view...
Her frail and noble body shaking, she calls...
"Help me"
The ghastly phantasms suddenly leap at her,
and you watch helplessly as she writhes at
their touch, fading again out of view...



Map 11 Giants' Cave



To Ukpyr Mountains



Eerie Moth, Glow Moth, Luna Mothra
Black Bird
Hog Beetle
Giant Lizard
Mtn. Thraxe (Acid)
Colossus
Forest Giant
Red Pirannah, Pirannah Shark

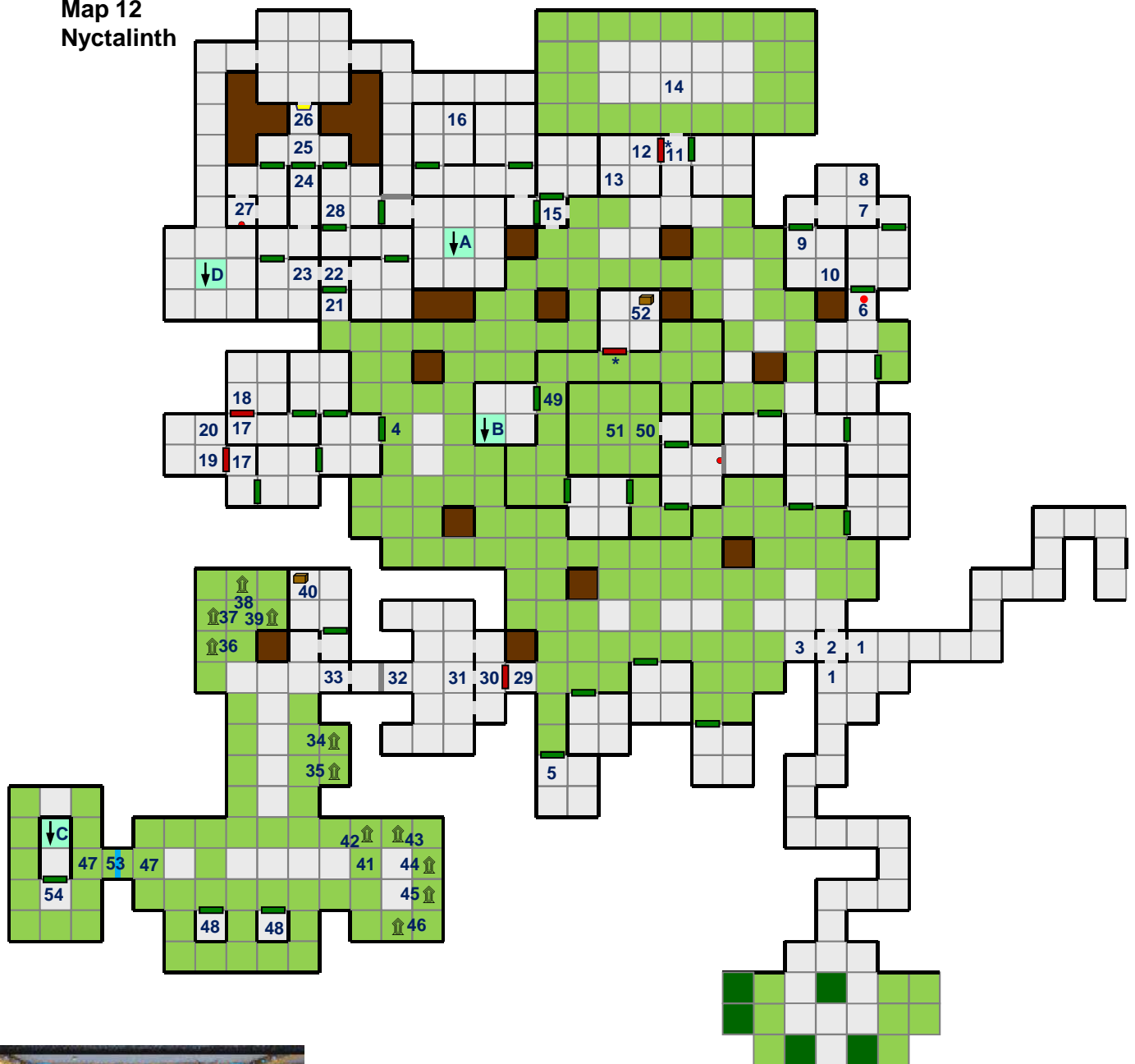


(First visit to Giants' Cave only to fetch the last flower...)

1. In the pitted gorge of the mountains beckons an elephantine cave, and you sense perhaps the abode of many a thumping goliath... Maybe no one is home...
2. The large flowing body of water can only be an underground route of the Eryn River, winding it's way down through the mountains. Very convenient for the inhabitants to have a fresh water supply, as well as an easy means for disposing of waste... And meddlers.
3. On the rocky ledge grows a single exotic red orchid, an apparent anomaly in the cavernous conditions of the underground river. -- You uproot the scarlet puppy... A bright red stain seems to appear on whatever the orchid touches... Pretty soon everybody is kind of looking at you funny and giggling... [1 **Red Rosis**] + 2500 XP
{ **Then shortest route back to Xen Xheng at School of 5 flowers** }
{ **Return after Rattkin Ruins / Funhouse completed** }
4. Violating his dominion, you confront a strapping colossus... -- BURRGGAAHH!
... STUUFFIIINSSS!! [1 **Brunatz**] – 8600XP
5. (Chest) [1 **Plate Mail +2**, 1 **Plate Leggings +2**, 1 **Bascinet & Camail** (AC-9), 1 **Cat O'Nine Tail** (6-18, +3), 1 **Bec de Corbin** (Hammer), 1 **Shadow Cloak** (Ninja)] (random items)
6. As 4, -- OGO GETS NEW SHOES! [1 **L'il Ogo**] 19700XP ... You surmise that you are considered a delicacy in this neck of the woods...
7. As 4, -- MMMM! M U N C H K I N S ! [1 **Munstachio**] 7300XP
8. As 4, -- O-HO-HO! LITTLE JELLY TUBES! [1 **Gruengard**] 7000XP
9. As 4, -- GAAAAWWW! CHEWY FOOD! [1 **Bonehead**] 15000XP (threw boulder for 95HP damage!)
10. Lever opens secret wall
11. Scrawled upon the cave wall you make out these jumbo sketchy letters : **S P O T**
You ponder the significance...(Forward) Entering the gargantuan cavity, you are assailed by a horrendous stench... Soon followed by the sounds of heavy breathing...And a very odd clacking noise... G A R W O O F ! ! ! [1 *** S P O T ***] (Had lots of HP, but didn't do much damage) 37KXP
The malodorous cavern is littered with the rotted scum and bones of many a traveler... Most of them flattened into the floor from repeated trappings...
12. (Search) Prying up the dried pulpy remnant of something once human, you are delighted to find a rather enticing looking helmet embedded into the ground beneath it, thick and strong and unscathed... You make note of several cryptic runes engraved upon it, and are intrigued by the scarlet glass which is mounted inside covering the eye slot, also unharmed and unscratched... Very strong stuff indeed... [1 **Necromatic Helm** (AC-7, all, Light & Hypnosis 50%, Cursed)]
→ **Clearing, Tramontane Forest, map 10**

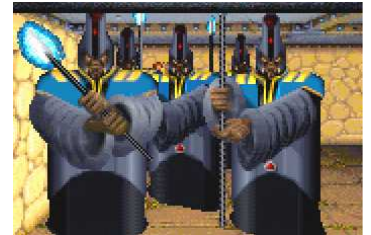


Map 12 Nyctalinth



Hog Beetle
Ghost
Rattkin, Rattkin Thief, Rattkin Hunter
Rattkin Bandit, Rattkin Leader
Savant Guard, Savant Trooper,
Sv. Controller (mental spells)
Dragon Rook
Minoskell
T'Rang Guarder, T'Rang Keeper,
T'Rang Wisers, T'Rang Techniks,
T'Rang Watcher
Dane Initiate, Dane Canon

1. Entering Nyctalinth
2. As you step into the entrance of the town, you are met by one of the fetid T'Rang, mouth adrip with foamy bile, excreting a trail of brown mucus behind him... In a strange mixture of clicks and hisses he utters sounds that are almost word-like... -- Ssssst—The Watchers told—you—were coming... Enter, but—be wary... We—do—not like your—kind! You—must proceed to—the High-Chamber... Where H' Jenn-Ra T*Rang awaits... Do—not attempt to—deceive us!
3. The town of Nyctalinth lies in a decaying state of ruin, it's former majesty here in the northlands reduced to ragged weeds and crumbling stones... You glance an occasional group of T'Rang in the distance, always quick of pace as they scurry from one building to another, hobbling sideways in their crab-like fashion upon a quartet of crusty limbs... Their heads jerk oddly, to and fro in an agitated manner as if they were extremely uncomfortable about something or else disturbed by having to venture outdoors exposed in the open... And always behind them follows a trail of slimey brown goo... It appears that they have indeed adopted Nyctalinth as their temporary home on this unusual world, and once again glancing about the dilapidated ruins, it seems a quite fitting and appropriate choice...
4. T'Rang Empire – TACTICAL DEPOT.
5. T'Rang dropped [Shock Rod](#) (2-7, drain)
6. OBSERVATION CONTROL CENTER (Red emblem as in New City)
7. The Control Center is filled with a vast complex of machines and blinking boxes. Also present is a garrison of the Savant Guardians, some of which seem to be busy working at the equipment. As you enter the room, one of them flees into an adjoining chamber, while the rest advance to engage...
8. Stepping up to one of the shimmering boxes you see glowing words which appear to be floating inside it... -- Deactivation Sequence Initiated ... Terminal Linkage Disconnect.
SERVER: 023@41A2 ... HOST: Black Ship Command
 Remote Access Terminated ... Memory Purge Complete
 That is all you can read before the face of the box turns black...
 Sensing the information might be of some importance, you hastily scribble it down on a piece of parchment. All of the machines have suddenly become quiet and blank.
9. You confront several more of the dread Savants, and behind them a Controller works quickly and efficiently at more of the mysterious machines. – As the guardians attack, the machines begin to grow dark, one by one...(enc. [Sv. Controllers](#) + [Savant Troopers / Guards](#)) ...
 The magic seems to have vanished from the puzzling boxes, and the various stations now lie vacant and dead... As you slowly cast your gaze about the chamber, the wonderment of these creatures and their machines begins to gnaw at the back of your brain, and you remember your strange voyage here in the ship that flies through the air and amongst the stars... It is a thing altogether different from your world and what you have known, for these entities seem to wield a power unknown to you. A power that seems to defy the laws of nature itself... A power to wave abstract mathematical thought into a reality composed of new unfathomable dimensions, tempering the energy of the spheres as if it were but a weight of common steel... And yet, for all their magiks, still do they walk and bleed and die as mere mortal men, and seem driven by the same hungers of conquest and domination that has ruled life since times primordial... How very strange...
10. (Search) On top of one of the tablestations, you find a small enigmatic object, whose purpose you cannot imagine. It is labeled: TX-Coder. [1 [TX-Coder](#)]
11. T'Rang Guardia – LANDING PORT
12. The room is moderately bare, though an unusual looking honeycomb sculpture inhabits the southwest corner...
13. Looking closer at the sculpture, it would more likely appear to be a desk of some sort, designed to conform to the various anomalies of the T'Rang anatomies.
 (Search) Searching through the honeycombed facility, you discover a black book...
 [1 [T'Rang Portbook](#)] (Use [TX-Coder](#) on [Portbook](#): Passing the device over the pages of the book, you read the following entries: (see box))
14. Upon the surface of the flat stone pavement are spots of a thick black sooty residue, as if a barrage of blazing fireballs had fallen from the sky and pelted the area...
15. T'Rang Empire – SECURITY
16. From a plaque mounted to the wall hangs several transparent cylinders, each about the size of a good finger. Cautiously you take a sniff, but no odor... Finally, you pluck one into your mouth, but being tasteless and not very pleasant, you can only suspect that they must have some other intended purpose and don't wish to think further upon where such a thing might be inserted... [2 [Finger Rod](#) (type 1)]
17. A large reinforced steel door has been installed to prevent any accidental intrusion by unauthorized personnel. Mounted to the latch of the door is a thick metal block, in which a finger hole has been bored. (Use [Finger Rod](#) (type 1)) You push the transparent rod into the latch hole (door opens).



T'Rang Portbook:

034:41 IN
 100:Younger
 100:Disruptor(A)
 038:09 OUT
 040:14 IN
 005:Elder
 050:Younger
 040:75 OUT
 044:23 IN
 002:Watcher
 500:Cell
 025:Disruptor(B)
 046:62 OUT
 054:18 IN
 010:Elder
 150:Younger
 075:Disruptor(A)
 055:39 OUT
 062:44 IN
 002:Watcher
 200:Cell
 005:Disruptor(C)
 066:07 OUT
 001:Watcher
 150:Cell
 071:81 IN
 012:Tech
 001:SPMS
 004:UVMLII
 073:12 OUT
 Next Arrival: NARGISST SHUTTLE
 Galactic Stardate 088:53 ETA

18. Inside the depot area stands a rack of unusual looking polestuffs [3 Shock Rod]
19. Breaking into the depot area, you confront a group of T'Rangs busy at work with a small hand-held object.
...Without hesitation they attack! [1 Mystery Ray]
20. (Search) Searching the room, you find a crude drawing depicting the object disassembled into many pieces, with strange words, marks, lines and arrows scribbled all over it... Sketched into a corner of the parchment is a smaller assembled version of the device emitting some kind of ray, and a few crumbled bodies in its path... It makes you wonder about the intelligence of these creatures to have to go to so much trouble just to make something that a broadsword could easily accomplish with a few good swipes.

21. T'Rang Empire HIGH CHAMBER

22. Hssst—You—are—the—ones—the Watchers have—spoken of... H'Jenn-Ra T'Rang is—ready—to receive—you!
(Tried to go east: -- Ssst—Not—this way! – firmly pushed back...)

23. A large assembly of T'Rangs stand guard in the corner of the room, carefully observing your every move... One of them motions to the door, pointing three hands and a claw. Clearly, he wants you to step through the door.

24. IMPERIAL CHAMBER

25. You are surrounded on both sides by dozens of the twitching T'Rangs, ready to strike should you make the slightest wrong move... To the north lies a small window, and thirteen dozen paws, claws and appendages point the way...
26. Stepping up to the window, you peer into it... Seeing nothing, you wait.

Very slowly, a large bulbous brown mass draws up to the other side of the bars, and amidst a spew of drool and foam begins to speak in a deep roar of cackles and spit...
HSSSHHHTT! I—AM H'JENN-RA T'RANG... I—DO—NOT TRUST—YOU... BUT—YOU MIGHT—BE USEFUL—TO THE—T'RANG EMPIRE. FIRST, A—TEST!—HHSSSSTTT! I—SHALL SEND—YOU TO—SHRITIS...WITH A—MESSAGE... TELL—HIM H'JENN-RA SAYS...TO—STRIKE! WE—SHALL—SEE WHAT YOU—ARE MADE—OF! GO—NOW... THE—ANTHRACAX SHALL DELIVER—YOU TO—HIM... IF—YOU SURVIVE! HAA—HAA—HAAASSHHHT! ... -- The obese brown slug slowly slithers back from the window, leaving you to ponder his message



Back to #25: The surrounding hordes of T'Rangs move to one side as you step forward, a symphony of crusty limbs pointing towards the door to the west...

27. (T'Rang ANTHRACAX) Pulling the lever, a low-pitched hum fills your ears, and a faint blue glow bathes the room... And then the cobalt light disappears → Arrive in New City, #49.

{ Met Shritis in New City, and then returned by ANTHRACAX.. }

On exiting Anthracax-room: The T'Rang guardians look a bit perplexed to see you, but move aside to allow you access to the window behind which resides H'Jenn-Ra T'Rang...
I—SEE YOU—HAVE RETURNED—SSSST! SHRITIS T'RANG IS—STRONG... PERHAPS TOO—STRONG... I—WILL TEST—YOU FURTHER... FIND—THE PLACE—OF THE—RAT—MEN... THE—WATCHERS TELL—US THAT UNDERNEATH—LIES ANOTHER—PLACE... THEY—HAVE—SEEN THE—MAP OF THE—BOAT BEHIND A—RACK OF SIX—SPEARS... AND—SAY THE—FIRST IS—NOT BEFORE THE—THIRD. NOR—THE SECOND, BUT—FIRST AFTER THE—SIXTH. IT—IS THE—FIFTH THAT—IS FIRST. AND—THE FOURTH AFTER—THIRD WHICH—IS SECOND. AND—ONLY—THEN SHALL THE—WAY BE—REVEALED... (→ Order: 5 3 4 2 6 1)
GO—THERE AND FIND—FOR—ME THIS MAP—OF THE—BOAT!
DO—NOT TRESPASS ELSEWHERE OR—YOU SHALL—BE DESTROYED! AND—REMEMBER.. THE—WATCHERS SEE—EVERYWHERE!



One step south: The garrison of T'Rangs seem unduly agitated, as if poised to strike... Still, they part to allow you passage to the west door... { But we went straight out the middle door anyway, and nobody protested. }

This time when we went east from #22 nobody stopped us.

28. Inside the chamber, several T'Rangs are chopping chunks of a gutted giant bug into a sickening gruel, dumping the contents into a huge bowl... The stench is almost overwhelming... As you enter, they turn to meet the challenge... [4 Watchers, 4 Guards]. Watcher dropped [1 Finger Rod (type 2)]

Then climbed down ladder A to dungeon
On returning, left area and headed south:

29. LIVESTOCK Breeding Ground. A large reinforced steel door has been installed to prevent any accidental intrusion by unauthorized personnel. Mounted to the latch of the door is a thick metal block, in which a finger hole has been bored. (Use Finger Rod (type 2)) You push the transparent rod into the latch hole (door opens).

30. Stepping into the area, you know immediately that this building was not intended as a habitat for holding animals, as traces of faded and cracking paint covering the walls suggest some kind of artistic decoration that is not customary for slaughterhouses... Apparently the T'Rang have little appreciation for such things, if indeed they have any capacity at all to even recognize the concept of such things as beauty or art... For them, a building is a place to put things, nothing more... As for the former church, once created to offer amelioration, now it is a battlefield of bloody stains, prison, and inevitable abattoir...
31. Stepping into the small cathedral, you are attacked by swarms of jittery bugs
[Lots and lots of Hog Beetles] ... -- It now occurs to you that some T'Rang is probably going to have to explain to his superiors how the food supply suddenly died... They are probably not going to be too pleased about it either...
32. The small alcove is empty, though a faint image is still visible upon the wall in front of you. It depicts a group of rather short squattish men kneeling before a bright radiance in the sky, in which a giant figure seems to be handing them some kind of sacred scroll... From out of the wall a strangely familiar apparition appears ... -- Follow me! Stepping through the wall, you are not sure whether it was the stone that momentarily turned evanescent or whether it was yourselves... However, the slight tingling sensation that you felt as you passed through has now receded and the walls are once again quite solid to the touch...
33. The yard is damp and gloomy, having a distinct aroma about it. It is then that you realize just what this weed-ridden garden really is, and what all the engraved slabs sticking up from the soddy ground represent...
34. In Rutis Pyr...LYDEW OHMGE
35. In Rutis Pyr...OSEH PIJINGZ
36. In Rutis Pyr...UTEG DILDAME
37. I.R.P...YMMU M'KURSA
38. In Rutis Pyr...ADONDEHAFKA
39. In Rutis Pyr...LORD T'BALERUE
40. (Chest) [1 Longstem Spade, 1 Cuir Gauntlets, 1 Bottle of Old Jake's]
41. The ground is somewhat soggy here, and the entire area seems to be sagging into the earth.
42. I.R.P... INGT QE PYZ
43. I.R.P... D'BAUBIN FEY
44. In Rutis Pyr...KODOR D'LALBO
45. In Rutis Pyr...NOTERA FURMI
46. I.R.P... MEHAN SASTH
47. Spanning between the two pillars, an energy field pulsates with a low crackling hum... Feeling a bit like warm steel, it serves as a barrier blocking any passage beyond it.
48. Inside the small crypt, upon an altar of stone, rests an ornate staff sequined with a glimmering jewel... Suddenly you hear a screaming cry! Charging through the wall at a rampage, a mad laughing ghost bellows a ghastly cackle as he grabs the jeweled rod on the altar, disappearing out the other side...



No way to proceed here, so started digging up the graves...

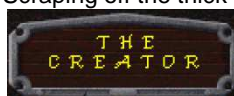
(Use spade (i.e. dig) at any of the graves except #45: Digging up the grave, you unearth an old rotted coffin containing naught but rotted flesh and bone...)

Digging at #45: Digging up the grave, the mushy ground you collapses! → Fall down to dungeon #6 (continue there...)

{ Coming back up after first session in the dungeon }

[B: You arise from the cavern into an old crumbling chamber, fallen with age and appearing to have been vacant for many, many years.

49. Outside, the area has grown tall with weeds and dry grass.
50. You enter a long lost courtyard, whose rampant weeds have created a thicket of brush... Appearing from the center of the thicket, a forgotten statue stubbornly stands defiant, as if refusing to be covered over despite its bygone abandonment...
51. Standing at the statue, it appears less sinister than before... The stone looks fresh, as if it were carved only yesterday, although a thick layer of rust around its base suggests it has been here a long time. Gazing up into the face of the majestic figure, you detect a faint smile and its eyes seem to almost twinkle. (Search) Scraping off the thick rust, you unearth a metal plate at the foot of the statue engraved as follows:
surrounding the statue, you unearth a fine crystal figurine, apparently Engraved upon its base you discern the following: **TYDNAB EMYT**.
52. (Chest) [1 Hammer Bec de Corbin, 1 Mail Mittens (AC-6), 1 Steel Helm]



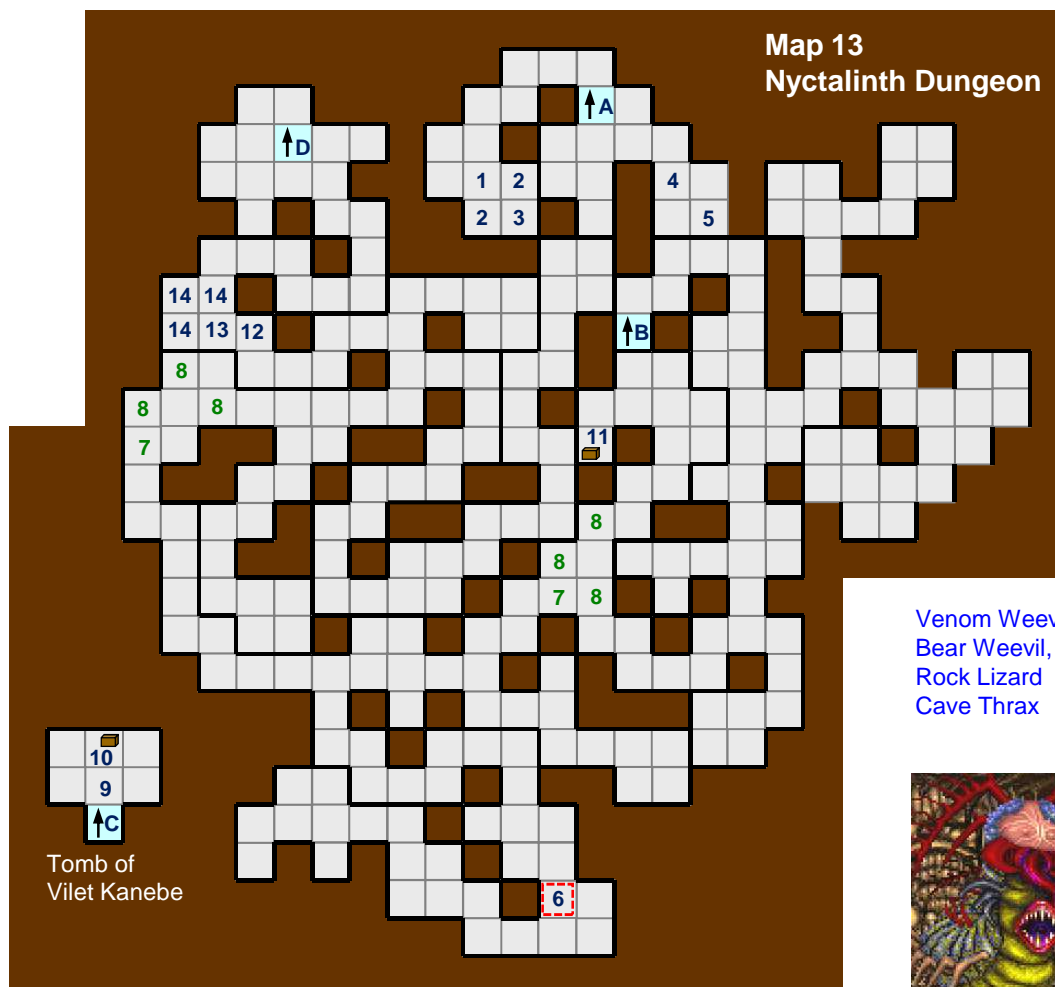
{ Back to crypts, #48 (passing of illusionary wall problem free...), and Use **Tydnab Emyt**: }

48. You rub the small figurine as if you knew what to expect... After a brief moment, you are startled by footsteps and the sound of faint voices coming from the other twin crypt... Suddenly you hear a screaming cry bellow from the other crypt! Through the wall charges the gloating ghost at full gallop, brandishing the enchanted staff with mad delight! He stops and gasps, obviously in great shock and amazement at your presence here! His eyes twist around in his head as he looks at you and then back through the wall in the direction of the other crypt, and then back at you and he tries to scream but no sound emerges... Finally, out comes the frustrated howl, as dropping the staff he grabs the small idol from your hands and blazes out the wall in a discombobulated and confused state of mind. Got [1 **Crux of Crossing**] (Must be equipped, cannot just use, and it's **cursed**...)
53. Clutching the jeweled staff obtained from the galloping ghost, you are able to pass through the barrier as if it were not there...
54. Tomb of VILET KANE BE
Climbed down ladder ↓C, and arrived in tomb (dungeon map #9)



↓D: Emerging from the cavern, you are relieved to find yourself once again in relatively safe surroundings... But what is that awful smell...

And a quick tour to New City to replenish HMS – no problem using Antracax to and fro in spite of our activity....



↑A: You descend into a large cavern, cold and dry. The ground shows traces of the brown icky goo that seems to follow in the wake of passing T'Rang, an indication that they probably frequent the area...

1. Neatly situated, side by side as if statues in a garden, three Savant Guardians stand motionless, frozen in time... There is no indication of wounds or damage, and yet they appear lifeless and quite dead.
2. You approach one of the immobile Savant Guardians... It appears to be dead...
(Use **Mystery Ray**) Pointing the hand-held device at the frozen guard, you pull the small tong on its underbelly, bathing the statue in a wide glowing ray... Nothing seems to be happening... When suddenly sparks begin shooting out of its head and it springs to life in a mad berserked rage! -- Savant Guard attacks! [1 **SV. Berserker**]
3. As 2, up to ...rage: MzzzPfsstzt... -- System Failure -- Bzzzzzt! (Crackle) Hrrmmmbzzssst... Warning! Overload -- Rrrststst! Bzrrpfuuzzzt...**HOST: Central Security Access** -- Bbbbzttzt! Ruuurmmmbrrrrshhzzz..**LINKAGE SERVER: 018@67C1** -- Rzzzztzt! Termination Sequence Initiated... Giiiziiibftt!!! ... And with that, the guardian charges in a fury of flames and sparks!
** Trying to recall the meaningless jumble of the insane Savant, you write what you can remember onto a piece of parchment, sensing that it might hold some vital clue...
4. Several large capped vats are stored in the corner of the cavern.
5. Standing at the vats, you notice a dried grey crust has formed around their lips... { Pry open a vat / Leave vats alone }
(Pry: Prying open a vat, you immediately succumb to the horrible wafting aroma of fermenting bug juice, stock for the pukey T'Rang gruel. (Severely nauseous...) – better to leave alone...)



Nothing more here, so climbed back up.

After digging grave #45, fell down:

6. You land with a hard thud, tumbling along the ground... (damage) ... Shaking the dizziness from your head, you stand up to find yourself in a large cavern. The atmosphere seems breathable, though dry and a bit stale... Peering up toward the surface, you spot the place from whence you fell about thirty feet above your head, a hole of light in the darkness of the cavern sky...
7. **Stepping into the area, your foot suddenly plunges into a soft spot of the ground, releasing an ochre-green gas...**
(some were poisoned)
8. **Gas Pocket!** (some were poisoned)

Worked our way through eastern part of dungeon and ended up by ladder up, B. Climbed up to new area in Nyctalinth (continue there)

...

Back at dungeon level – tomb of VILET KANEBE

9. The sepulcher is old, dusty and filled with the webs of a thousand generations of spiders. As you look into the dark tomb, you see it contains not a coffin, but an old encrusted chest...And something in the shadows! [1 **Vilet Kanebe**, 4 **Minoskells**]
10. Inside the chest, wrapped and well preserved, you extract an old piece of parchment, enscribed with numerous writings, marks, and legends... [1 ***SERPENT* map**] + 5000XP



To continue exploration of dungeon must jump down grave another time, as there's no exit from the area.

11. (Chest) [1 **Oliveskin Doublet (Cursed)**, 1 **Hv. Crossbow**, 1 **Holy Basher**, 17 **Hunter Quarrel**, 45 **Quarrel**, 2 **Hv. Stamina**]

12. In the cavern ahead of you are piles of large gooey balls, which fill the area completely. The odor coming from the balls is quite obnoxious, and the goo that binds them together a sticky putrid molasses.

(Use **Thermal Pineapple**) Pulling the small pin from the metal pineapple, you toss it into the cavern of sticky balls...
A seering envelope of flames engulfs you! (damage, blinded)
In the cavern ahead of you are piles of black carbonized shells...

13. Passing through the area, the charred shells crumbled and flake with a soft crunch as you trod over them...
14. Everywhere around you are blackened empty husks...



Now went north to ladder D and climbed up. If we proceed from here we come to H'Jenn-Ra's room and have to confront him. Didn't do that just now, so returned via exit B.

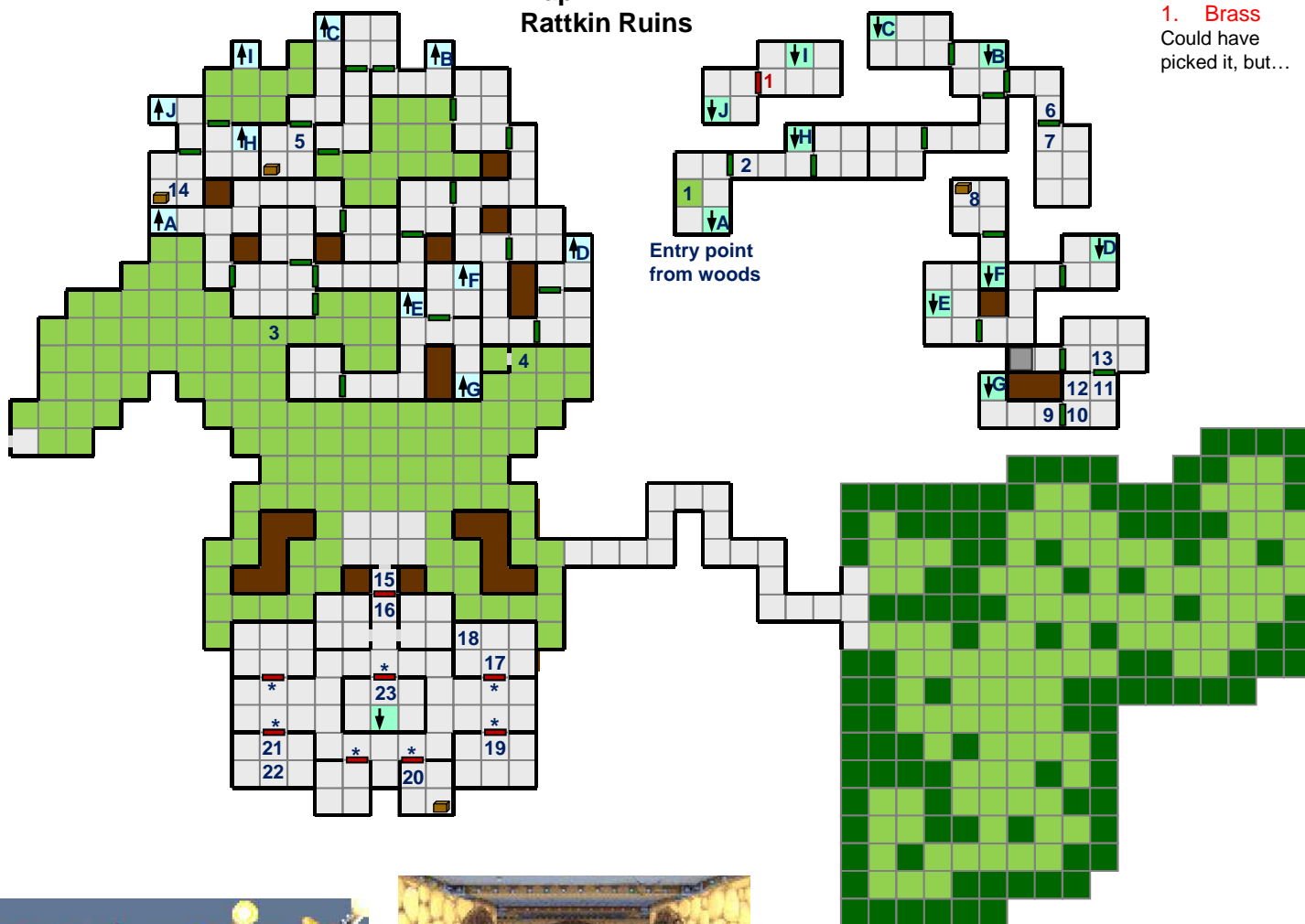


*** SERPENT ***

As the serpent winds and coils, so shall thy journey through life.
He that comprehends the serpent shall ascend its mighty towers.
While he that sets forth unknowing shall but sail endlessly within clouds of confusion and without enlightenment... Thus may one engage the mists of darkness and glimpse the light, and recognize the harbour of his twining purpose. Thus may one engage the mists of life and glimpse the light, and recognize the course of his twining destiny...

Map 14 Rattkin Ruins

Keys:
1. Brass
Could have
picked it, but...



Rattkin Bandit, Rattkin Rogue,
Rattkin Thief, Rattkin Hunter (spells)
Rattkin Leader, Rattkin Ronin
T'Rang Wilder, T'Rang Watcher
Dane
Savant Guard, Savant Trooper
Walking Undead, Zombie Skell
Creeping Crud, Puxic Ooze

(Many 20XP+-encounters)



1. (From Gorn Land (Map 4), cont'd #11: Before you can react, you are hoisted up into the tree, shuffled and passed from branch to branch, deposited into a crude and weathered bungalow, apparently either built into the top of the tree or overhanging it in some fashion... The place looks completely abandoned. (Stepping on this square moves party back out into woods.)
2. Oops, not quite completely abandoned! [Enc. lots of Rattkins] ... The squat furry Rattkins seemed most surprised and disturbed by your appearance, and no doubt word of your arrival is quickly spreading throughout their squirrely network...
3. Walking out from the bungalows, you reflect upon the wild construction of edifices and interconnecting tunnels from which you have emerged, marveling at the complexity of its apparent random design... It seems likely that the intricate structure was composed from the stones of the old village ruins, for the other half of the fallen city lies barren, little more than an open field of wild grass and brush.
4. Emerging from a small alcove, an odd looking Rattkin wearing dark spectacles and tapping a wooden cane slowly hobbles out to meet you. – Coins for the blind... Kind Sirs, could you spare a few coins for the unfortunate? (YES) The old blind Rattkin embraces you, patting you on the back, and exclaims... May your generous souls be equally rewarded! ... A sudden pleasant sensation comes over you, the good feeling that aspires from assisting others in need, and you are left basking with a tingling lightness of being... { Dialogue menu – [Blienmeis](#) } Rumors? I heard a rumor about Ratskell's. Ratskell's has many unusual items to help supplement your skills. – What you need are some special charms!
5. Barging into the room, you interrupt a gang of rousey Rattkin polishing their swords and sharpening their daggers... As they revel in their succulent good fortune at your foolhardy intrusion, a big fat ugly Rattkin in the back shouts out, Look what the cat's dragged in, boys! Let's clean 'em! [1 [Grimal](#), 5 [Rattkin Ronins](#)]
(Chest) [1 [Iron Key](#), 1 [Brass Key](#), 4 [Death Stars](#), 1 [Vorpal Blade](#) (4-14, Poison), 1 [Oliveskin Legging](#) ([Cursed](#))]
6. Bertie's Bungalow
7. Entering the small shoppe, you are surrounded by stacks and piles of raw wooden rods and shafts. In the air are wisping traces of a light down, and in the corner you spot several stuffed bags which all seem to be sporting holes coughing forth the feathery flotilla... In the back of the room, you also perceive a number of bows mounted upon the wall, each of various size and shape... From underneath a rumple of sticks and feathers, a small chittering furried fellow pops up and immediately starts a frenzied rant of syllables and half-sentences... -- Why I never! – What's the meaning!?? – How did you??!!? – Who are?! – Oh! Oh! Oh! – Have you nice shiney coins??! (YES) ... Good good!! – It be my secret! – I get what you need!! – You get me shiney coins!! (RUMORS?) I heard a rumor about Razuka. Razuka big fat, keep many coins, has treasure plenty! (Had many good bows / arrows, but that wasn't of interest. Did however buy one [Featherweight potion](#)) ... Magic juice work very fast, be quick but make wing fur fly!
8. (Chest) [1 ?[Wand](#), 1 [Stink Bomb](#), 1 [Holy Water](#), 1 [Snake Dust](#), 1 [Book of Unhexing](#) (Rm. Curse)]
9. RATSHELL'S THIEVES GUILD
10. The room is vacant, though adorned with old chains and burnt torches.
11. From behind the heavy oaken door a muffled voice calls out...--Only genuine thieves, rogues, and brigands may enter. If you would prove yourself, stick your hands through the window!
12. You approach the window, debating the wisdom of honoring the dangerous request... { [Put hands through window](#) / Keep hands away from window } Gritting your teeth, you insert your hands through the bars of the window... Small furry paws quickly race over your hands, as if probing them in some secret ritual of divination... -- Neechht! Look at these sad gimpers! You couldn't steal from a dink if he was blind! Come back when you've had more practice...



Back to Blienmeis (#4) ("blind dink...") – Ah! I recall same generous footsteps not too long passed... How fair thee this day, noble sir? ... Tried to ask about a lot of different things, but didn't feel we made any progress. Then selected option STEAL: (...Jimmy makes his move – Jimmy got caught!) Oddly enough, though Old Blienmeis obviously flinched at your clumsy attempt to rifle through his pocket, he makes no sudden outburst or cry, but instead stands callously hunched as if fallen into a slight stupor... Protruding from one of his pockets, a small ring dangles enticingly, caught slightly in the fold of a kerchief where you had fumbled it a moment ago... It seems almost to bulge out at you, ready to hop into your hand, and sensing the moment, you quickly snatch it up, before it can fall to the ground with a tell-tale tinkle... A cool breeze crosses by you, and Old Blienmeis turns to face the sky, saying, --Weather seems to be turning, eh?! And with that he quickly retreats into the alcove, hands over his head for cover as if protecting himself from invisible droplets of rain... Got [1 [Signet Ring](#)]



Then to RATSHELL, now equipped with [Signet Ring](#), showing hands in window, -- Ah! You wear the mark of the Guild upon your finger! Enter herein, fellow purlionettes!

13. Entering the dimly lit shoppe, you make out the form of a familiar figure standing before you...
 -- It warms my cockles to hear your footsteps again... I must confess, however, that your skills are quite lacking... Crude, weak, pathetic, ineffective, sluggish, oaffy... Not to mention obvious... What you need is help... And lots of it! --- (RUMORS?) They say the Razuka operate out of the old Funhouse... It's dangerous to do business with the Razuka... One little mistake, and well... Let's just say that old Blienmeis wasn't always Blienmeis... But if you want to get inside, Blienmeis will help. Will you pay 1000 gold pieces for a nose? (YES) ... This will get you inside, but after that you're on your own... Got [1 **Rubber Ball**]
 (SKILLS?) Ratskell's has many unusual items to help supplement your skills...
 -- .. I heard a rumor about Ring Of Reflexion... The Ring of Reflexion contains a very special power... Created by an ancient Rattkin Magi long ago... I have but one, and it comes at a great price... Will you pay 12000 gold pieces for it? (YES) You must invoke the magic of the ring to transfer its power... Got [1 **Ring of Reflexion**] (Jimmy invoked it)
 { Note: Had to ask about rumors a zillion times before **nose** and **ring** popped up as topics... }



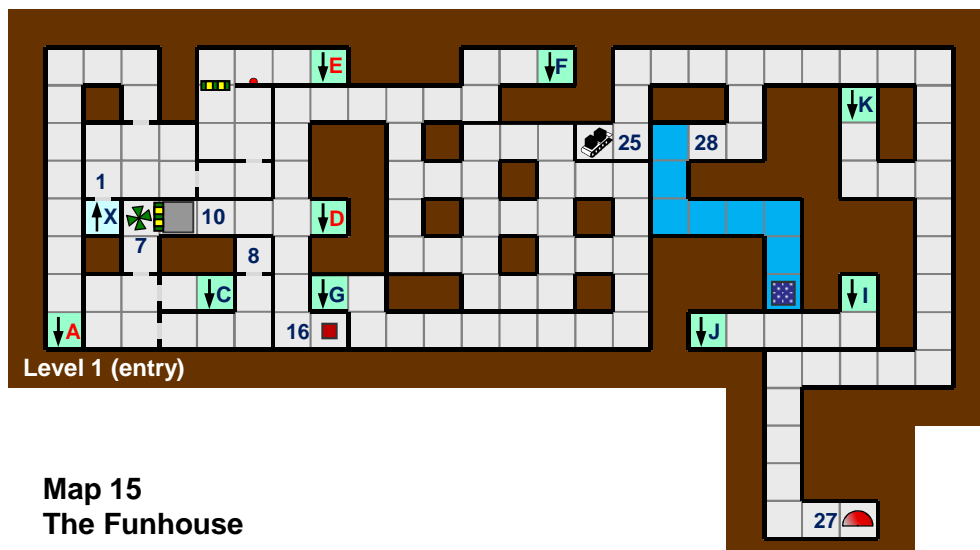
↑H: Rattkin dropped **Silver key**.

Near ↓I: Door with 5 tumblers, and tough to pick. *Almost* made it, by eventually unlocked it with **Brass Key**.

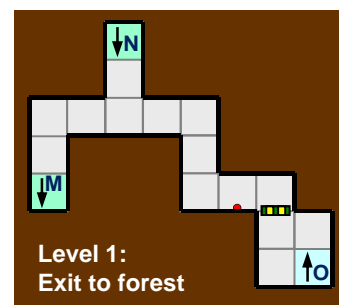
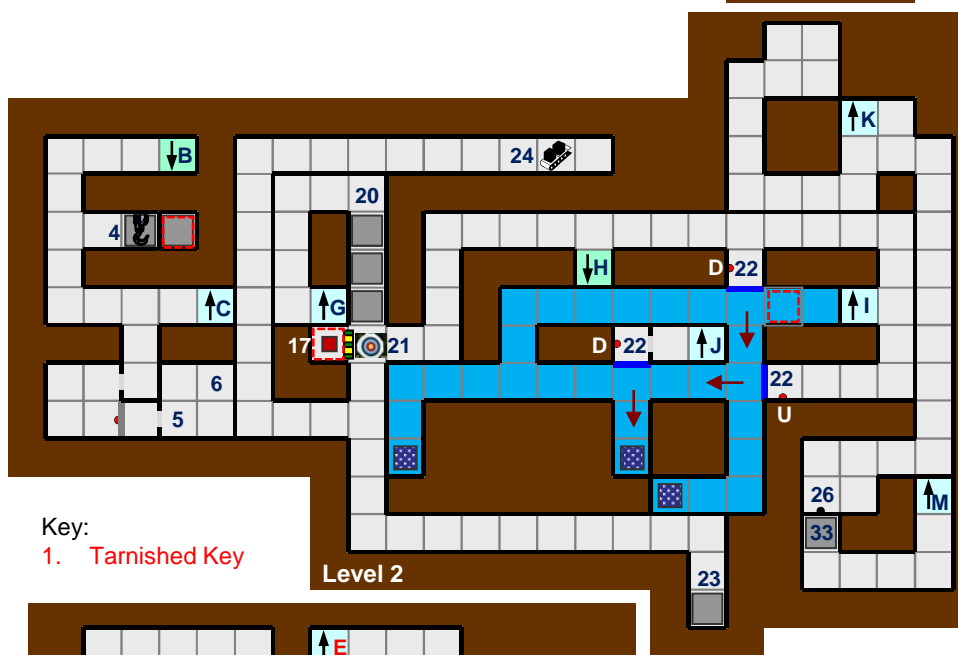
14. (Chest)
 [10 **Feather Darts**, 1 **Axe "Bipennis"**, 1 **Sword "Rapier"**, 34 **Shrike Arrows**, 1 **Forest Cape** (AC-3, Ranger only)]
15. RUBI'S FUNHOUSE
 Upon the door, barely visible, the faded painting of a bug-eyed clownish face stares out with a banana-like smile. There is a hollow pin protruding where the clown's nose should be... (Use Red Rubber Ball) ... You stick the red rubber ball on the clown's nose-pin. Giving the red nose a squeeze, you detect an unmistakable click... (opens...)
16. The funhouse is quite weathered, and covered with dusty webs... You surmise that it has not been occupied for many years... At least not by anything human...
17. Entering the room, you stumble over piles of fallen debris cluttering the floor.
18. (Search) You find nothing but the remains of old wooden props and stands, and guess that it's probably been quite some time since any kind of circus gave a performance around here...
19. Corroded boxes and crates lie collapsed in heaps of rot and dust, and the promise of finding anything useful looks doubtful.
20. Much to your surprise, an old chest sits quietly in the back of the room, idly passing the years awaiting the return of its owner.
 [1 **Robes U**, 1 **Robes L**, 1 **Wooden Dowel**, 1 **Lodestone**]
21. At the rear of the chamber lies a solid metal pyramid, forged of black iron, and well capable of withstanding the onslaught of time...
22. Embedded atop the pyramid is a large steel hook, and embossed upon its face is the numeral 200... (lbs)
 Attempting to lift the weight, you find that the years haven't shaved off more than a gram or two, if that much...
 [1 **Black Pyramid**]
23. Entering the central chamber, you spot a descending shaft from which arises a ladder of questionable integrity...
 You wonder whether it will be able to hold your weight without collapsing...

(Ladder down to Funhouse proper)

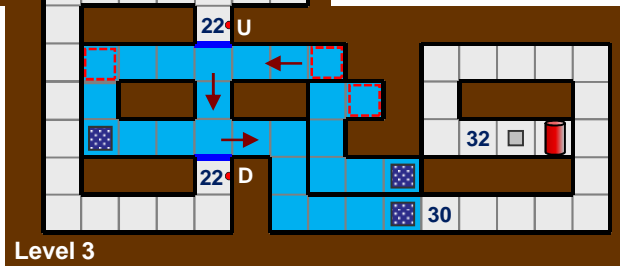
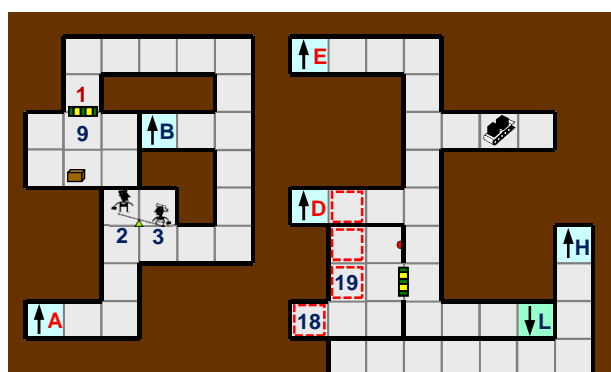




Map 15 The Funhouse



Key:
1. Tarnished Key



R. Bandit, R. Rogue,
R. Thief, R. Hunter,
R. Leader, R. Ronin
T'Rang Wilder,
T'Rang Watcher
Sv. Controller
Walking Undead, Zombie
Skell, Fetid Corpse
Creeping Crud, Puxic Ooze,
Crawling Waste, Fungus Ooze,
Shadow Crust (disease)
Fire Crow
Floater, Jelly Stinger, Gelimaga

↑X: Entry point, Exit to Rattkin Ruins

1. The interior of the Funhouse appears gloomy and decrepit, lacking any festive spirit whatsoever... You begin to suspect rather devious connotations in the word, "Fun"...

2. A long plank, secured to a pivot block, rests underneath an open shaft in the ceiling. (L)

3. A long plank, secured to a pivot block, rests underneath an open shaft in the ceiling...(R) Stepping onto the plank, your end pivots to the floor, triggering a switch underneath it... A heavy chain suddenly drops from the ceiling over the other (L) end of the plank, but nothing else happens...

Back to #2: Hanging from the shaft is a long heavy metal chain...

(Funhouse Gadget: Use Black Pyramid)

With a heave and a grunt you hoist the black pyramid up and hook it on to the end of the chain.

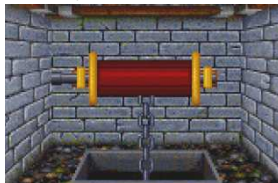
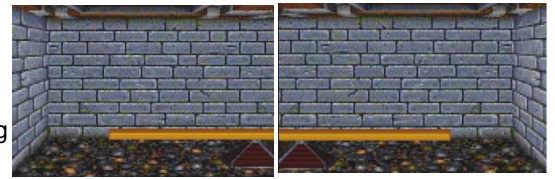
4. A large spool stands mounted over an open shaft, and attached to it is a heavy metal chain... The chain is hanging down the shaft.

5. The chamber appears to be an old burial crypt, filled with bones... Even more disturbing, however, is that some of them are moving...

6. (Search) Lying under an old broken skull, you retrieve an unusual object... [1 Spool Handle]

Back to #4: (Funhouse Gadget: Use Spool Handle)

Attaching the handle to the spindle of the spool, you crank up the chain as far as it will go.



Then to long plank at #3: ...triggering switch... A weighty pyramid suddenly drops onto the other end of the plank, catapulting you into the air... Having achieved the remarkable elevation of almost four feet, everyone is sent sprawling in all directions, falling to the ground with thuds and groans... (Chars a little damaged)

Next attempt – using featherweight potion (?) ... You douse yourselves with the mysterious potion, and soon feel tingley, and as light as a feather... (Go to plank) ... As before, until... Being reduced to featherweights, you are hurled upward through the shaft above the plank. (Directly above:) Still propelled from your launch, you continue sailing upwards... (Top level:)

Arising up through the shaft, you momentarily hang poised, then grope, and then plummet back down the open shaft beneath you... This just isn't your dayyyyyy... (Back by #3) Everyone is sent sprawling in all directions, falling to the ground with thuds and groans... (Much damage...)

7. Mounted upon the wall are two blocks which support short steel cylinders, each with a hook. Two metal blades are attached to an end of one cylinder, and you find that it spins around quite freely.

8. (Search) Lying underneath a pile of rubble on the floor you discover a tarnished key. [1 Tarnished Key]

9. Rattkin dropped [1 Pewter Key, 1 Silver Key]

(Chest) From the chest you extract a thick wide elastic band, strong and quite rubbery... [1 Rubber Band]

→ #7, and (Funhouse Gadget: Use Rubber Band) You stretch the elastic band between the two hooked cylinders and wind it up.

The blades spin around as the band unwinds, emitting a cool and steady breeze...



Still another time back to plank #3, drink featherweight potion, step on plank – everything as before ... (at top:) Arising up through the shaft, you are hit by a gusty blast of wind, which, in your lightweight condition, blows you across the corridor like little fat balloons... →

10. Standing up from your miraculous flight, you feel your normal weight quickly returning. (Went up stairs ladder E and opened gate NE of entry room)

11. Carefully stepping into the open chamber, your eyes note a peculiar darkness, which fills the room like a smokey cloud...

12. You can hear quiet whispering chits coming from somewhere nearby... You do not understand what is being said, or whether they are aware of your presence... { Gate opens } Hmmm, so much for the element of surprise...

13. BARLONE' ORDER OF TAW

14. Entering the room you face a mob of husky Rattkin, weapons drawn and ready, but not yet moving into action. In the still of the moment, you quickly assess your opponents. Their fur is dark and well groomed... And though they exude a somewhat sinister ethos, there is a subtle strange charisma about them... They seem quite confident, and most of all, demonstrate an obvious interest in you and in watching your reactions. It is then that you recognize the nature of these creatures... They are members of an underworld. But not a gang of thugs, no – these creatures are well organized, meticulous, and possess a razor-sharp intellect... Honed by years of strict orthodoxy. Upper echelon corsairs, studying their mark, noting your strengths and weaknesses. Silently forming the noose by which to profit from your eventual hanging.



14. (cont'd)

Finally, your eyes meet those of a Rattkin who appears to have an icy mask of death etched across his face... And he begins to speak in a low hoarse whisper...

Allow me to introduce myself... I am Barlone'. It is good that you have come...

My associates and I have a proposition for you. – Would you like something to drink?

(YES) ... Gensuda'... As I was saying, my friends and I have an interesting proposal which we want you to consider... We can do many things for you... And we want you to do us a small favor in return... We know about you and the others... We've seen the machines that breathe fire and move through the sky... Long ago there were others that had these machines. – The Higardi... But they are gone now... We know that you have come from a world beyond the sky. And we wish to expand our operations. We want you to do something for us... And in return our organization will assist you... Do we have a deal? (YES)

This is a good day for us. What we ask is something simple... There is a flying machine which descends into the old ruins of Nyctalinth... Our scouts have seen it come and go many times. Find out when the flying machine will be at Nyctalinth again. This is a small favor we ask of you... Once you do this thing, return to me... And I'll tell you where you can find one of the maps. I know all about the maps... You do this small favor for us – and we'll help you get the maps.

I think our business is concluded for today... You've made a wise decision to work with us...

{ As we already have the knowledge asked for, party just went outside, turned around and reentered... }

-- Have you done the small favor we asked of you? (YES) ... When can we expect the next flying ship at Nyctalinth?

(088:53 ETA) ... Excuse us for a moment... Yes, that is possible... You've done well... In the New City there is a passage that leads to the old [Archives](#). A piece of the map was put there by a friend of the family... As a small personal favor.

We may have another favor you can do for us later... We'll let you know. { But not immediately.... }



In the hall on the way out, met Ratsputin,

-- The Razuka asks that you contribute 20% of your gold to cover the cost of our family obligations.

Will you pay? (YES) ... The Razuka are pleased to do business with you. Don Barlone' sends you his blessings, and looks forward to seeing you again some day... { Now got the dialogue menu, including lore, in contrast to all the other times we've met him. But when Laurie tried to trade he shouted, NOT YOU, and attacked. After a restore, Durin tried to trade, and all was well. Must have been because Laurie had made him angry on earlier meets... }

Now could return to Barlone' for the final proposition.
-- We of the Razuka have another proposition for you. We have made certain arrangements, and will soon be vacating the premises... After careful consideration, we have decided to make you an offer. You may keep everything that we must leave behind... The treasure room alone contains many unique artifacts that cannot be found anywhere at any price... And I will give you a special bonus as well... All this we will do for you... and you only need to deliver to us a small payment – the modest sum of 40000 gold pieces. So much for so little, how can you refuse? Do we have a deal? (YES) – That's a very wise thing you have done... The treasure room is behind us, yours... I said I would throw in a bonus as well... [Got 1 [Displacer Cloak](#) (AC-4, Blink)]

.... Perhaps some time we'll do business again... We won't forget what you've done for us.



Now could return to Barlone' for the final proposition.

-- We of the Razuka have another proposition for you. We have made certain arrangements, and will soon be vacating the premises... After careful consideration, we have decided to make you an offer. You may keep everything that we must leave behind... The treasure room alone contains many unique artifacts that cannot be found anywhere at any price... And I will give you a special bonus as well... All this we will do for you... and you only need to deliver to us a small payment – the modest sum of 40000 gold pieces. So much for so little, how can you refuse? Do we have a deal? (YES) – That's a very wise thing you have done... The treasure room is behind us, yours... I said I would throw in a bonus as well... [Got 1 [Displacer Cloak](#) (AC-4, Blink)]

.... Perhaps some time we'll do business again... We won't forget what you've done for us.

15. (Search) Oops! You accidentally pried the candle sconce loose from the wall! (Opened gate)

Treasure Room:

NE Chest: [1 [Bastard Sword](#), 1 [Monstrance](#), 1 [Holy Basher](#), 4 [Peacemaker Arrows](#) (12-42,+3), 1 [Jazeraint Tunic](#) (AC-9), 1 [Jazeraint Skirt](#) (AC-9), 1 Figurine [Vitrolic Warder](#) (Acid 30%), 1 [Amulet of Spiders](#) (Paralyze 10%, Web)]

SE Chest: [1 [Plate Mail](#) (AC-10), 1 [Leather Greaves](#) (AC-6), 1 [Ankh of Sanctity](#), 1 [Book of Icewall](#), 1 [Book of Anti-Magic](#), 1 [Plate Mail+2](#) (AC-12, Fire 20%, Cold 20%)]

SW Chest: [8 [Poison Dart](#), 5 [Death Stars](#) (7-15,+1,Crit), 1 [Bottle of Old Jake's](#), 1 [Flynn's Cap](#) (AC-4, Missile 30%, Spec.), 1 [Brass Key](#), 1 [Silver Key](#), 1 [Bag of Tricks](#) (Dazzling Lights)]

NW Chest: [1 [Flamberge](#), 1 [Morning Star](#), 1 [Steel Helm](#), 1 [Suede Doublet](#), 1 scroll [Armorplate](#), 13 [Armor Piercer Arrows](#), 1 [Aromatic Salts](#)]

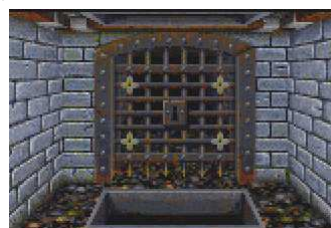
(Dropped Crux of Crossing and Spool Handle) { [Went to New City to identify and sell items](#) }

16. Before you, a cascade of troughs turns beneath an open shaft, and you are cautious lest you accidentally fall in... (Step forward...) You brazenly step into the cascading troughs... →

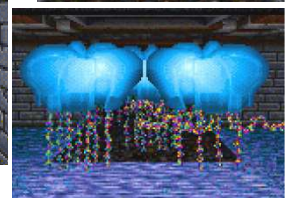
17. The cascading troughs spin you around and downward, slamming you into the solid bars of a closed steel gate... (some damage) Having no escape from the rotating troughs, you are dumped into the darkness below → 18.

18. Arrival after trough experience (more damage)

19. Lying on the floor is a fist-sized wooden ball, painted with brightly colored circles and a star. [1 [Painted Ball](#)]



20. Looking down the passage, you faced a row of gaping pits which travels the length of the corridor. At the end of the pits stands a round pillow target, bearing circles of various colors and a crimson bull's-eye. (Funhouse Gadget: Use Painted Ball) ... You heave the painted ball down the passage towards the target... { Missing the bull's-eye, the ball bounces off the target and fall back into the pit at the end of the corridor... (Can be re-found at #19 where it was first found) ... / ... BULL'S-EYE! (Gate by bull's-eye opens) }
... -- With the gate open we can now return to the trough-pit at #16:
16. (revisited) The cascading troughs spin you around and downward, flinging you into the open corridor ahead...
21. A round target stands mounted on the floor, and down the north corridor is a row of large gaping pits. To the west, a cascade of troughs goes round and round, dumping empty air into the darkness below it...
22. A thick transparent wall allows viewing, but not access to a wide channel of rushing water { Water slide puzzle }
23. Perched over the shaft, you hear the sound of rushing water far below...
24. Up ahead, a wide moving belt ascends from a shaft in the floor, rising steadily upward and into the ceiling. (Step forward) ... Up you go!
25. Atop the moving belt, it propels you into the hallway... (Turning around) In the shaft ahead is a moving belt, which arises from below... (NOTE: Once here, the only way back down is by using the water slide. Only conveyor belt up, only water slide down.)
26. Examining the wall, you peer through a narrow hole bored all the way through it, and discern a glimmer of light coming from the other side. (Use Wooden Dowel) ... You insert the long wooden dowel into the hole, a snug fit, and shove it all the way in. But nothing happens... (The significance of this will be apparent later, see Water slide puzzle)
27. An odd transparent dome protrudes from a narrow shaft a few steps in front of you. Looking closer at the dome, you note a gaping hole in its face... It appears to be a hollow tube of some sort. (Leave for now)
28. A thin veneer of water skates rapidly down a descending channel, and you wonder at its purpose. The water being only a few inches thick, you touch beneath its surface to discover a slick and slippery bottom... At least it isn't deep enough to worry about getting in over your heads... (Step forward) ... Entering the water, you slide down the flue... → arrive at #29
29. End-of-slide as it is set up originally.
... After some experimenting we find that the levers at #22 control the dip / turns of the slide. We eventually find out that we want to arrive at #30, so some time has to be spent on testing different positions of the levers, setting the slide at the junctions so that we take the route marked by arrows (Water slide puzzle – but there's more to it...)
30. Desired destination at end of Water slide.
31. Coiled in the corner you discover a short thick rope, which is securely tied to a hefty bar. [1 Bar & Rope]
-- Now went to pit at #23 ("heard water rush below..."), and
23. (Use Bar & Rope) You insert the roped bar into the grooves which span the shaft, and let the rope fall below.
... Then set the levers to correct position(Up or Down) (which means; adjust, test, climb back up, adjust, until OK, as marked on map)
Then up and slide a final (?) time, and arriving at #30 as was the plan;
30. Grabbing onto the rope so conveniently dangling from above, your momentum swings you across the water duct. (Without the rope we placed at #23 we would just fall into pit and land in the pool below, as so many times before...)
31. On the floor in front of you lies a square plate, large enough for everyone to crowd onto it. Behind the plate you can see the outline of a transparent tube, sticking down from a shaft in the ceiling... (Step forward) Stepping onto the plate, you note the pad directly underneath the end of the tube. It appears to be connected to the plate as a kind of trigger mechanism. (Step forward) Inspecting the tube, you see the pad underneath it is poised to catch anything that falls down the chute. Resting on the pad is an odd black ball, about the size of an ogre's head and almost as pretty... Got [1 ? Black Ball]
→ 30: Grabbing onto the rope, you find no where to go other than to drop below or climb back up... (Climbed up and arrived at #23)



Then made our way back up to the dome, #27

27. (Use ? **Black Ball**) ... You drop the ball into the dome, making a loud thud as it lands on a plate inside the tube.

Next, another (this *must* be the last time) slide down the water channel, and back to the tube, #32:

32. Stepping onto the plate, you hear a slight click...
A large black ball drops down the hollow tube, landing in the pad beneath it... Suddenly the entire plate shoots skyward, propelling you up the open shaft directly overhead...

→ Up to pit directly above, #33

33. Launched upward through the shaft, you grab hold of a long wooden dowel protruding from the wall... (This is of course the dowel we inserted into the wall at #26 a while ago – very convenient indeed...) You shimmy across the dowel into the adjoining corridor. (Without dowel, we plummet back into the pit and land at #32)

{ This puzzle – setting the water slide, using the dowel and rope to avoid falling back, and ball/dome was a great one – rating right up there with the Babel Fish and others... }



34. Upon the wall is a set of tall metal spears, mounted in a single row with a long rivet through the center. There are six spears in all, arranged in a circular pattern, and you discover that they can swing around on the rivet which pins them together. Looking a bit closer, it appears to be an elaborate mechanism of some kind, each spear rotating a different gear which is in turn connected to more gears and so on... There is nothing which indicates a purpose to the spears, or what the contraption actually does, although it appears likely that it is a locking mechanism of some kind, designed to open if the spears are turned in a specific combination... Based on the information from H'Jenn-Ra:
5 – 3 – 4 – 2 – 6 – 1 ... and gate opens.

35. (Chest) Lo, inside the chest you find an old preserved piece of parchment, carefully bundled in waxed wrappings... [1 * **BOAT** * map] + 5000 XP.

- O. You emerge from the Funhouse to find yourself in the forest, somewhere outside the nearby Rattkin ruins... (Ukpyr Mountains, Map 10)

SIX SPEARS	
FIRST	FOURTH
SECOND	FIFTH
THIRD	SIXTH



* BOAT *

The waters of life do move as the weather, and in life as the waters, thee shall know both calm and storm... He that must embrace the storm shall soon be swept away. While he that learns to navigate, shall make his own journey. When thy **fear** has turned to **anger**, thee has lost thy soul, and shall make the **devil laugh**. But to **still** thy **tongue** and become **amazed**, thee begets enlightenment, and thus shall thee know bliss... Thus may one discover a craft, and sail upon the waters... Thus may one discover thyself, and sail upon life...

Next task: Giant's Cave (Map 11)



Rock Lizard, Dragonlizard
 Minoskell
 Spectral Moth, Glow Mothra
 Venom Weevil, Bear Weevil, Boar Weevil
 Puxic Ooze, Fungus Ooze,
 Cave Slime, Shadow Crust (disease)
 Vampire Rook, Spectral Raven
 Spirit, Ghost
 Mtn. Thraxe



1. Ascending into the dark sable crown of the Witch Mountains, you feel as if about to set foot upon an ethereal stage of unnatural forces....
2. A strange sound can be heard from somewhere distant... It sounds like a woman, crying... Then it sounds like it is calling out to someone... And then turns into a spoken whisper... But it is too faint for you to make out the words...
3. Before you appears a shackled ghost... It looks pleadingly at you... As if wanting something from you. Then it becomes angry and charges, a grimacing demon... Its face becomes like death and it enters into you... Only to disappear and leave you cold, so very cold... (Most char's silenced.)
4. Spirit dropped [1 **Key of Gorrors**]



5. Upon the wall of the cavern hangs a mirror of black stone. As you approach, a spectral face with teeth of gold appears within. "Rat's tail and demon's blood, what name be under **South Witch** hood?" (**XANDASA**). Upon calling out the name, a wild pandemonium of hisses and colored vapors suddenly erupts before you. From the billow of swirling fumes is revealed the figure of a raving witch...



"Thou that calls my name, shall know thy bane! Will thou fill my hold, with 1000 coins of gold?" (YES)
The prophesy be done! A pillar of smoke engulfs the witch, becoming blindingly white...



Your eyes become transfixed upon it and watch as another form appears within...
Thou knowest this form? – From him shall one universe end to beget yet another! ... Then suddenly the eyes of the figure begin to glow!
(The Vision attacks!) [1 **?STATUE?**] (1000XP)

The crumpled body of the fallen figure slowly begins to transform amidst swales of darkly mists... Soon to reveal the bloody corpse of the raving witch... Dissolving into an ethereal vapor, it eventually dissipates into the hushed air, leaving naught but a small shiny object on the cavern floor... [1 **?Golden Teeth**]

6. Upon the wall of the cavern hangs a mirror of black stone. As you approach, a spectral face with a nose of gold appears within... "Toad's warts and black cat's blood, what name be under **West Witch** hood?" (**CARMELA**)
Upon calling Thou knowest this form?

Behind her darkened brow, doth lie the secret illumination! Then suddenly the figure attacks!

... [1 **?VI DOMINA?**] (10000XP)

The crumpledcavern floor. [1 **?Golden Nose**]



7. You see a moving swarm of dainty glowing lights up ahead...

8. The lights seem to be moving, always ahead of you...

9. The tiny lights have disappeared into the darkness...

10. From out of the darkness the swarming stars engulf you! [4 Witch's Lights]

11. (Chest) [1 **Bat Necklace** (light 50%), 1 **Staff "Haunting Stick"** (3-7, +1, Spooks), 1 **Powder Crushed Widows** (Deadly Poison)]

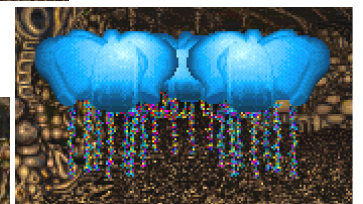
12. Upon the wall of the cavern hangs a mirror of black stone. As you approach, a spectral face with eyes of gold appears within...

"Dragon's wings and ogre's blood, what name be under **North Witch** hood?" (**NARALDA**) Upon calling

Thou knowest this form? – In death shall you meet, and in death shall he be victorious! Then suddenly the figure attacks! ...

[1 **?DARK SAVANT?**] (10000XP)

The crumpledcavern floor. [1 **?Golden Eyes**]



13. Upon the wall of the cavern hangs a mirror of black stone. As you approach, a spectral face with ears of gold appears within...

"Bat's boils and raven's blood, what name be under **East Witch** hood?" (**BARBANA**) Upon calling Thou knowest this form?

-- In the scheme of his master, yet another game shall unfold!

Then suddenly the figure attacks! ... [1 **?ALETHEIDES?**]

(10000XP) The crumpledcavern floor. [1 **?Golden Ears**]



14. Upon the wall of the cavern hangs a mirror of black stone. As you approach, a spectral image with no face appears within... She lingers for an instant, and clutches something in her hand... Then she points behind you, and softly fades away... Peering behind you, there is a small dais and a bright object which was not there a moment ago...

15. Drawing forth to the phantom dais, the shining object resting upon it appears to be in the shape of a human head, made of solid gold, but lacking any facial features... Just a blank, void golden head...

(Use **GOLDEN TEETH**) ... Touching the witch's golden teeth to the gilt head, they magically meld into place...

(Use **GOLDEN NOSE**) ... Touching the witch's golden nose to the gilt head, it magically melds into place...

(Use **GOLDEN EYES**) ... Touching the witch's golden eyes to the gilt head, they magically meld into place...

(Use **GOLDEN EARS**) ... Touching the witch's golden ears to the gilt head, they magically meld into place...

The beautiful face of the golden head now complete, a phosphorescent brume begins to coalesce around the bewitching fantata... From the smokey plumes arises the full form of the golden witch, Hilynda,

enchanting and radiant, and made whole again... One hand is raised upright, in a reveal and tranquility, and in the other burns bright a glowing pyramid, upon whose apex floats an illuminant eye... With a voice delicate and tender she speaks: "And in thy final hour of darkness, when the battle be bloodiest and all hope becomes lost... Let this icon, this Elysiad, be thy guiding spirit, and help deliver unto thee thy place of destiny, as thee hast delivered unto me mine own"... She then waves her hand over the divine icon and it becomes black as jet, and she places it upon the dais.



15. (cont'd)

Then, speaking again, she says: "Herein this domain lies a part of thy puzzle... For as the prophesy is fulfilled, the time has come that it be revealed... Remember that thee dost always travel a road leading to thine own discovery... And in an iridescent plummage of billowing clouds, she becomes an ether and gently wisps away... --- Wall to north opened --- Picking up the obsidian tetrahedron, you feel a flowing surge of enchanted energy which bestows a special blessing... (All char's increased one stat)

Got [1 **Elysiad of Divinity**]

16. (Chest) Opening the ancient chest, you uncover a package of sealed waxy wrappings. Inside the wrappings you find an old piece of preserved parchment... [1 ***SPHINX* map**]



*** SPHINX ***

And a vat of slugs shall be her womb, for amongst the hideous and foul doth the seed of her spirit lie waiting... From a bed of salt upon the pool of churning waters shall come the immaculate rebirth, and deliverance from the Sea of Chaos... So likened too is the life of man, born into a sea of strange voices, living in the land of salt, forever searching for the secret silent whisper that will ignite him, that he may open his eyes and stand free against the sky... Thus may one discover a bridge, and ascend from the bubbling turmoil... Thus may one discover thyself, and ascend from the chaos of life...

Now time to return to New City and another effort there...

After found **Rebus Egge** in New City, headed for Rainbow Cave at the edge of Tramontane Forest.

On the way, passed through Ukpyr, and met Lord Galiere. He had the ***CRYSTAL* map**, which we bought from him (10000 gold pieces)

*** CRYSTAL ***

The Mind of Man doth speak a tongue all its own, beyond all language and all words... So too, doth the mind live in meanings and symbols, comprised of transient glimpses which signify its ephemeral understanding. As likened unto the crystal orbs of old mystics, piercing the veils of the unknown as a channel for hidden knowledge, likewise the mind makes crystal its symbols, that from this may be wrested forth the perceptions of the man...

The Dragon for "**D**", the first of a word, and Obelisk for "**O**", that which should follow. The Moon stands for "**M**", and Island for "**I**", which is marked by the sign of the Cross. The Nether and Night, the realms of the dark, reveal the letter of "**N**" behind Death. And as the Star signs for Astral, let this be the "**A**", and lastly the Egg which is "**E**".

Thus may thee glimpse one meaning of the crystal, which lies branched among many thousands of combinations.

Thus may thee glimpse one meaning of life, which lies branched among many thousands of dimensions.

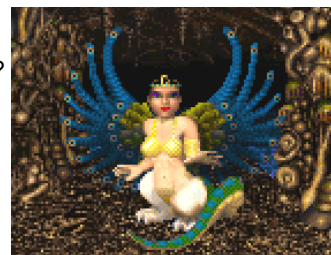




Glow Mothra
Dragon Rook, Vampire Vulture
Red Pirannah, Pirannah Shark



1. Pausing inside the cave's entrance, you glance about and listen... You can hear a faint noise coming from somewhere not too far away, like the sound of rushing water. And the brevity of its echoes reveal that the cave is probably fairly shallow.
2. Approaching the edge of the waters, you see that they are quite agitated, and are curious about the source of the pool's hefty ripples. Deposits of a fine white powder along the bank's edge have frosted the lip of the pool, a coating likely acquired by ages of lapping waves laden with the crystalized mineral.
3. (Pull lever) A slight tremor passes through the cavern, and you hear a brief rumble which soon ebbs into the quiet once more... (wall by #4 has opened)
4. A great commotion of convulsing waters spews up from the center of the turgid pool, and you realize that to navigate the turbulence would most likely end with disaster... Here too, the shore is bathed in deposits of the frost-white mineral, the accumulation so great that it has formed a plateau several feet high. (Attempted to jump in...) Ahead lies the great eruption of turbulent water, and you can feel the current starting to pull you down... (Use **Rebus Egge**) ... Placing the mysterious egg upon the salty bank, you stand back and wait to see what happens... NothingAt first ... And then you notice that the salt seems to be dissolving the hard stoney shell... It is reacting with the egg, bubbling, spewing and fizzing... And then it explodes! Although powerful enough to knock you down, no one seems hurt... In fact it was a quite gentle and almost pleasant sensation... You stand up and begin to brush yourself off, and while doing so suddenly catch a glimpse of the magnificent creature flying directly at you from above...
Is he not a body, that from toil doth he bring forth sustenance?
Is he not a heart, that from anguish doth he glean understanding?
Is he not a mind, that from chaos doth he wrest order?
And is he not yet more than this, that from emptiness doth he harvest creation? ... Then the wonderous manifestation swoops down to the edge of the bubbling water, and flying a high arc above the uproaring sea, emits a trail of swirling colors which follows her path across it to the other side. And she calls across the churning ocean and the colorful arch: Think well upon this, for this be thine only key to the great riddle... (Step to shore) ... Before you shines a great rainbow arch, spanning across a pool of churning waters. Do you step onto the arch? (YES) ... Stepping onto the end of the rainbow arch, you magically glide across the raging pool...
5. A shallow pit lies in the cavern floor, filled with a sea of black slugs... (Search) ... Reaching down into the pit of slugs, your hand grasps a metal rod, afloat within their oozing midst. Extracting the hard shaft, you behold a dazzling wand... Perhaps the creature's strange words have something to do with it... Got [1 **Majestik Wand**]

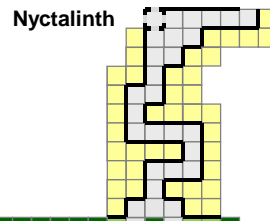


Return by rainbow arc in the same way as we came.

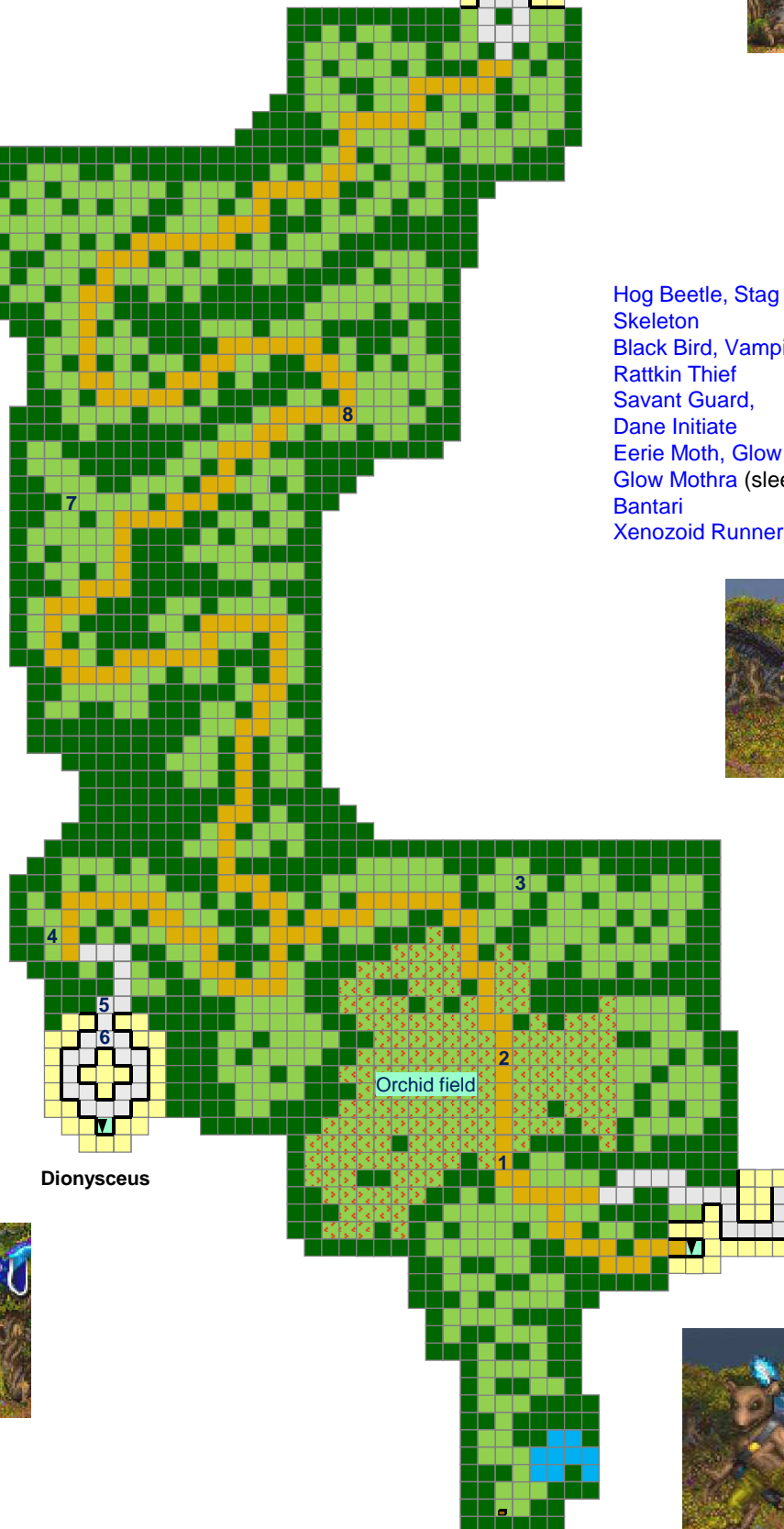
Then back to New City, probably leaving the eastern areas for good...



Map 18
New City – Nyctalinh
Dionysceus



Hog Beetle, Stag Weevil, Venom Weevil
 Skeleton
 Black Bird, Vampire Rook, Dragon Rook
 Rattkin Thief
 Savant Guard,
 Dane Initiate
 Eerie Moth, Glow Moth,
 Glow Mothra (sleep) (Lots of them!)
 Bantari
 Xenozoid Runner, ?Zoids?



Dionysceus

New City



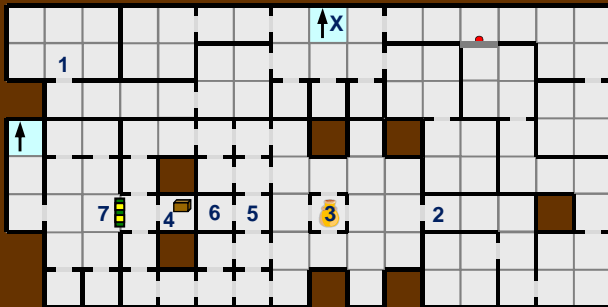
1. Before you lies a vast field of wild orchids, rich in color, strong in fragrant aroma. A light cloud hovers a few feet above the field, as if made of thick pollen arising from the flowers... { Attempting to cross the orchard field results in party members falling asleep. If all fall asleep party eventually wakes up SW of here } { This time Jimmy managed to stay awake during the crossing, so party came safely to other side.}
2. Standing amidst the pungent polleny poppy field, you stare agape at a large grey object which suddenly swooshes through the sky above you. You know what it is, and yet it cannot be... There, far away and high above, went a great grey flying whale...
3. Start of game for some beginnings
4. Standing out over the treetops, the Great Tower of Dane, Dionysceus, is visible in the southern sky, a deep paled monolithic slab which rises above the forest lands with an unnatural alien majesty... Strong and expressionless, you can almost feel within its cold stoney walls the powerful magiks which most surely reside within its holds... And for the first time, it dawns on you just how old must be the ancient and established order of the Dane... A sect likely as old as the planet itself...
5. Closer to the ominous tower, you feel a bone chill that seems to descend from its looming surface.
6. Entering DIONYSCEUS – Great Tower of Dane
7. Xenozoid Runner dropped [1 [Credit Card](#)]
8. In the field ahead you hear the din of a battle in progress...



A group of brown spidery creatures are flailing with long glowing rods at something in their midst... Suddenly, from between them shoots a bright red sled into the air. But it is immediately snared by a net which grabs the end of the flying vehicle, and the spider-men quickly haul it back into the ground. From the crashing sled you see the pilot leap into the foray of brown attackers... It appears to be a woman, heavily outnumbered. You see her turn in your direction and call out something, but she is too far away for you to hear... -- Do you wish to join her in battle against the spider-men? (YES) ... You run to help the struggling girl... [2 [T'Rang Assassins](#), 4 [T'Rang Wilders](#)] ... The battle over, the pilot-girl returns to her fiery vessel and glides over to land before you...

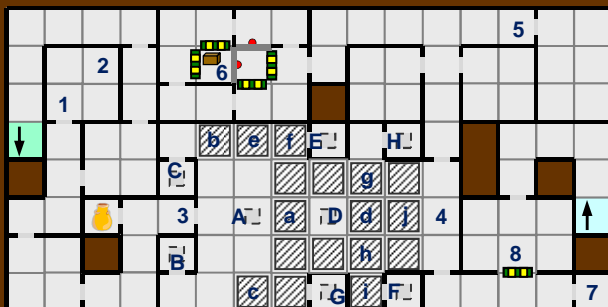
Thy courage is great, and thy arms strong! I am [Jan-Ette](#), of the Helazoid Legion, Defenders of the City of Sky. I was sent by the great queen of our tribe, [Dame Ke-Li](#), to learn of the strangers that now inhabit our lands... We await the coming of the Crusaders! I give to you this banner of my people... Carry it with you, that all Helazoid shall know you as friend. Present it to Dame Ke-Li, in the City of Sky, and she will welcome you. ...Saying farewell, the pilot-girl, Jan-Ette, throttles her crimson steed and goes zooming off into the sky. Got [1 [?Helazoid Banner](#)]

Map 19 Dionysceus – Tower of Dane



A: Temple of the Initiate (lv. -1)

Boring Beetle
Cachre Sludge
Dane initiate, Dane Canon
T'Rang



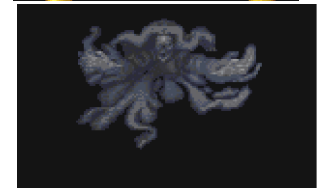
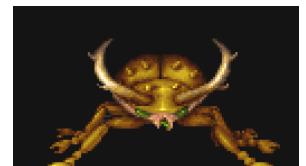
B: Temple of Divine Order (lv. 0)

Skeleton
Creeping Crud
Giant lizard, Iguanadon
Dane Disciple



C: Temple of Eternal Night (lv. 1)

Minoskell
Ghost
Fungus Ooze
Venom Weevil, Stag Weevil
Glow Mothra
Vampire Rook
Dragonlizard
Dane Disciple, Dane Canon



D: Temple of Aerial Whimsey (lv. 2)

Minoskell
Ghost
Boar Weevil
Dragonlizard
Bantari



Key:
1. Key of the Stone

A: Temple of the Initiate

- ↑X Entry point (ladder out) Inside the entrance of the tower, an utter lack of warmth tells you as much about the Fellowship of Dane as could any Dane himself... It does not strike you that they are likely to provide visitors with any sense of a hearty welcome, and indeed you suspect they would be quite perplexed by any notion akin to showing one "a good time"... But then again, perhaps it won't be dull after all...
- Gathered inside the chamber, a huddle of Dane talk in soft whispers, ceasing as you enter. Surprised at your presence, they distantly survey the party, trying to fathom your intent... Then, bearing aught but a slit for a smile, one of them approaches ... -- Almagorte attacks!
[1 [Almagorte](#), [Dane Canons](#), [T'Rang Wilders](#)] – dropped [6 [Bread Rolls](#) (rest. HP+ST), 3 [Jonga Powder](#) (dispel undead)]
 - "Temple Of The Initiate"
 - Upon a runed block arising from the floor rests a tiny golden urn. ([Jonga powder](#) useful here...)
 - Entering the antechamber, a gaseous swirling ether condenses to form a dark cloudy shape...
--All who would accept the Trial of the Fellowship, must prove themselves worthy before the Spirit of Dane! [1 [Spirit of Dane](#)] dropped [1 [Ashes of Diam](#)]
(Chest) Inside the chest you find a miniature golden figurine, faceless, but no doubt cast in the form of the statuesque Danes. [1 [Golden Idol](#)]
 - A spray of choking gas jets from the ceiling, engulfing everyone... {[Damage](#) + severe [Nauseous](#) (lv 6 to cure) – This happens whenever we enter or wait in this room (even when tried to cast a spell)}
 - Extending from the wall is a marble altar, adorned with graceful and decorative carvings...
(Use [Golden Idol](#)) ... You place the golden idol upon the mantle altar... → Gate by #7 opens.
 - Encounter with [Tollen Dane](#): -- Greetings, brethren of the Fellowship... Ye have passed the test of the Temple of the Initiate! The Fellowship blesses ye with the new title of [Disciple](#)! Ye must show a token of thy good faith in accordance with thy rank! Will ye accept thy Fellowship dues? (YES)
Ye hast done well!



B: Temple of Divine Order

- A pile of parchments lie neatly stacked in the corner, covered with a fine cloth.
- (Search) Uncovering the parchments and picking one up, you read the following: "Belcanzor's Magik Emporium. Dionysceus SUNTAMES. New City MOONTAMES. The poster is quite illustrative, and has a somewhat exciting allure about it. For some reason you almost feel compelled to go there. In fact, it's all you can think about... You are sure there is something there that you need to buy..."
- "Temple of Divine Order"
Invisible pressure pads A-H open / close pits a-j. A sound when stepping on pressure pad signifies something happened – and the action may vary each time the same pad is depressed. Mostly, pads are reached in only possible order. A opens a, then B is only accessible pad, which closes b, giving access to C, etc. Mostly pads and pits are numbered in the order they are used, but some revisiting has to occur. Last action is stepping on H to close j.
- A radiant bubble of light descends from within the adjoining chamber, encircling you for a moment, and then bursting over your heads... (damage and silenced – happens each time we pass here)
- "BELCANZOR'S Magik Emporium"
- (Chest) [1 [Golden Idol](#)]
- Marble Altar (opens gate nearby)
- ([Tollen Dane](#)) – Greetings, brethren of the Fellowship... Ye have passed the test of the Temple of Divine Order! The Fellowship welcomes ye into the order of [Holy Canon](#)! Ye must show a token of thy good faith in accordance with thy rank! Will ye accept thy Fellowship dues? (YES) Ye hast done well!



C: Temple of Eternal Night

- "Temple Of Eternal Night"
- A strange purple haze bathes the party with light tingling particles... (Some damaged, some Veggified, and immediate encounter follows (and being veggified, some chars are likely to attack comrades... -- happens each time we pass here.)
- A circle of entranced Dane sit quietly in the open chamber, meditating upon some distant thought, reaching to touch that place in the mind wherein resides the secret of inner power and knowing bliss... Like statues they sit, unmoving, and it is only after a few minutes that you notice the figure standing at the rear of the room, watching you without watching... Gracefully, as if gliding upon the floor, he moves toward you and speaks... -- Only they that know ever journey into the realm that lies beyond... It is the realm where the mind becomes the center of the universe, and all infinity unfolds before its eye... Only looking, never touching... It is the place of true essence, frees from all trappings and postulates of the outer world. This is the inner kingdom, the land of peace and true knowledge. Dost ye wish to learn? (YES) ... So be it ... Search ye for the word...In the lair of the beast...And then return here... If ye know, then ye will know what to do. And the figure and all the other Danes fade away, one by one... In the center of the floor a glowing key beckons you enticingly...
[1 [Key of the Beast](#)]
- In the darkness you stumble over something on the floor. With a few tink and clinks, it comes to a rest somewhere at your feet.
(Search) Carefully crawling around on your hands and knees, you find the small golden figurine which you had kicked a few moments ago. [1 [Golden Idol](#)] (NOTE: [Walls here are one-way pass-through](#))



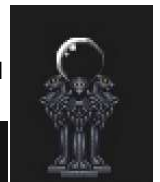
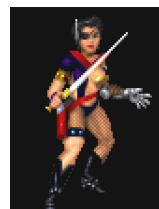
(Fountain A: HMS)

5. Marble Altar (→ Use **Golden Idol** → Open gate to stairs up)
6. "Lair of the Beast" (Open gate with **Key of the Beast**)
7. Stepping into the Lair of the Beast, you are consumed by the darkness once again... Soon you hear a distant sound, slushy and slurpy... And then it alights before you, iridescent in the surrounding blackness. [1 **PSI-BEAST**] ... As the fallen beast lies dying, you wonder if this was intended... Then, in its final expiring gasp, it seems to utter a peculiar syllable, almost inaudible... It sounded like ... "**MOO**".
Returning to meditation chamber...
3. The open chamber lies empty and tranquil, no sign of anyone to be found...
Sitting alone in the peaceful chamber, the word floats inside your head, hovering above just out of reach... (Some almost always fall asleep, but those who stay awake get an increase in Mind Control skill) (Stayed an awful lot of time here – until everyone had 100)
8. (**Tollen Dane**) Greetings, brethren of the Fellowship... Ye have passed the test of the Temple of Eternal Night! The Fellowship anoints ye as able **Priests of Dane**! Ye must show a token of thy good faith in accordance with thy rank! Will ye accept thy Fellowship dues (YES) – Ye hast done well!



D: Temple of Aerial Whimsey

1. "Temple of Aerial Whimsey" { Teleporters; A → a etc. }
NOTE: Teleporters **X!** move party to level below (Eternal Night)
2. Inside the room, you feel a slight buzzing vibration which seems to permeate everything... Lasting only a brief moment, it quickly ceases, without any apparent ill-effect... After a few moments you are breathing and open your eyes. It is still dark, but there is a glowing object in the distance... It is a sparkling globe of some kind, like a crystal ball. You are unable to move, and you watch helplessly as it grows... And then it begins to disappear... Not vanishing, but descending into the floor... And then you see a figure... It is a young woman... She is standing over the spot where the strange orb disappeared... She seems to be doing something with her hands... And then she too fades, and all is dark once more...
With a start, you open your eyes yet again... And it is still dark... But this time you are able to move.
Got [1 **Golden Idol**]
3. Marble Altar (Use **Idol** → Opens gate by J)
Chest at (h): [1 **Key of the Stone**]
4. (Chest) Opening the chest, you gaze upon a sparkling stone, radiating hues of green and blue.
[1 **Stone of Gates**, 1 **Manta Roots**, 7 **Cracker Stix**, 1 **Hv. Heal**, 1 **Book of Charming**]
5. (**Tollen Dane**) Greetings, brethren of the Fellowship... Ye have passed the test of the Temple of Aerial Whimsey! The Fellowship decrees ye **Bishops of Dane**! Ye must show a token of thy good faith in accordance with thy rank! Will ye accept thy Fellowship dues (YES) – Ye hast done well!



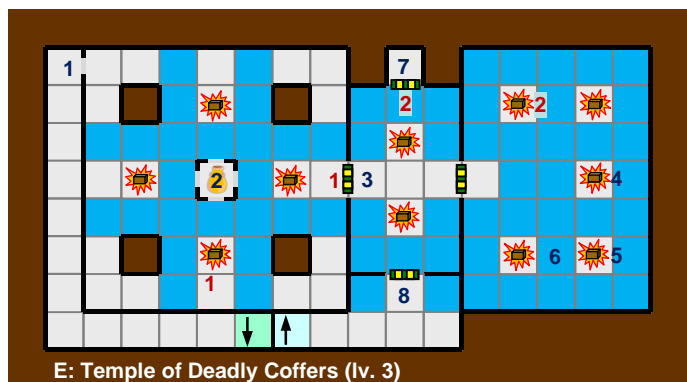
E: Temple of Deadly Coffers

1. "Temple Of Deadly Coffers" (Chests explode when facing lock side – no way to avoid it)
2. Urn – Use **Jonga Powder**: You sprinkle the silvery powder into the urn... Soon, a trace wisp of smoke arises from it, fading into the air...
3. Only encounter – Without using Jonga Powder in urn, "Party is bathed in a purple haze" (much damage + some veggified + new encounter), so the urns are definitely of use (should have discovered a little earlier...)
4. (Chest) [1 **Mitre**, 1 **Mitre de Sanct**, 1 **Bat Necklace**, 1 **Staff Pro Paralysis** (2-5, Plyze)]
5. (Chest) [1 **Golden Idol**]
6. Wraith dropped [1 **Amulet of Airs**]
7. Marble altar → Opens gate directly south
8. (**Tollen Dane**) Greetings, brethren of the Fellowship... Ye have passed the test of the Temple of Deadly Coffers! The Fellowship elevates ye to the role of **Apostles of Dane**! Ye must show a token of thy good faith in accordance with thy rank! Will ye accept thy Fellowship dues (YES) – Ye hast done well!

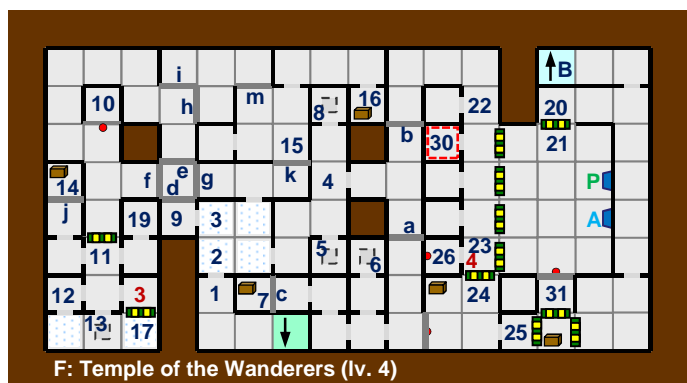


F: Temple of the Wanderers, including top levels (4, 5, and 6)

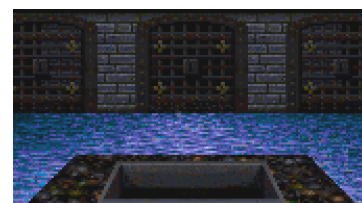
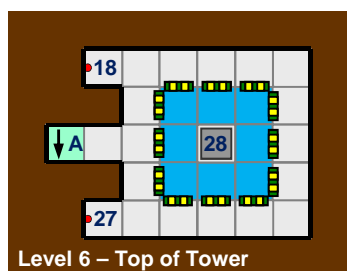
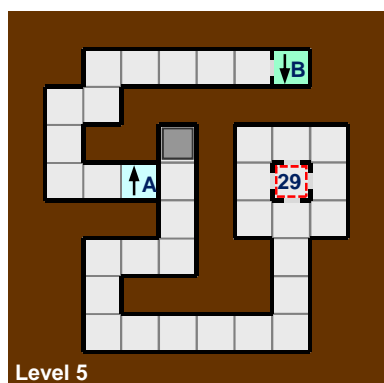
1. "Temple Of The Wanderers"
2. Teleported to #3 and turned around (facing east) – Same happens in all corners of room, but only on entering the room through a gateway.
3. Inside the room, you feel a slight buzzing vibration which seems to permeate everything... Lasting only a brief moment, it quickly ceases, without any apparent ill-effect.
4. Dane dropped [1 **?Ring**]
Initially both walls **a** and **b** are closed.
5. Stepping on invisible PP opens **a** (and closes **b** if open)
6. Opens **c**.
7. (Chest) [1 **Golden Idol**]
8. Opens **b** and closes **a**.
9. On arrival here **d** and **e** are open, **f** and **g** closed.



Ghost, Wraith, Spirit,
Ghostly Image
Glow Mothra, Luna Mothra
Dragon Rook, Spectral Raven
Water Nymph
Jelly Stinger, Gelimaga



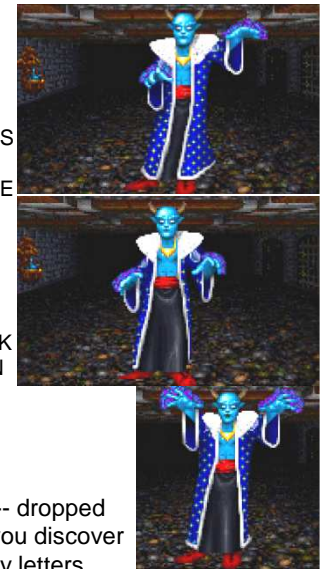
Dane, Dane Apostle, Dane Priest,
High Father
Skeleton, Skeleton Lord
Glow Mothra, Luna Mothra
Creeping Crud, Fungus Ooze,
Puxic Ooze, Shadow Crust
T'Rang Wilder, T'Rang Watcher
Savant Guard



Keys:

1. Coffer Key
2. Coffer Key
- Unmarked chests contain unusable coffer key
3. Key of Ascension
4. Chrome Key

10. Marble Altar (→ Use **Golden Idol** → Open gate to south)
South of this room we now found that **f** and **g** had opened, while **d** and **e** were closed.
11. (**Tollen Dane**) Greetings, brethren of the Fellowship... Ye have passed the test of the Temple of the Wanderers! The Fellowship recognizes thy ascension as true **Lords of Dane**! Ye must show a token of thy good faith in accordance with thy rank! Will ye accept thy Fellowship dues (YES)
– Ye hast done well!
12. “This Way – THE EGRESS”. – Stepping into room TPs party to room by entry ladder on level -1.
13. Opens **j**
14. (Chest) [1 **Key of Ascension**, 1 **Knock-knock scroll**, 3 **Hv. Heal**]
15. Dane dropped [1 **Whipping Rocks** scroll, 1 **Locate Person** Scroll]
16. (Chest) [1 **Chrome Key**, 1 **Faerie Cap** (AC-4, Regen+1, Spec. Power, Faerie only), 1 **Cure Stone**]
On returning to **k** it was closed, but **m** was now open. **m** closed after we passed through, **i** opened.
17. Teleporter to top of tower (#18)
18. High atop the Great Tower of Dane, howling winds blow and blackness swallows the sky like a cloak of perpetual night.
Lever teleports party back to level 4, #19.
19. Arrival point from teleporter at #18.
20. “Temple of Magna Dane”. On arrival here gate is open. After we get thrown out it closes.
21. Your eyes bulge at the decadent obscene pulse of bodies that are strewn about the chamber, ripe with wine and orgasm... And standing in their midst, chanting and foaming, you gaze upon what must surely be the spawn of the devil himself, the **Magna Dane**! – THOUGH YE CLAIM THE TITLE LORDS OF DANE, YE ARE NOT TRUE DANE... AND NONE BUT DANE MAY WIELD THE HOLY POWER OF THE HIGH FATHERS... BUT I, TORQUESADE, THE MAGNA DANE, SHALL MAKE EXCEPTION...SHOULD YE DARE TO FACE THE CHALLENGE OF THE SPAWNING PIT! THE CHOICE IS THINE... FACE THE CHALLENGE OF THE SPAWNING PIT... OR RELINQUISH THY CLAIM AND TITLES IN THE HOUSE OF DANE! DOST YE CHOOSE THE ‘SPAWNING PIT’ OR ‘FORFEIT’ THY TITLES?
(spawning pit) ... THUS YE HAST DECIDED, SO SHALL IT BE!
INTO THE PIT MUST YE THROW THE **BOWELS OF OUR ENEMIES**, THAT THE BLOOD OF THEIR INNARDS MAY ENTICE THE FIEND! INTO THE PIT MUST YE SPRINKLE THE **ASHES OF DIAM**, THAT THE AROMA OF ITS SCENT MAY INCITE THE FIEND! INTO THE PIT MUST YE HURL THE **STONE OF GATES**, THAT THE MAGIC OF THE GEM MAY SUMMON THE FIEND! INTO THE PIT MUST YE **RECITE FROM THE BOOK OF IMMORTALS**, THAT THE POWER OF THE WORD MAY BIND THE FIEND! THEN, AND ONLY THEN, MAY THE SPAWN OF HELL BE VANQUISHED! THUS IS THE CALL OF HIGH FATHER, HIGH LORDS OF THE HOUSE OF DANE! BRING TO ME THE DEMON HORN, THAT RISES FROM HIS HEAD, AND I SHALL GIVE YE POWER AND RICHES, AND NIGHTLY SLAVES TO BED; BRING TO ME THE GREAT CORNU, FROM THE HELLS THAT SPAWN THE FIEND, AND I SHALL LEND YE POWER OF DANE, AND SHOW THEE DARK MAGIK OBSCENE! GO NOW, YE LORDS OF DANE, DELVE INTO THE SPAWNING PIT... DO NOT RETURN WITHOUT THE HORN, WHENCE UPON MY THRONE SHALL YE SIT!
--- Got thrown out of the room (so couldn’t use the fountains this time), and gate shut behind us.
22. Here was a fireball-trap on earlier play-throughs, but not this time (Something turned it off??)
23. Before you stands a solid chrome gate, silver, bright and strong (Use **Chrome Key**)
24. Hurling yourselves into the chamber, you face a well prepared band of demonic red-eyed Danes... -- dropped [4 Powder **Talc of Tamaris** (Blink), 1 **Knock-knock** scroll, 1 **Amulet of Airs**] ... (Chest) In the chest you discover an old and dusty book, bound within a cover of blackened cracked leather, and upon it, writ in bloody letters, “THE BOOK OF IMMORTALS” [1 **Silent Lyre**, 1 **Plate Armor+3** (U&L) (AC-13, Fire 30% Cold 30%), 1 **Stone of New Life** (AC0, Lifeforce 50%, Spec. power), 1 **Amulet Pro Magic** (AC-1, Magic 30%), 1 **Locate Person** scroll, 1 **Milk of Magnanasia** Potion (magicfood), 1 **Book of Immortals** (Anti-magic)] -- Opening the book you read, ... (same as Magna Dane said, except ‘Into the pit must ye recite the Chant of Demonspawn, That the power of the word may bind the fiend; ...)
25. Upon the gate is a gruesome head, cast in black iron, appearing like some hideous creature of the netherworld. Atop the forehead of the demonic face is a round opening, as if perhaps to berth a thick candle... Through the bars of the gate you spy a distant chest, sealed and sparkling, revealing no clue as to its mysterious contents...
26. Lever opens **a**
27. “Pit of the Demon Spawn” (Lever → teleport to pit)
28. The pit is dark and sooty, as if great fires had blazed from its depths...
(Use **Munk Innards**) ... Into the pit you throw the jar of the innards of Munk, the blood of the enemies of Dane...
(Use **Ashes of Diam**) ... Into the pit you sprinkle the Ashes of Diam, and watch as emerges a billowing cloud of smoke...
(Use Stone of Gates) ... Into the pit you hurl the mystical Stone of Gates, igniting the smoke to a stream of white hot fire...
Up from the scorching pyre ascends the raging Hellspawn... His fists ablaze with globes of searing white flame... And upon his head thrusting the great devil’s cornu... -- ONCE AGAIN I AM SUMMONED TO THE WORLD OF MAN, TRAPPED BY THE PIT OF THE SPAWNING WELL; COME THEN, YE MORTALS, FACE THE SPAWN OF THE DAMNED... YE WHOSE SOULS SHALL I TAKE BACK TO HELL!! (not that tough encounter...) ... In the final stroke of the battle was the great demon cornu severed from the head of the beast, falling back into the depths of the pit as the spawn of hell bursts into pyre of black flame... From outside the gates of the Pit you hear the cry...”QUICKLY MY CHILDREN, TAKE THE HORN!”
(Jump into pit (remember a Levitate spell first...))



29. Descending into the Pit, you see that its walls are thick with a black residue, as if the spit of a blistering inferno. It is then that you recognize the ashen lumps and shoots upon the ground... The remnants of incinerated bones... In the charred and blackened Pit of the Hellspawn, you spy the great devil's smouldering cornu! [1 [Cornu of Demonspawn](#)]
From above, you hear the hysterical voice of Torquesade, the Magna Dane... "KILL THEM, SEIZE THEM, BRING ME THE HORN!!!" ... It does not sound as if the Magna Dane will be keeping any bargains... In fact, he sounds rather rabid and out of control...

Pretty tough fights to get from base of pit to next pit at the end of the corridor, mostly all kinds of cruds.

Jumped down next pit and arrived at ..

30. Bottom of pit from end of hallway above

Then went back to #25,...

25. (Use [Cornu of Demonspawn](#)) ... Inserting the Demon Cornu within the black iron head, you stand back, swords and spells ready ... But nothing happens...

So back to teleporter (17) to roof, stairs down and once again arrive outside gate of Magna Dane...

20. Approaching the gateway, a sudden bustle of the maddening crowd at your back tells you that you have blundered into a trap. "TO THE DEATH YE OF DANE, BRING ME THE HORN!!!" – And the children, slaves, whores, and fathers of Torquesade, the insane Lord of all Dane, the Magna Dane, attack as if driven by the tumultuous fury of all hells... [[Magna Dane & company](#)] (70000XP) ... [1 [Robes of Enchantment U&L](#) (AC-6), 1 [Amulet of Rainbows](#) (Light 30%, Dazzling Lights)] –

... Walking among the mass of obliterated bodies, you come across the twisted corpse of the fallen Torquesade, the Magna Dane... You pause... And with a slight nod, wonder silently... What now shall become... Of the mighty House of Dane...

(Search) Suddenly you detect a slight shimmer, the glint of a metal ring upon the finger of the deposed and headless caesar... [1 [Ring of Demons](#) (AC-4, regen-1, spec power)]

(Use [Ring of Demons](#)) ... You raise the Magna Dane's ring before the gate... → Gate opens.



Recouped by fountain, recharging, healing, identifying items, before proceeding to south wall...

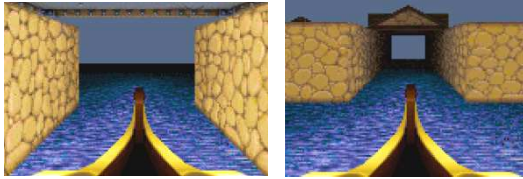
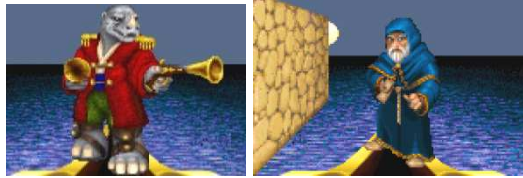
31. (Use [Cornu of Demonspawn](#)) ... Inserting the Demon Cornu within the black iron head, you stand back, swords and spells ready – Gate opens
(Chest) Lying upon a jeweled cushion of fine silk, a coiled serpent twined upon a radiant sceptre shines with an aura of polished gold. [1 [Coil of the Serpent](#) (6-24, +3, Regen-1, poison, [cursed](#)), 1 [Jeweled Cushion](#).]

Content with the exploration of the Tower of Dane, went to "the Egress" (#12) and was teleported to the entry room at level -1.

[Then made our way back to New City for the final visit there...](#)

Part 2.

Map 20 Sea of Sorrows



New City



Sorrow Forest East

Sorrow
Forest
West

Mandolian Isles Isle of Crypts

Dragon Cave

Floater, Jelly Stinger,
Flower O'ye Sea
Red Pirannah, Pirannah Shark
Night Rook, Vampire Rook,
Vampire Vulture
Glow Moth, Glow Mothra,
Luna Mothra



1. Ahead lies a dense white fog, and through it can be heard the sounds of the sea crashing against the shore.. Or possibly just a rocky reef...

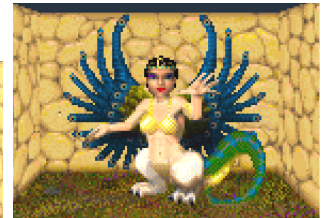


2. The ship glances off a shallow reef, heaving everyone to the deck! (Everyone some damage)
3. The sea butts up against the barren cliffs of the Dragon Mountains, a treacherous cove with no safe harbour. (Nothing more for now, so pulled into shore and rested until nightfall. Then returned...) ... In the darkness you can see the light of a distant lantern, but whether to warn sailors of deadly reefs or to lure them in upon them you cannot tell...
4. Near the shining light you see that it isn't a lantern at all, but a hunk of glowing phosphor embedded into the face of the cliff. Invisible by day, the phosphor radiates brightly in the dark of the midnight sky... (Use **Coil of the Serpent**) ... Taking the Serpentine Staff and holding it high in front of the glowing rock, you discover that the phosphor chunk is not here by act of nature, but by design... The side of the cliff retracts and opens the pass to an underground cave...



Much later, after Dragon Cave, City in Sky, and Forests West and East...

5. On the inner wall of the stone pillars, hewn in the rock, you gaze upon the intricate carving of a most unusual creature. It looks a little like a woman...And a little like a cat...With a tad of lizard thrown in...Surrounded by feathery plumage resembling that of a peacock... The carving is very elaborate, and every detail of the creature seems so life-like that it is almost as if the creature itself had become trapped within the stone... (Use Majestik Wand) ... You wave the mystical wand before the magnificent stone carving... It is without disappointment that you watch as the wand begins to crackle and fume, a torch of golden sparks, glossing the image whittled in the rock... Slowly, the features in the stone take on color, and portions of the carving begin to writhe and wriggle... Soon, the limbs of the beast begin extracting themselves from the wall... Whether the strange creature had become trapped within the rock, or whether the magical wand brought life to the stone, or whether all of this is merely a fantastic illusion of some kind, matters little, as the beast now fully realized emerges from the wall... -- You've had long to consider my puzzle... But before I may let you herein... You must answer me this, your reply... When I ask of you, 'What is the question?' What do you reply? (SPHINX) .. Posh! You haven't really thought about it at all! Though I suppose I could give you another try... But then, from the look on your faces, I'm not sure it will prove more rewarding than the first... Well, let's try again anyway.... --- (WOMAN) ... Close enough! -- Indeed, What is a Man, What is a Man, What is a Man! A most perplexing riddle, I would say... That is, if I were a man, which I am not... But then, how very odd for you! I suppose it's a most annoying poser... Annoying if you think about it, that is... Which is to say that if you don't, then I suppose it doesn't much matter... But since I have a fondness for such riddles...Perhaps I could find another for you... Ah! I believe I have the perfect one... How about... 'What am I?' ... And with that strange utterance the unusual creature leaps into the air above your head... You watch as the extraordinary beast sails away into the sky, soon becoming a tiny dot, until at last disappearing... The remaining wall before you starts to crumble...
6. A rather ghoulish stench bellows up from the pit below, and a disturbing chill seems to waft through the air...



MANDOLIAN ISLES (after having got the **Jewel of the Sun** in the Chamber of Gorrors)


7. Surprisingly, you pass through the stone wall as if it were not there...
8. Embedded into the wall is a circular golden emblem, a ring of wavy spines around a core of grasping prongs... (Use **Jewel of the Sun**) ... You insert the glistening jewel into the prongs at the center of the golden emblem... But nothing happens. ... Back to ...
7. Passing through the illusionary wall, you feel a slight tingle throughout your body... (Teleported to unknown location)

... Returning from unknown location at

8. Inside the magic cubicle, you behold a sparkling jewel mounted within a familiar golden emblem...



Map 20A Unknown Location

1. Arrival point after being teleported from Mandolin Isles #7
As the tingling subsides, you notice a lingering disorientation...
2. Stepping from the stone cubicle, you realize that it is some kind of gateway, but leading to where you know not. Ahead stands a familiar statue, stern and somber in the quiet of the mysterious courtyard.
3. Standing at the statue, it appears more at ease than before... The stone looks fresh, as if it were carved only yesterday, although a thick layer of rust around its base suggests it has been here a long time... Gazing up into the face of the majestic figure, you detect a faint smile and its eyes seem to almost twinkle... (Search) ... Scraping off the thick rust, you unearth a metal plate at the foot of the statue engraved as follows:  While cleaning the plate you discover that the second "P" the top... Beneath it you find a glowing sapphire locket, long time ago. [Locket of the Tomb]
Removing the locket from its ancient cache, you jump with surprise as a voice speaks from the statue's mouth...



Welcome my lost children... The day is come! I do not know how many centuries have passed since last I breathed these airs and walked these lands... But in death does time lose all meaning... And so it is but a moment ago that I lay down to final rest... There is much I wish to tell you, the story of all stories... Of life and death, and of the time between... But soon enough shall my voice fade again, its energy depleted, its task at end... In your hands you hold the locket, a part of the final key... Carry it well, for it is a guardian of my secret... Within its crystal cells have I imprinted the code of my palm, so that by my hand alone shall the key unlock the Astral Tomb. But though I be dead a thousand millennia, this cast does yet live on.

For upon all my descendants and theirs, for the remainder of all time, shall my code exist upon their hands, the secret bequeathed through the blood of my children. I do not know your name, whether you be man or woman or child... But if you blood be mine, then the secret shall be thine...

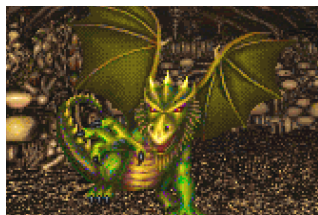
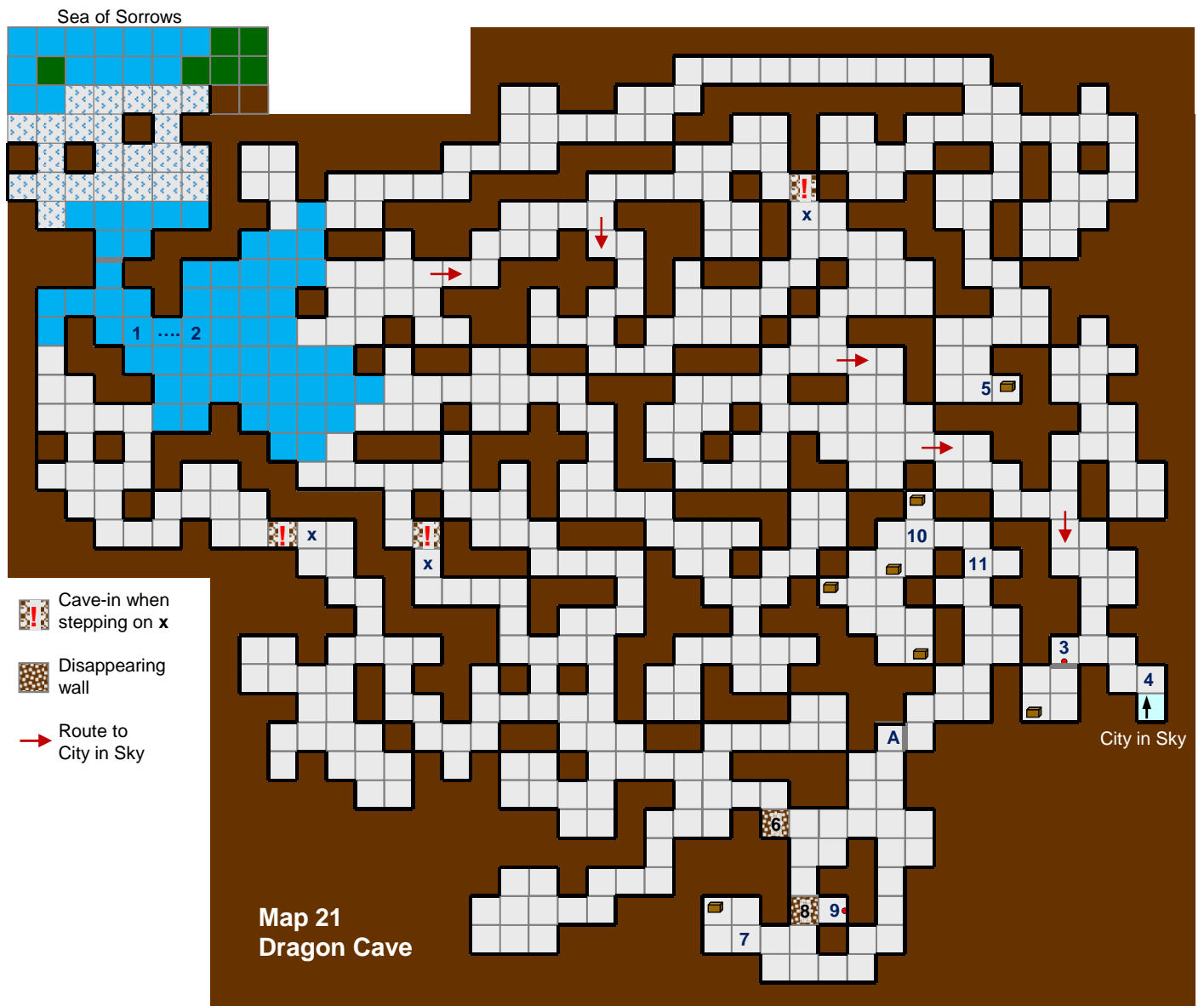
When you stand alone within the Astral Tomb, grasp the locket within you palms... And behold the miracle!

O, would that I could see the wonders of my works! My blessings be upon you, distant child of my loins...

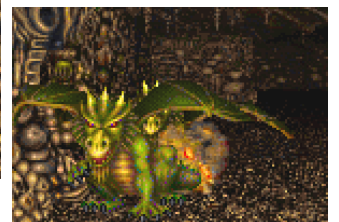
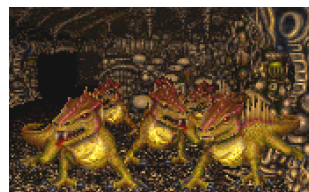
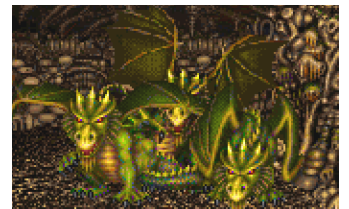
Upon your brow do I heave the weight of a Universe!

...Then the statue becomes silent and still, the twinkle fading from its eyes...

1. Passing through the illusionary wall, you feel a slight tingle throughout your body (teleported... back to Mandolian Isles #8)

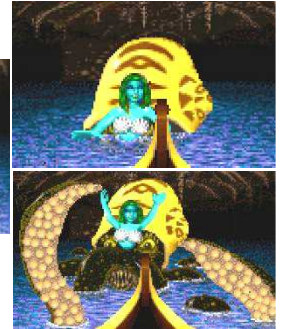


Hog Beetle
 Zombie Skell, Walking Undead,
 Skeleton Lord, Fetid Corpse
 Creeping Crud, Fungus Ooze,
 Cave Slime
 Black bird, Fire Crow
 Vampire Vulture
 Glow Mothra, Luna Mothra
 Giant Insect, Cave Thraxe
 Giant Lizard, Komodo Dragon
 Dragon Pup, Green Dragon,
 Dragorra, Dragonessa (32KXP),
 Lime Dragon



NOTE: **Cave-in**: Cave collapses, party get much damage, and passage is permanently shut off.

1. In the murky waters ahead you hear a faint eerie cry...
2. Drawing nearer, you discern the figure of a woman bathing in the cove...
Softly she sings her haunting chant, against the sound of the rushing waves...
Enticing and beautiful, no one notices you drifting in until...
BROMBADEG HAS RISEN! [1 * **BROMBADEG** *] ... (not especially tough, but perhaps if it has *any* successful attacks... 90500XP!) ...
In the blood-filled waters the leviathan carcass slips back to the depths, a gruesome end to the monstrous legend... There'll be no trophy to adorn any marina's walls, and perhaps this too is how it should be...
After all, real myths are hard to come by...
(Party heads via shortest route to City in Sky)



3. Nothing here, now we have taken direct route...
When back after first visit to sky (... detects something ... search ... wall opened – but didn't see anything)
(Chest) (random; tried a few times) [1 **Tosei-Do** (L) (AC-9), 1 **Saint Bastard** (Sword 7-13, +2, K.O.), 1 **Serge Arbalest** X-bow (+4, crit), 15 **Hunter Quarrels**, 4 **Lightning bolts**, 1 **Milk of Magnamasia**]
4. What a curious thing to find here...
5. (Chest) [16 **Barbed Arrow**, 1 **Great Bow** (+4, crit.), 1 **Hayai Bo** (4-9, +2, K.O.), 1 **Helm&Coif**, 1 **Heaume** (AC-12), 1 **Tosei-Do** (L), 1 **Staff of Charming** (1-8, +1, Charm, K.O.)] (some items fixed, some random)
6. No wall here first time we arrive
7. Deep in the dragon's lair you discover the bones of an ill-fated venture, a grisly skeleton crew... Spying the great chest at the rear of the cavern, you wonder if this could have been a band of pirates, burying their treasure, little suspecting that their secret hideaway was already occupied by a fire-breathing tenant... You consider momentarily the tales of dying pirates who curse their booty with a last gasping breath... But then think better, as such stories are usually the kinds of tales meant for children and midnight campfires. These bones look harmless enough... Just to be sure, however, you take a casual stroll around the cavern stepping on any pirate skulls that happen to be lying about, crushing them beneath the grating heel of your boot... There, that should take care of any old pirate's curse...
(Chest) [1 **Holy Basher**, 1 **Oliveskin Doublet** (AC2, cursed), 1 **Steel Gauntlets**, 1 **Bracers of Defense**, 1 **Jazeraint Skirt** (AC-9), 1 **Goatfoot boots** (Spec. power (?), AC-7)] (random items)
8. After the trip into area #7, this wall had disappeared, and there was an invisible button on east wall which opened niche to #8. Also at this stage, wall #6 had closed, effectively sealing off the area we're in.
9. Lever reopens wall #6, and also opens wall at A.

Returned to New City to identify items and sell off (were full-loaded), also to afford more ankhs from Ke-Li.

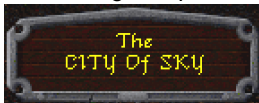
10. Though the stories of a dragon's fancy for treasure are legend, you discover there is apparent truth in the tale... Weighty chests appear to litter the cavern, all hoarded together for you by some tightwaded hot-breath lizard...
 - i. (North chest) [1 **Ring of Resounding**, 1 **Hv. stam.**, 1 **Fire Bomb**, 1 scroll **Blink**, 1 scroll **Locate Person**, 1 **Shield of Soaring** (AC3, **cursed**), 1 **Raven's Bill** (6-18, +2, poison, crit., regen-1, **cursed**)] (Item types are fixed, actual type random; some items fixed)
All chests: Tried 2-4 times to get something we liked, but seldom got anything *really* useful)
 - ii. (East chest) [1 **Siren's Wail** (horn), 1 **Elven Bow** (+6, Regen+1, Spec. power (?), Crit.), 1 **Mantis Gauntlets** (AC-14, Spec. power), 1 **Ankh of Life**, 1 **Wand of Winds** (3-7, +1, Whirlwind), 1 **Bag of Death** (Death Cloud, Regen-2, cursed), 1 **Amulet Pro Magic** (30%)]
 - iii. (West chest) [1 **Ju-ju stones**, 1 **Sword of Fire** (2-16,+2, Fireball), 1 **Blade Cuisinart** (6-18, +2, Crit), 1 **Book of Anti-Magic**, 1 **Stone of New Life**, 1 **?Jewelry**, 1 **Key of the Dragon**]
 - iv. (South chest) [1 **Ring of resounding**, 3 **Hv. stam.**, 1 **Fire Bomb**, 1 scroll **Crush**, 1 scroll **Confusion**, 1 **Emerald Talisman** (Death 30%, Sp. power DXT++), 1 **Copper Gloves** (AC-10), 1 **Raven's Bill**]
11. (On the way out) ... Oh oh ... Looks like the tightwad has come home! [1 **Emerald Dragon**] 71000XP



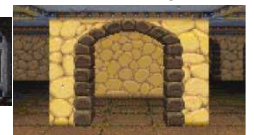
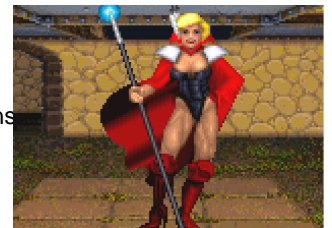
And yet another trip to New City...


[illegible]Three robotic figures, resembling the 'Robot Masters' from the Mega Man series, are shown from the waist up. They have blue and red armor with yellow accents. Each figure holds a vertical chain. They are positioned in front of a stone wall with a large, arched opening.

1. Emerging from the dark caves, you are shocked to discover an entire city built upon the mountain plateau. But it is no ordinary city... Like a palace made from sparkling jewels, there is an enigmatic glimmer which mirrors the light as if reflecting from a thousand suns... And in the air, scarlet angels zip to and fro upon chariots of steel and fire. At your feet lies a glistening plaque...



2. O' Haio, noble ones! Welcome to the City of Sky! May thy days be filled with joy...
3. Approaching the odd construction of floating sky, it finally becomes apparent that the structure is composed of a thick resilient transparent material, like glass though flexible and supple, and yet tough as steel.
4. Before you lies a stately open aired courtyard. Positioned about are a number of Helazoid guardians, silent and unmoving. In the center of the yard stands a lithe amazonian figure of grand décor, an ornate plume of feathers upon her head, a scarlet cape wisping in the wind behind.
5. Entering the courtyard, you face the noble valkyrie...
6. Welcome strangers, to the ancient city of Higardia, City of Sky. Capitol and bastion of our world, home of the Helazoid Legion, Defenders of the Higardi... We are the guardians of the secrets of our ancestors, our duty to protect the charges entrusted us by the Great Maker, blessed be his name! Sworn to defend until the day our forefathers return for us. When we shall fly into the heavens to join them forevermore! And at last our long wait is soon to end! For the stars have aligned, the signs are clear... The time of the prophecy draws nigh! Though we are sworn not to assist those who would complete the Great Test, we can offer you sanctuary while you are here. Others, like yourself, have already come... And while we do not know whom the fates shall choose... We are duty-bound not to interfere with the Divine Plan. I, **Ke-Li**, Dame Queen of the Helazoid, hail you brave Crusaders! Let destiny prevail! { Dialogue screen } (Give Helazoid's Banner) ... This banner would not have been granted you without some achievement of valor and courage... While I am bound not to assist those who seek the Great Test, still may I award thee a boon for thy kindred deeds... Take then, this pendant from my neck, that it should benefit you as you have done for us! [Got **Eagle Blue Pendant** → Eowyn got Eagle Eye Skill] ... (Rumors?) ... The Great Test shall prove the truth of the Prophecy, for only the ordained Crusaders may safely brave its perils without fear! If you are the ones the fates have chosen, then enter herein the Hall of the Crusaders, and let destiny prevail!
(Trade) Ke-Li has **jewelry, pendants, Ankhs of Might, Youth, Speed, Dexterity, Sanctity, Healing, and Cloak of Fortune**. (Ankh prices: Mgt 4000, Healing 10000, the others 5000. Max stats rise: 20, except Youth (vitality) that doesn't appear to allow more than 18). – Bought as many as we could afford. Ke-Li's buying prices are pretty low, so will probably return to New City to sell when we have acquired some more expensive stuff...
7. "The Hall of Preservation – Deposit 1 Credit" ... Beneath the sign is a thin narrow slot... (Use **Credit Card**) (had a few from encounters – more can be bought from Ke-Li for 100 gold a piece) ... You insert the credit into the slot beneath the sign...
8. The interior of the Hall of Preservation is spacious and empty, except for several alcoves which emit a shimmering aura.
9. Inside the chamber hangs the picture of machines dotted with multi-colored lights, and several odd statue-like creatures, made of polished steel.
10. Inside the chamber hangs the picture of a man dressed in bright colored robes, standing with several Helazoid women and a rocket sled.
11. Inside the chamber hangs the picture of a magnificent city, bright and glistening as if made of jewels.
12. Inside the chamber, you gaze upon the picture of something unfathomable... A circular tube of silver-white lies nestled amongst a million stars in a blanket of deep velvet sky... It is an image that is to haunt your dreams for quite some time to come.
13. Inside the chamber hangs the picture of a mammoth starship, as large as a thousand men stretched arm to arm, a city-ship of steel which sails the sky.
14. Inside the chamber hangs the picture of several men dressed in bright colored robes. Among the group stands a familiar figure with a long white beard, a slight smile upon his lips and a twinkle in his eye.
15. Peering into the radiant chamber, a pair of strange pistols lie poised upon a pedestal. A small ringlet encircles a hole upon the side of the alcove, perhaps connected to the protective barrier which guards the display. (Common text all.) (3-30, Crit.)
16. ... shimmering glove of sparkling energy ... (8-32,+2; Plyze, Crit.)



17.  ... black handle emitting a beam of spectral light... (5-40, +6; Crit., 1-Hd (VSN++))

18. ... brilliant shield emitting spectral light ... (AC-10, Fire 90%, Cold 90%; all except N)



Unconfirmed rumor: The diamond ring which we could have got from Rebecca at the end of Wiz6 (saying "I love you") can be used to break the protective glass, and hence get *all* the goodies.

19. An old trunk sits at the back of the room. appearing undisturbed for many years... (not trapped)
Opening the trunk, you discover it full of assorted items... [1 [Crusader Helm](#), 1 [Stud-cuir bra](#), 1 [Stud-cuir skirt](#), 1 [Ju-ju stones](#), 1 [Storage Key](#), 1 [?Jewelry](#), 1 [?Ankh](#)]
20. (Looking south) Peering from outside a glass encased alcove, you see a luminescent object floating above a small dais.
21. "Storage Facility" (Use [Storage Key](#))
22. The storage facility appears vacant.
23. A metal box-like machine stands quietly in the back of the room, appearing abandoned and forgotten.
"POWERCELL DISPENSARY – DEPOSIT 1 CREDIT" There is a thin slot directly underneath the sign, and a square orifice at the bottom... (Use [Credit Card](#)) ... Inserting the credit into the slot, it takes but a moment for it to whirr, click, and gizzle before spitting out a small package through the opening at the bottom. [12 [Powerpack](#)]
24. Entering the gazebo, you view a radiant key... (Take key) ... Carefully you take hold of the luminescent key, and are relieved to find that your hand did not fall off... [1 [Key of Light](#)]



Difficult decision what goodie to take (Key can be used only once). Pistols would maximize party damage, but requires powerpacks. Took shield last time, but except for a few encounters to come, don't really need that much protection. Ended up with taking [Light Sword](#) (Jimmy, as we won't find any good sword usable by Ninja later in the game). So back to...

17. (Use [Key of Light](#)) ... Inserting the luminescent key into the ringlet hole, the transparent barrier whisks away! Stepping into the chamber, you claim your prize!

[Returning after having visited the Gaelin Stone in the Hall of Gorrors \(map 26\)](#)

25. "HALL OF THE CRUSADERS"
26. Entering the courtyard you see a familiar figure.
27. Standing at the statue, it appears more ominous than before. The stone looks fresh, as if it were carved only yesterday, although a thick layer of rust around its base suggests it has been here a long time. Gazing up into the face of the majestic figure, you detect no expression upon its face, and its eyes are dull and empty... (Search) ... Scraping off the thick rust, you unearth a metal plate at the foot of the statue engraved as follows:



As if by magic, a voice booms out of the mouth of the statue:
I AM THE CREATOR, THE BUILDER, THE FATHER, THE PROPHET, THE MAKER. MANY NAMES
HAVE I...BUT ONLY ONE MAY YE SPEAK...ONLY ONE SHALL I RECOGNIZE...

What name do you utter? ([PHOONZANG](#)) ... The eyes of the statue soften slightly, then glow, and the familiar radiance of the figure returns, its eyes twinkling once more.

28. Entering the next courtyard, you face yet another likeness... (new statue)
29. Standing at the statue, it appears more doubtful than before. The stone looks fresh, as if it were carved only yesterday, although a thick layer of rust around its base suggests it has been here a long time. Gazing up into the face of the majestic figure, you detect no expression upon its face, and its eyes are dull and empty... (Search) ... Scraping off the thick rust, you unearth a metal plate at the foot of the statue... (THE SECOND TEST). Upon a metal plate at the foot of the statue are a number of buttons, each with a rune inscribed thereon.
(Used info from *STAR* map (... full circle ... look beneath and once again full circle) – On Gaelin stone only one of the runes in diagram appear on each wall – pressing in order of clockwise circle, and then second row of runes: [Pyramid](#) – [Cross](#) – [Serpent](#) – [Dragon](#) – [Wand](#) – [Skull](#) – [Gate](#) – [Star](#)) ...

CRYPTIC RUNES		
SERPENT	PYRAMID	CROSS
GATE	STAR	SKULL
WAND	DRAGON	MAP

The eyes of the statue soften slightly, then glow, and the familiar radiance of the figure returns, its eyes twinkling once more...

30. Once more you enter a courtyard to face a bearded statue... This time, however, you sense a movement from within the shadows... [1 [Death Machine](#)] (Laser cannon – just like high level fireball...) ... 72000 XP

... Only the gods could comprehend what manner of beast be this...
Gargantuan metal and exploding fires, never was such an unholy fiend conceived in all the maleficent hells... Still stunned with disbelief, you pray they don't come in pairs...

31. (Yet another statue) Standing at the statue, it appears more peaceful than before... The stone looks fresh, as if it were carved only yesterday, although a thick layer of rust around its base suggests it has been here a long time. Gazing up into the face of the majestic figure, you detect a faint smile, and its eyes seem to sparkle and twinkle...
(Search) ... Scraping off the thick rust, you unearth a metal plate at the foot of the statue engraved as follows:
"THE LAST TEST". Suddenly a voice emerges from the statue... HAIL MIGHTY CRUSADERS! THESE TRIALS HAVE PROVEN THY COURAGE AND WISDOM... SOON SHALL YOU FACE THE FINAL TEST, THE TEST OF THE PROPHECY! PREPARE THEE WELL, FOR AHEAD LIES A PART OF THE KEY!
32. Upon the flat stretch of pavement lying just ahead, you view the profile of a silver metal starship... It is old, and a bit faded, but there is no mistaking that it is one of the steel hawks capable of soaring the depths of space... Approaching the vessel with caution, you wonder whether it might still fly considering its obvious age, apparently left here centuries ago by the originator of this... This Crusade...



33. You approach the ship...

The ship is locked and sealed tight... A small round grille beside the doorway hatch appears to be the only means of access from outside the vessel.

{ TALK | USE | SPELL | LEAVE } ... (PHOONZANG) ... The doorway hatch slides back, opening the entrance to the ship. – The ship's doorway hatch is open ... Do you wish to enter the ship? (YES) ... Entering the ancient spacecraft, you look around... The interior of the ship is compact and simple, spacious enough for a dozen men. How to restore life to the slumbering bird, however, is not apparent...

Do you wish to search the ship? (YES) ... You begin searching throughout the craft, looking for anything which might prove helpful... -- Upon the main console of the ship rests a small black box... Do you want to open the black box? (YES) ...

Inside the box is a package of brown waxen wrappings. Carefully opening the package, you uncover a preserved piece of parchment. [1 *GLOBE* map] ... Do you wish to search some more? (YES) ... Examining the main console bank, you notice an odd indenture, positioned to the left of the controls. The indenture appears made to hold an object of some kind.

Do you wish to search some more? (YES) ... While examining the controls, you discover an inconspicuous button...

Pressing the button, a compartment opens up underneath the dash, within which lies a crested sapphire ring.

[1 Ring of the Globe] ... Suddenly, a booming voice emerges from the console... IN YOUR HANDS YOU HOLD THE RING, A PART OF THE FINAL KEY... CARRY IT WELL, FOR IT IS A GUARDIAN OF MY SECRET.

Do you wish to search some more? (YES) ... Searching carefully, you find nothing.

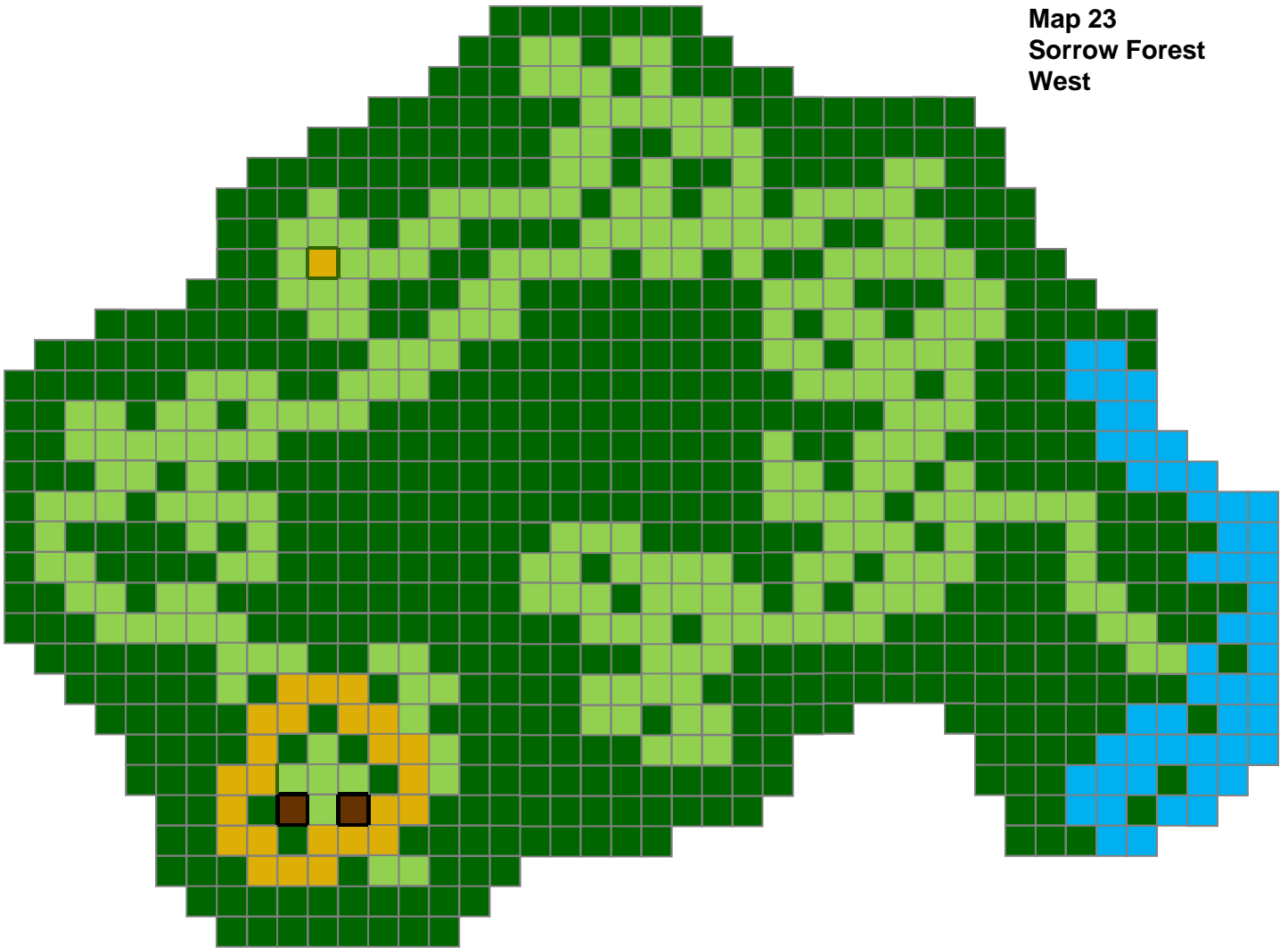
Exiting the ship, you are relieved to have discovered a potential means of exodus from this world, though there is some concern about your inability to fully comprehend its operation... Hopefully, sooner or later you will stumble upon its secret...



*** GLOBE ***

And one journey leads yet into another, so doth all life continue
onward.... Within one seed doth lie the secrets of the universe, within
one cell the secrets of life, and within thee the secrets of thy mystery...
Thou art the key!

Map 23
Sorrow Forest
West



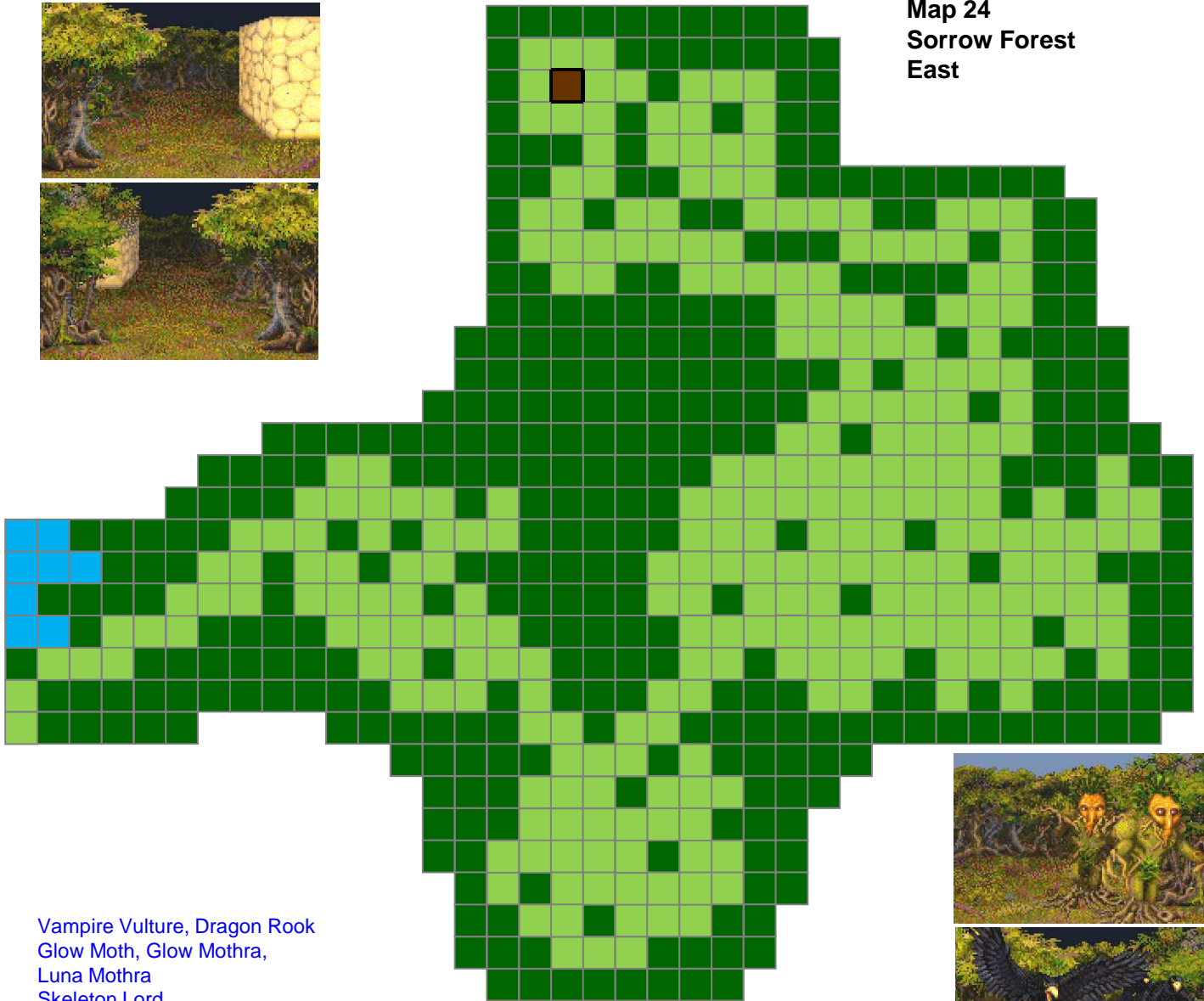
Vampire Vulture
 Glow Moth, Glow Mothra,
 Luna Mothra
 Demented Munk, Munk Ninja
 Giant Insect, Cave Thraxe,
 Crust Thraxe, Conquillada (much
 damage, acid spray, lots of HP)
 Giant Lizard, Komodo Dragon
 Bantari, Q'ua-Tari
 Xenozoid Runner, Xeno Rocketeer,
 Xenozoid Flyer
 Godzylly (did 255 damage on one
 stomp!)



Nothing special here – no reason to
 explore except for the experience...



Map 24 Sorrow Forest East



Vampire Vulture, Dragon Rook
Glow Moth, Glow Mothra,
Luna Mothra
Skeleton Lord
Wraith
Giant Insect, Cave Thraxe,
Crust Thraxe
Trickertree (puny), Man O' Grove,
Halloweech
Bantari
Nymph

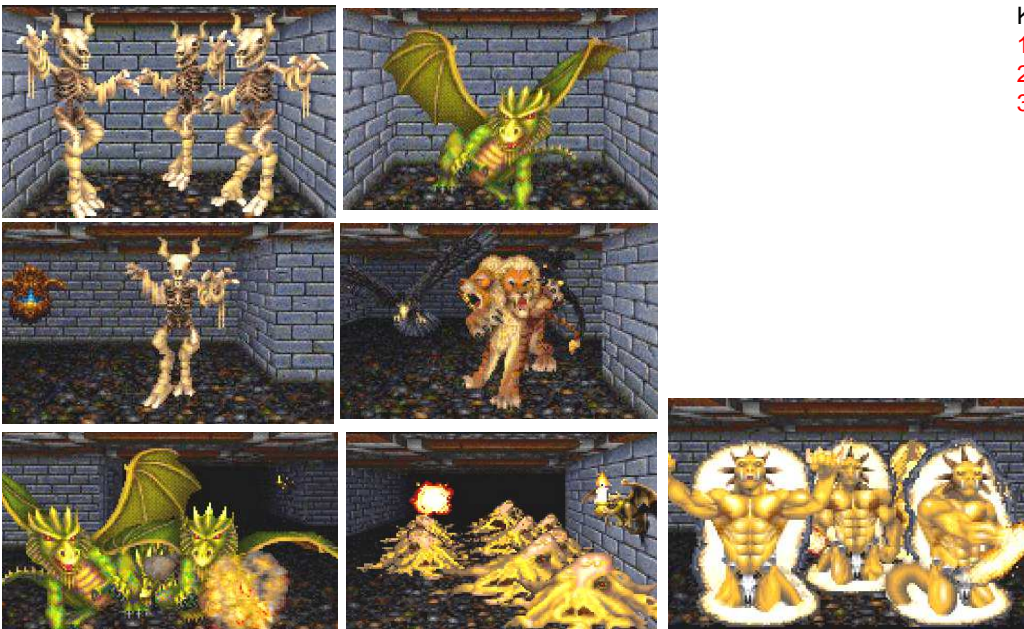
Nothing special here – no reason to
explore except for the experience...



Map 25 Crypt (Isle of Crypts)



Zombie Skell, Walking Undead,
Skeleton Lord, Fetid Corpse
Spirit, Wright
Creeping Crud, Fungus Ooze,
Puxic Ooze, Shadow Crust
Witch's Lights
Black bird, Fire Crow
Vampire Rook, Dragon Rook,
Spectral Raven
Glow Mothra, Luna Mothra
Bantari
Green Dragon,
Dragorra, Dragonessa,
Lesser Demon, Kolidra,
Yreguoth



Keys:

1. Key of Tombs
2. Key of Dragon
3. Key of Crypts

- b. Inside the sepulture rest the decayed and disintegrated bones of an unrecognizable corpse... (Search → often encounter)
- g. Inside the sepulture rest the withered remains of a Gorn nobleman, identifiable from the short tusks which are protruding from out of his macerated mouth.
- !P Suddenly you become racked with pain, as if a diabolical beast were tearing through your body... (Much damage + **paralyzed**) (some places every time, some places only first (after first encounter, eastern route appears safest)
- !B From out of nowhere a blinding ball of flame envelopes the party... (Some char's much damage)
- !E I AM EVILSPEAK! You quickly turn to see who among you spoke, but everyone appears equally puzzled by the mysterious haunting voice. That such things are here is not a good sign... (Damage + **Frightened** or **Veggified**) {only first time }
- !S A shimmering light bleeds from the atmosphere surrounding you, bathing you within a soft crimson light. (some **silenced**)

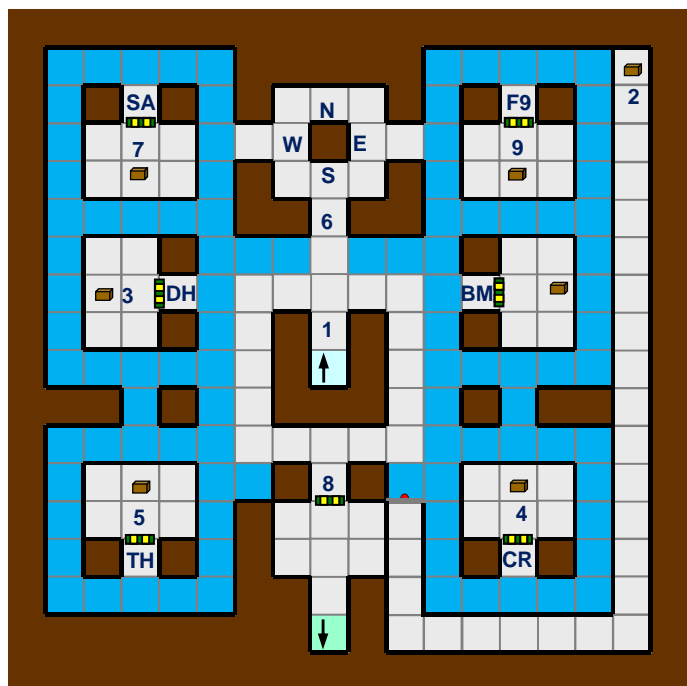
1. 

The apparition was as ugly a ghoulish hag as the gods could have possibly contrived to invent, and you wonder what torturous grotesqueness might have inspired them... Tragic enough to go through life with such a hideous countenance, but to suffer so through death as well seems to exceed the bounds of cruelty and dementation... Not to mention the fact that you couldn't understand what she was saying... Something like 'MOSSY-KNOB?'... What in the world is a 'MOSSY-KNOB!?'
2. Lever opens gate at 3
3. "HALL OF THE DEAD"
4. Spirits dropped [1 **Key of Crypts**, 1 **Key of Gorrors**]
5. Lever opens gate (by !E)
6. (Search) [1 **Key of Crypts**]
7. Inside the sepulture rests a small golden urn, empty... (Use **Jonga Powder**) ... You sprinkle the magic Jonga powder into the golden urn, and watch as a trace wiff of smoke soon arises... { Removed !B and !S, but not the other traps }
8. [1 **Ungorn Daimo** + lots of **Skeleton Lords**] 51000 XP,
[1 **Hi-Kane-Do** (U & L) (AC-12, Fire 30%), 1 **Kabuto**, 1 **Bushido Blade**, 1 **Wakizashi+1** (2-10, +1, Crit)]
9. Kolidra / Lesser Demon dropped [1 **Ankh of Death**, 1 Scroll **Zap Undead**, 1 **Book of Detection**]
(Chest) [1 **Key of Crypts**, 1 **Key of Gorrors**, 1 **Vulcan Hammer** (7-16, +2, K.O., Fireball, FVL (S)), 1 **Plate Mail+3**, 1 **Amulet of Asphixiate** (Air 30%), 1 **Mana Stone**, 1 **Book of Banishing** (Astral Gate)]
10. [1 **Ghost of Gorn**] nothing special...
11. Inside the sepulcher rests the withered corpse of a royal Gorn... A Queen you'd guess, judging from the shape of her form and the illustrious brocade of her burial raiments. Looking at her mummified face, however, you begin to wretch and soon turn away... She's ugly, even for a Gorn... By the gods, she's ugly even for a dead Gorn... In fact, she's so ugly that pretty soon you have to start laughing to keep from throwing up. (Use **Comb and Brushes**) ... Taking out the combs and brushes that you removed from the Castle of the Gorn King, you place them into the shriveled hands of the mummified queen-thing... Then, something strange occurs... The shape of the mummy begins to alter, her face begins to change... And before your eyes she is transformed... Her face smooths, and the warts and blemishes fade... Revealing the beautiful visage akin to that of a goddess. She is still quite dead... And she is still a mummy... But whatever kind of curse she was under, the spell has been broken... A gentle smile now gracing her lips, you silently whisper to no one: Rest in peace, old girl, rest in peace...
{That's it?? No positive effect? (Didn't notice anything) – Dragged the comb round three continents for *nothing??* }
12. Skeleton Lords dropped [1 **Key of Gorrors**]
13. Inside the sepulture rests the figure of an enshrouded mummy. A dark aura seems to be surrounding the wrapped body, and it possesses a sinister poise... { Unwrap the sinister mummy / Get away from the mummy } (Unwrapping implies disease...)
14. [1 **Key of Tombs**, 1 **Key of Gorrors**]
15. Kolidra dropped [1 **Ring of Resounding**, 1 **Book of Charming**, 1 **Book of Banishing**]
(Chest) [1 **Amulet of Airs** (Air 10%, Purify), 1 **Ankh of Dexterity**, 1 **Stave of Silence**, 1 **Cherry Bomb**, 1 **Scroll Conjure**, 2 **Skeleton powder** (death)]
16. Cast upon the framework of the gate, a serpentine dragon of black iron weaves up and through the lattice, its head perched out from the top of the gate in a ferocious snarling display of teeth and tongue. (Open with **Key of the Dragon**, from Dragon Cave)
17. [1 *** D O O M ***] – 134000 XP.
18. Lesser Demons dropped [1 **Amulet of Stillness**, 1 scroll **Dispel Undead**, 1 scroll **Haste**]
(Chest) [1 **Amulet of Spiders**, 1 **Ankh of Might**, 1 **Stone Pro Airs**, 1 **Cherry Bomb**, 1 scroll **Magic Missile**, 4 ?**Powder**]
19. Kolidras dropped [1 **Bag of Tricks**, 1 scroll **Magic Missile**, 1 **Acid Bomb**]
(Chest) [1 **Mystic's Ring**, 1 **Ankh of Dexterity**, 1 **Staff of Blessing**, 1 **Key of Gorrors**, 1 **Fire Bomb**, 1 scroll **Conjure**, 5 ?**Powder**]



Stairs down: To Chamber of Gorrors

20. Yreguoth dropped [1 **Cross of Turning**, 1 **Cherry Bomb**, 1 **Book of Haste**]
(Chest) [1 **Bat Necklace**, 1 **Ankh of Sanctity**, 1 **Stone of New Life**, 1 **Key of Gorrors**, 1 **Acid Bomb**, 1 scroll **Terror**, 1 **Talc of Tamaris**]



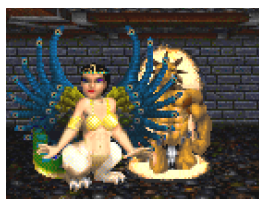
Map 26 Chamber of Gorrors

Keys:

- Key of Gorrors for all Gorror Chambers
- Key of Skulls for stairs down

Glow Mothra, Luna Mothra
Spirit, Wraith, Ghostly Image
Lesser Demon, Kolidra

DH: "THE DEMON HORRAGOTH"
[1 [Horragoth](#), 1 [Myxlmynx](#)],
406000 XP



CR: "CURSE OF RA-SEP-RE-TEP"
[1 [Ra-Sep-Re-Tep](#), 3+4 [Night Rooks](#)]
707 XP



TH: "THE THING FROM HELL"
[1 [Thing from Hell](#)]
(Mind Flay, but managed to
keep it silenced throughout.)
301200 XP



SA: "SPIRIT OF D*ARBOLETH"
[1 [D'Arboleth](#), 1 [Phantasmagora](#)]
244700 XP



BM: "BEAST OF A THOUSAND EYES"
[1 [Beast of 1000Eye](#)]
(... not this time, but I have beaten it in
an earlier game....)



F9: "THE FIEND OF NINE WORLDS"
[1 [Fiend of 9 Worlds](#)]
975900 XP to the four surviving members
(both Samurais died...)



1. "THE CHAMBER OF GORRORS"

2. (Chest) Opening the ancient chest, your eyes are momentarily blinded by a radiant glare... A few seconds later the bright whiteness begins to wane, and soon you are able to focus your vision upon the glimmering jewel that rests within the antique coffer... As you pick it up, the jewel turns to an opaque dullness... [1 **Jewel of the Sun**]

(Note: The contents of the Gorrer chests are completely random, and not connected to the difficulty of the preceding fight. Always tried until something really useful and needed popped up. Could be a *lot* of tries)

3. (Chest) [1 **Maenad's Lance** (2-24, +3, Regen+1, Crit., Spec power), 1 **Plate+3** (U), 1 **Book of Airs** (Air pocket), 1 **Crusader Helm**, 1 **Ankh of Youth**, 1 **?Lyre**]
4. (Chest) [1 **Plate+3(U)**, 1 **Zatoichi Bo** (9-24, +4, Plyze, Crit., K.O., Blinding Flash, Spec. power), 1 **Manta Roots**, 1 **Manta Roots**, 1 **Amulet Pro Magic**, 1 **Pandora's Wand**, 1 **Sword (of Fire?)**]
5. (Chest) [1 **Excaliber**, 1 **Hi-Kane-Do** (L), 1 scroll **Fireball**, 1 **Ring of Truth**, 1 **Amulet of Airs**, 1 **?Mace**]
6. "THE GAELIN STONE"

All faces: One the face of the stone pillar are carved many symbols and runes in a style both ornate and cryptic... Examining the runes of the stone tablet, you see a word and beneath it these symbols:

S: *** TEMPLE ***

A Man, a Pyramid, and a Crescent Moon

Below these, another word and more runes:

*** SPHINX ***

An Egg, a Winged Chimera, and a Magic Wand.

W: *** DRAGON ***

A Dragon, a Chest, and a Key

Below:

*** STAR ***

A Stone Tablet, Three Statues, and a Five-Pointed Star

N: *** SERPENT ***

A Tower, a Coiled Serpent, and a Lantern.

Below:

*** CRYSTAL ***

A Cube, a Crystal Ball, and a Gate.

E: *** BOAT ***

A Devil, a Boat Upon Waves, and a Cross.

Below:

*** CRYPT ***

A Skull, a Radiant Jewel, and a Statue.

Back to W, and (Use ***LEGEND*** map) ... You hold the Gaelin Legend over the face of the Runed Tablet, and see that the holes in the parchment conform perfectly with knobs of stone protruding from the pillar. The hole near the center of the Legend is positioned directly over the eye of the Dragon, and by inserting your finger, you discover that it is actually a well concealed button. Pushing the button, a secret compartment opens up in the Tablet, revealing a black key in the shape of a skull.

[1 **Key of Skulls**]

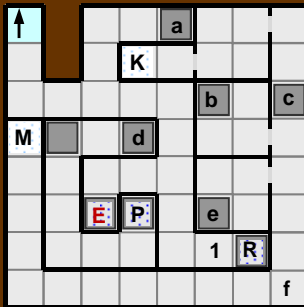
7. (Chest) [1 **Mantis Gloves**, 1 **Ebony Plate** (L), 1 **Amulet of Rainbows**, 1 **Raven's Bill**, 1 **?Staff**, 1 **?Book**]
On way out, **Wraith** dropped [1 **Key of Tombs**]
8. Across the bow of the archway stares a coal-black skull of iron, a menacing deathmask of portentous foreboding... (Use **Key of Skulls**) ... Gate opens.
9. (Chest) (Had much goodies now, so didn't care to retry too many times. Took [1 **Ebony Plate (U)**, 1 **Amulet of Silence**] + a lot of items that we just dropped.

Map 27 Hall of the Past

Keys:

1. Key of Waters
2. Key of the Gate

Spirit, Wraith, Ghostly Image
 Lesser Demon, Kolidra,
 Demon, Yregouth, Fiero,
 Greater Demon, Fantasmagora
 Skeleton Lord
 Giant Insect, Bloodwyrn
 Black Dragon
 Dragorra
 Myxlmynx



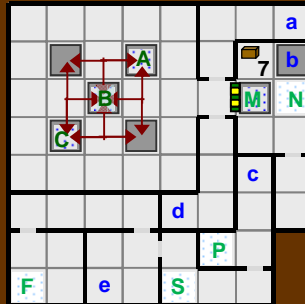
Arrival: Black a-e



Arrival: Green k-z



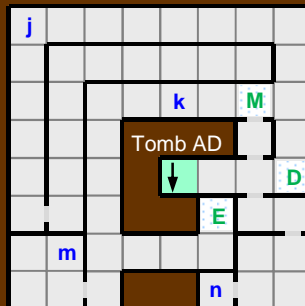
Arrival: Black (or white) k-z



Arrival: Blue a-e



Arrival: Red a-j



Arrival: Blue j-z



Arrival: Red n-z



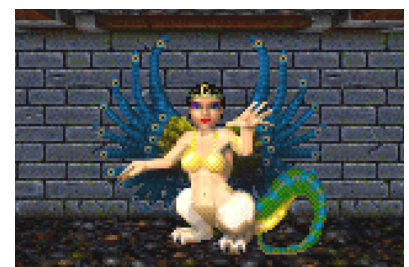
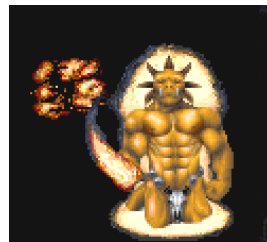
Arrival: Green a-g

Fountain:

R → D → P → S → G → R or
 E → O → S → G → R

Return from Tomb to entrance:

M → C → A → up



1. Yregouth dropped [1 **Bat Necklace**, 4 **Bone Dust**, 1 scroll **Missile Protect**]
R → #2
2. (Chest) [1 **Stone of New Life**, 1 **Coif of Divinemail** (AC-8, Regen+1, Lifeforce 10%, Death 10%, **Cursed**), 1 **Displacer Cloak**]
D → P → E → K → removable wall → #4
3. Spirit dropped [1 **Ring of Shielding**]
4. (Chest) [1 **Medicine Bag** (Alch only), 1 **Key of Waters**]
D → P → S → G → R → Fountain room
5. Lesser Demon dropped [1 **Ring Pro Frost**, 1 **Crushed Widows** (deadly poison), 1 scroll **Blades**]
C → O → C → S → A → B → B
6. Always encounter
7. (Chest) [1 **?Horn**, 1 **Key of the Gate**]
M → F → (Key of the Gate) → P
8. (Chest) Cautiously opening the seductive chest, you find within it a packet sealed in a waxy coating. Opening the packet, you uncover an ancient parchment... [1 ***STAR* map**] + 10000 XP bonus.



* STAR *

As thy gaze doth turn to the heavens to behold the mystery of the stars, thee looks into the mirror of thy soul... Dost thou see the deep well of all things? ... Or only the swirling chaos of anarchy in motion? ... Therein doth the memories of past meet the visions of future, and therein lies the destiny of all Men. To divine the order from the chaos, the beauty within the cascading tumult of the world in which he is both surrounded and a part... This is the unique gift of Man, that by which he alone is separated from all others... This is his purpose, his significance, and his meaning... This is that by which he doth witness the relentless torrents of change, as all life doth move both within him and without, and from thus divine order, that he might realize his purpose and his meaning... Look upon life as thee may look upon the stone...and create thee then thine own order...
Look first at a man, and if thee looks rightly, then soon shall ye come full circle...
Then look beneath him, and if thee looks rightly, then soon shall thee once again come full circle...
Thus may thee divine the puzzle from the pieces, and from it derive thy solutions...
Thus may thee divine the order from the chaos, and from it derive thy meanings...

... Back to fountain.

9. Greater Demon dropped [1 **Haunting Stick**, 1 scroll **Wizard Eye**, 1 scroll **Blades**]
10. Kolidra dropped [1 **Fire Bomb**, 1 **Invisible Potion**]
Fountain C → C → S → A → C
11. (Chest)
[1 **Cask of Ill Repute**, 1 **Staff of Doom**, 1 **Black Gown of Death U&L** (AC-12, Magic 90%, Regen-2, Cursed), 14 **Powerpak**]
12. Yregouth dropped [1 **Staff of Blessing**, 1 **Acid Bomb**, 1 **Book of Knocks**]
13. On the surface of the floor in front of you lies an engraved pentagram, surrounded by eight runes:
14. You step onto the pentagram.
15. Inside the room are two large crystals, each with a symbol inscribed upon its surface...



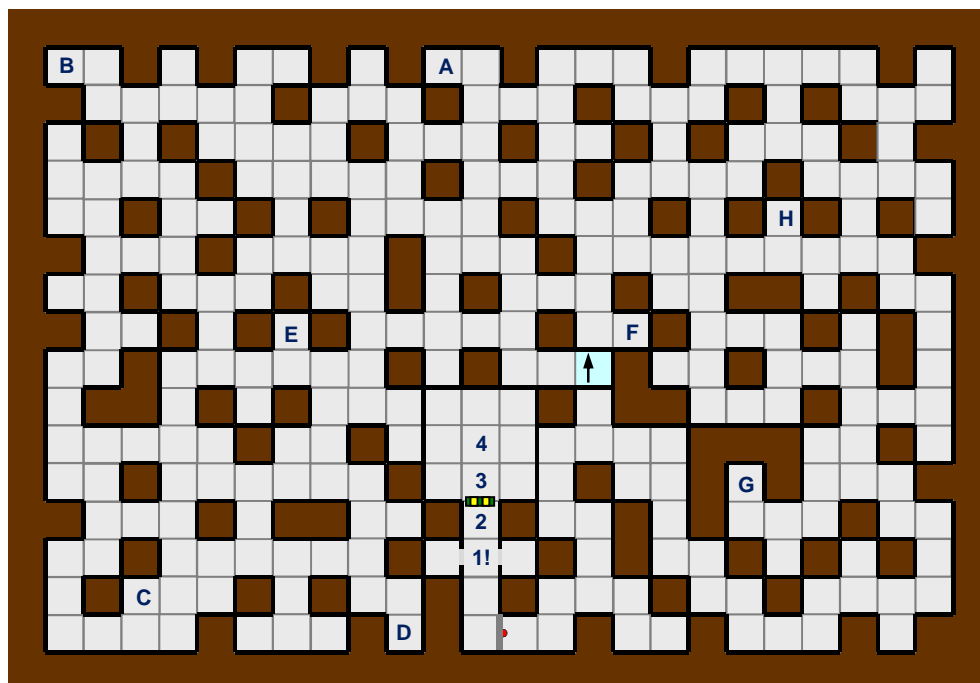
16. D.o.;
TOUCH THE EGG CRYSTAL
TOUCH THE MOON CRYSTAL
17. D.o.;
TOUCH THE CROSS CRYSTAL
TOUCH THE TOWER CRYSTAL
18. D.o.;
TOUCH THE SUN CRYSTAL
TOUCH THE STAR CRYSTAL

Aided by the *CRYSTAL* map, the order should be:

1. Dragon
2. Tower (obelisk)
3. Moon
4. Cross (island)
5. Skull (night)
6. Star (astral)
7. Egg
8. Sun (as only one left.)



Tried this several times without any effect, then left area (H → C → P) and returned, and it worked. Bad game design, as I *knew* it should work. Anyway – when stepping on pentagram (#14) first north wall opened and closed, then south wall opened, revealing portal G, from which the route to the stairs was open.



Map 28 Tomb of the Astral Dominae

Death Machine
Battle Droid (laser cannon)
Mega-Bot (plasma cannon)
Cosmo-Bot

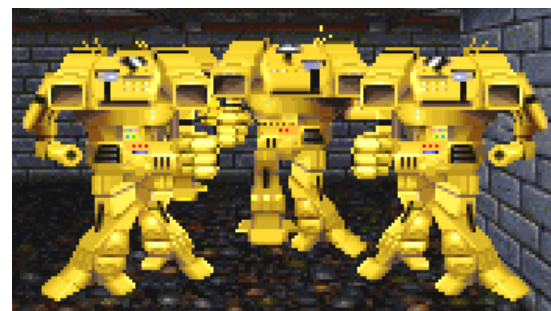
Most fights in the 100K – 200K XP range.

A – H: On the floor a golden circle surrounds the word:

- A. *SPHINX*
- B. *SERPENT*
- C. *TEMPLE*
- D. *DRAGON*
- E. *CRYSTAL*
- F. *STAR*
- G. *CRYPT*
- H. *BOAT*

Apparently, the gate to the tomb opens when all symbols A – H have been stepped on.

1. Very tough fight, even compared to all the other tough fights on this map; [1 [Cosmo-Bot](#), 3 [Mega-Bots](#)] 318000 XP.
2. "TOMB OF THE ASTRAL DOMINAE"
The gate to the fabled tomb open, you almost hesitate to enter...
3. Taking a glance across the room, you are disappointed to find the entire chamber looking quite empty...
Perhaps you are too late and someone has beaten you to the prize...



4: End game:

On the floor a golden circle surrounds the words: *ASTRAL DOMINAE*

(Search) ... Searching carefully along the floor, you detect a faint hairline crack which traces the outline of a trap door. But how to open it, that is the question...

(Tried Use **Locket of the Tomb** / Use **Ring of the Globe** – no effect)

(Use **Vitalia's device**) ... Moving to the center of the chamber, you take the blinking device which the electric warrior-girl gave to you and push the button...

You wait...

A luminous glow of colorful light bathes the room, and within it a shimmering figure begins to materialize.

-- You found it! ... Oh! ... I guess you didn't...

Where is the As-Tral-Da-Me-Nah?!?

What are we supposed to do now?

The Dark Savant mentioned something about needing special keys...

Do you know what he was talking about? (YES)

Have you tried using them? (YES)

Maybe I should try, what do you say? (YES)

... You hand the mysterious blue locket and the odd ring from Phoonzang's spaceship to Vi Domina... Examining the sapphire locket, she cups it into the palms of her hands... Suddenly, it starts to glow! Up from the center of the floor arises a dark globe seated upon a magnificent pedestal... Hey! It worked!! ... But it looks kind of lifeless to me...

If this is some sort of super-dome, I think it's lost it's fizz...

...And while she is looking it over, a gossamer light appears behind her in the room...

DID YOU THINK YOU COULD FOOL ME?!!

I HAD YOU INJECTED WITH A HOMING DEVICE AFTER

YOUR LAST ESCAPE, MY DEAR VITALIA!

AND SOMETHING EXTRA ALONG WITH IT!!

Before anyone can react, the Dark Savant presses a button upon his forearm and Vi Domina freezes, her eye turning white in the back of her head, her body shaking as if being subjected to an invisible current of paralyzing pain...

AND NOW MY FRIENDS, SINCE YOU HAVE BEEN GOOD ENOUGH TO LEAD ME TO THE LEGENDARY TOMB OF THE ASTRAL DOMINAE, I WILL DEAL WITH YOU QUICKLY AND MOST MERCIFULLY!! BUT FIRST, THE GLOBE!!

...Flinging himself upon the dark crystal ball, he grasps and tears at it, but it does not budge or move...

WHAT'S THIS! ... WHAT HAVE YOU DONE?!



OK. SAVANT ATTACKS!

At second round of battle, used Elysiad of Divinity, and everyone was restored to (almost) full health, stamina, and spell points, and cured for all conditions. After the battle received this blessing a second time.

(461000 XP).

The epic battle over, you stare as his remains shimmer away... You wonder what secrets he held, and regret the loss of such potential booty as his corpse might have contained. Not to mention his knowledge of the Astral Dominae. Too late for remorse now, however, and you turn your attention back to Vi, who seems to have been released from the grip of searing pain that had crippled her.



Remind me never to go through that again!! I think you killed him... Too bad... If not for his insane obsession with the Astro-Ball, I think perhaps he might not have been such a sister of bad news... Farewell, o mysterious traveller, ye Dark Savant!! Now what do we do with the Globe? Perhaps the ring somehow... She approaches the black orb and places the ring upon her finger...



Very pretty, but what's it for? ...Everyone crowds around and peers into the glittering orb... All apparently meaningless... -- It looks like a fancy ornament to me... Swirling colors, bright luminescent images, dancing around inside the astral globe... Then suddenly, Vi becomes quiet and still, as if something strange was passing through her....



As if in a deep trance, she does something most unusual... Squatting before the Astral Globe, she pulls up the patch covering her eye... And inside the deep socket of her head, you gaze upon an iridescent pupil-less eye, an undulating veinous orb, hideous upon her otherwise beautiful countenance... Wow! ... She seems to be lost, staring into the holographic crystal ball... -- This is incredible... It's a blueprint... No, it's... It's a formula, a code... For the creation of Life! Wait... It's also a map... Of Energy... and Matter... Of the nexus between Energy and Matter! But, but... Then, that is what Life is... The nexus, the flux, the bridge between Matter and Energy... That is the secret of Life! By the gods!!! With the power of this Globe, you could create a living being of unlimited energy! A being with the power of the stars! A Superman!! A God!!!

No wonder the Dark Savant wanted to get his hands on this... Ut! What's this... It's a chart of a star-system...

Hey! I recognize this system... But there isn't a... Oh! Very clever... This must be where it all started!

C'mon, we've got to get moving!! ... Then breaking away, she removes the ring inserts it into a small niche at the base of the globe... Springing the Astral Dominae free from its perch, she hands the darkening crystal ball back to you... Keep this safe until we can get away from here... Waaay out of here!

... Though you understood only bits and pieces of what the hysterical girl was trying to tell you as she ooo'd and ahh'd at the sights within the starry sphere, you understood well enough what it would mean for someone with the power to create super monsters and super men, and worse super gods...

Who among you could have guessed that on this day would the awesome power of the heavens fall into your hands... But before you have time to ponder the blasphemous, unholy, incredible and cosmic significances of everything that has unfolded, the lively spacegirl with whom your destiny seems inextricably intertwined continues... We need a ship!!

Did you find a spacecraft? (YES) ... Xama-Tama! There are a few things I need to pick up from the Dedaelis, the Black Ship, before we leave... With the Dark Savant gone, I might be able to sneak aboard without arousing too much suspicion...

I would bring you with me, but the transponder on my glove isn't powerful enough to beam us all together... And the Savant Androids are accustomed to seeing me on the ship, but you'd be a dead giveaway... Get to the spaceship as soon as possible...

Signal me once you're there, and I'll beam down to join you... Better be prepared to leave in a hurry! Good luck! And don't lose the Globe!! ... Still unaccustomed to the magic which she seems to wield, you stand in awe and wonder as she shimmers away, knowing that she goes to face a swarm of mad-buzzing Savant Kui'Sa-Ka all alone...

For now, you have to deal with the problem of leaving the Tomb with the Astral Dominae... Too bad you don't have one of those 'Tam-Pondies' in your glove...

So party retraced the tracks back through the Tomb, The Hall of Past, The Chamber of Gorrors to alt last arrive back to the boat. Proceeded across the endless sea to the Dragon Cave and finally to the City in Sky, and could finally return to the spaceship in the Hall of Crusaders...

By Spaceship in the Hall of Crusaders, City of Sky: End game cont'd:

At last reaching the tarnished craft secreted here by Phoonzang those many millennia ago, you are ready to signal your ally, Vitalia Domina, and depart this most peculiar world... You reflect a few moments upon the many adventures that were here for you, and upon the weight of all that has transpired... What shall you do with the incredible secret discovered within the globe of Phoonzang, the Astral Dominae... What is this new place that Vi Domina seems intent upon reaching in such a hurry? And more, will the charms that seem to bless her life be strong enough to protect you as well? Or will her impulsiveness eventually result in your own hoary demise... All of these questions nag at the back of your mind as you stare at the spacecraft and the sky above, wondering what strange realms may yet await... With a simple sigh, you resign yourself to the notion that only the future will reveal the answers to these many questions and the thousand others that you feel pressing upon your shoulders... Finally, you decide to summon your new partner... Using the small device that Vi gave to you, you push the button... In a few moments you see the familiar shimmer in the air, and giggle slightly at the funny tinkling sound that always seems to accompany the glittering event...



Something is wrong...

I BELIEVE YOU HAVE SOMETHING I WANT! ... You recognize instantly the chilling voice that sends shivers down your backs...

The Dark Savant has returned!! Your eyes bulge at the horrible sight before you, a battered and bloody Vi Domina held in the clutches of the dread Savant... Her skin and face torn, thrust upon her knees, her thin neck precariously in the grip of the powerful metal fingers that stem from the Dark Savant's electro-pneumatic glove...



YOU HAVE BEEN MY PAWNS ALL ALONG... I KNEW THAT THE GIRL WOULD NEVER DELIVER TO ME THE SECRET OF THE GLOBE, THE ASTRAL DOMINAE... AND YOU HAVE SERVED MY PURPOSES ADMIRABLY... DID YOU THINK YOU COULD VANQUISH ONE SUCH AS I SO EASILY? ... I, THE NEW LORD AND MASTER OF THE UNIVERSE?! I AM THE SAVANT, THE DARK HERALD OF CHANGE! FOR TOO LONG HAS THE FATE OF MAN BEEN RULED BY THE GHOSTS OF THOSE ENSHROUDED IN MYSTERY... DECIDING HOW AND WHEN MEN MIGHT BE SLOWLY FED THE SECRETS OF THE HEAVENS... IT IS TIME FOR A NEW ORDER IN THE UNIVERSE!



IT IS THE TIME OF A NEW PERCEPTION OF PURPOSE IN THE COSMOS... IT IS THE TIME OF THE COMING OF CHANGE!



I AM THE HARBINGER OF NEW DESTINY! I WILL CREATE GALAXIES FILLED WITH SUPRAMEN... MEN WHO ARE NOT AFRAID TO CHALLENGE THE OLD GODS... MEN WHO ARE UNAFRAID TO EMBRACE THE TRUTH OF THE HEAVENS...

THIS FRAIL GIRL NEED NOT DIE... HER WOUNDS WILL HEAL AND YOU MAY DEPART... BUT I SHALL HAVE THE ASTRAL DOMINAE ONE WAY OR ANOTHER! ... THE GLOBE FOR THE GIRL!!

...There is no description for the utter shock that is rippling through your mind at this moment, but the stark immediacy of the situation is apparent... you must deliver the Astral Globe to the Dark Savant, or face the dire consequences that will surely follow... And considering the unknown nature of his awesome powers, perhaps your role at this time is that of compliance... After all, certain death is not the way of the wise... And to die here shall certainly serve no meaningful purpose... And who knows what tomorrow shall bring... Better to be alive to see it, than not...

Will you keep the GLOBE or trade it for the GIRL? (GIRL) ... Most reluctantly and with trembling hands, you hold out the Astral Dominae for the Dark Savant to take.

THE PRIZE IS MINE! AHH HA HA HA HA HA!!

And the he and the globe are gone... The figure of the girl lies slumped upon the ground...

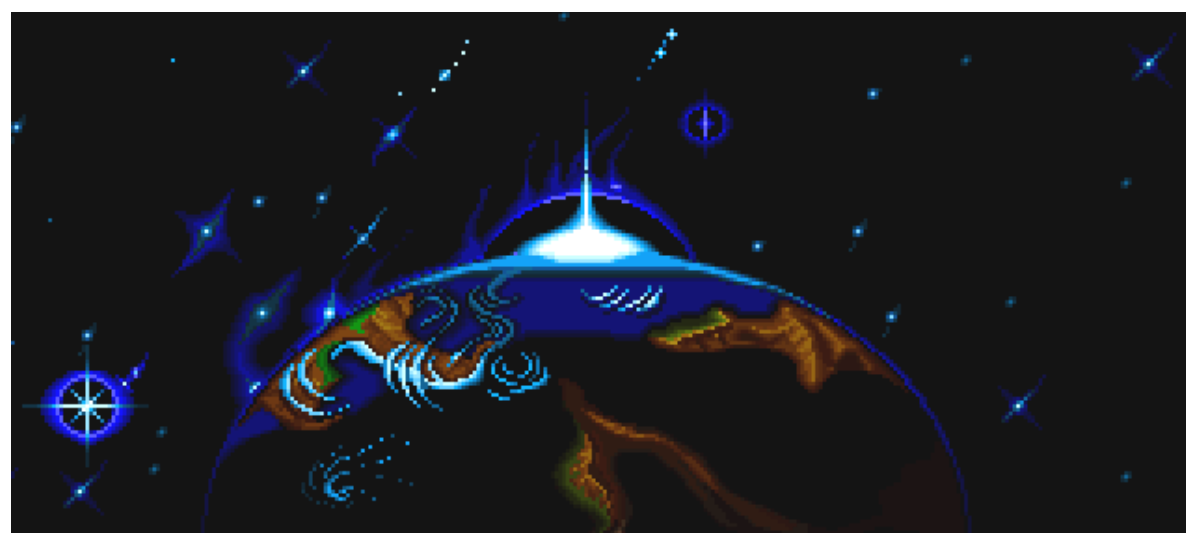
Racing to her, you pick up her shivering body, your eyes straining for any signs that the spark of life may yet remain inside her... And then, a glint of recognition... She is weak and torn, but she is alive...

It is then that you remember the last secret of the globe... The secret that Phoonzang divined to keep his work safe from the hands of those who would bode ill for the fate of the universe... And you quake as you notice the trickle of blood which drools down upon her right cheek... With a shaking hand you pull back the black patch which covers her genetic malformity... And gaze into the bloody gaping gorge that lies where once her precious eye had been... Gently, you carry her limp body into the tarnished spacecraft... Everyone passes the time in silence, no one speaking of the images which continually churn inside them...



Until finally, she awakens... "He got it, didn't he?" she asks softly, already knowing the answer before you can nod...

Don't worry, I know where he's going. And she picks herself up, takes a look about the ship and then sits down at the controls as if nothing at all could possibly be the matter... Removing the starry sapphire locket from her pouch, she places it within a small nestle upon the console, and you jump as the spacecraft roars to life... With engines humming and paneled lights flashing, you can only watch with amazement at this incredible girl, who shows no hint of the pain which must still bite at her many wounds, save a brief moment when she touched her hand to her right cheek and trembled slightly... And then the spaceship bursts into the deep blue of the sky...



There is much to learn upon your journey through the stars, and in a way you sense that your adventures are only just beginning...

Out there, somewhere, looms the shadow of the Savant, in his hands the power of the Astral Dominae, and deep within you know that your paths are destined to cross again...

During the voyage, you spend many a night listening with fascination to the incredible stories that pass from the lips of the remarkable girl, Vi Domina, who seems to possess an unquenchable curiosity about the nature of the universe and everything else as well, and it is through these tales that your own new perception of life and the stars and all that they contain begins to emerge...

"Hey guys, look what I found!" you hear her cheerfully intone at odd times of the day, and are pleased to be in the company of such a pleasant traveling companion and new partner...

But behind her merry smile, she too, knows...

That one day will come a reckoning...

Alternative ending, choosing GLOBE in stead of GIRL



And both of them just vanish – and not a trace is left...

There is darkness all around, and you feel
nothing, nothing at all...

You do not know how long you have been here...

You do not know how long you will remain...

There is only the darkness all around...