

Welcome to the Complete Maps of Ultima IV!

Warning: Secrets are revealed in these pages that may affect your enjoyment of gameplay! Caveat lector!

Please report comments and corrections to <trigonman3@aol.com>.

See all my dox at <<http://members.aol.com/trigonman3/intro.html>>.

Thanks and enjoy!

Scott Leonard

Trigon Dragon

These pages reveal dialogue, but simply knowing the answers is not enough. To gain virtue points (and avoid losing them), you must answer questions properly. Answers are marked with the virtue and how much the points change (if any). The game will respond to the first four letters of your subject. For example, you could ask someone about “hone” instead of “honesty.” However, when meditating and answering questions in the Abyss, you must spell out the complete name of the virtue, or you won’t get the effect of the meditation or be able to go deeper into the Abyss. You will only gain virtue points once per question per entrance into a town, but you can lose virtue points (by answering badly) repeatedly. To gain points again for the same attribute, exit the town, then reenter, inquire again, then answer correctly again.

Nota Bene: This doc is not yet complete. Not all of the dialogue is formatted nicely or has the virtue points marked. Things to be added later are:

actions with their effect on virtues

Meditation results with runic letters

Endgame

tables for virtues, principles

checklist for solving the game

minimum level for join

Hawkwind's Responses Corresponding to Virtue Attainment

Honesty	0	Thou hast become a partial Avatar in that attribute. Thou need not my insights.
	1-19	Thou art a thief and a scoundrel. Thou may not ever become an Avatar!
	20-39	Thou art not an honest soul. Thou must live a more honest life to be an Avatar!
	40-59	Thou hast made little progress on the paths of Honesty. Strive to prove thy worth!
	60-98	Thou dost seem to be an honest soul. Continued honesty will reward thee!
	99	Thou art truly an honest soul. Seek ye now to reach Elevation! Go to the Shrine and meditate for three cycles!
Compassion	0	Thou hast become a partial Avatar in that attribute. Thou need not my insights.
	1-19	Thou art a cold and cruel brute. Thou shouldst go to prison for thy crimes!
	20-39	Thou dost kill where there is no need and give too little unto others!
	40-59	Thou hast not shown thy compassion well. Be more kind unto others!
	60-98	Thou dost show thy compassion well. Continued goodwill should be thy guide!
	99	Compassion is a virtue that thou hast shown well. Seek ye now Elevation! Go to the Shrine and meditate for three cycles!
Valor	0	Thou hast become a partial Avatar in that attribute. Thou need not my insights.
	1-19	Thou art a coward, thou dost flee from the hint of danger!
	20-39	Thou dost not display a great deal of Valor. Thou dost flee before the need!
	40-59	Thou art not yet a valiant warrior. Fight to defeat evil and prove thyself!
	60-98	Thou art showing valor in the face of danger. Strive to become yet more so!
	99	Thou art a truly valiant warrior. Seek ye now Elevation in the virtue of valor! Go to the Shrine and meditate for three cycles!
Justice	0	Thou hast become a partial Avatar in that attribute. Thou need not my insights.
	1-19	Thou art an unjust wretch. Thou are a fulsome meddler!
	20-39	Thou art cruel and unjust. In time thou will suffer for thy crimes!
	40-59	Thou hast not proven thyself to be just. Strive to do justice unto all things!
	60-98	Thou dost seem fair and just. Strive to uphold Justice even more sternly!
	99	Thou art just and fair. Seek ye now the Elevation! Go to the Shrine and meditate for three cycles!
Sacrifice	0	Thou hast become a partial Avatar in that attribute. Thou need not my insights.
	1-19	Thou art a self-serving Tufthunter. Thou deservest not my help, yet I grant it!
	20-39	Thou dost need to think more of the life of others and less of thy own!
	40-59	Thy sacrifice is small. Give of thy life's blood so that others may live.
	60-98	Thou art giving of thyself in some ways. Seek ye now to find yet more!
	99	Thou art giving and good. Thy self-sacrifice is great. Seek now Elevation! Go to the Shrine and meditate for three cycles!
Honor	0	Thou hast become a partial Avatar in that attribute. Thou need not my insights.
	1-19	Thou art a cad and a bounder. Thy presence is an affront. Thou art low as a slug!
	20-39	Thou dost not fight with honor but with malice and deceit!
	40-59	Thou dost need to show thyself to be more honorable. The path lies before thee!
	60-98	Thou dost seem to be Honorable in nature. Seek to bring Honor upon others as well!
	99	Thou hast proven thyself to be Honorable. Seek ye now for the Elevation! Go to the Shrine and meditate for three cycles!
Spirituality	0	Thou hast become a partial Avatar in that attribute. Thou need not my insights.
	1-19	Thy spirit is weak and feeble. Thou dost not strive for Perfection!
	20-39	Thou dost not take time to care about thy inner being, a must to be an Avatar!
	40-59	Strive to know and master more of thine inner being. Meditation lights the path!
	60-98	Thou art doing well on the path to inner sight continue to seek the inner light! <i>[sic]</i>
	99	Spirituality is in thy nature. Seek ye now the Elevation! Go to the Shrine and meditate for three cycles!
Humility	0	Thou hast become a partial Avatar in that attribute. Thou need not my insights.
	1-19	Thou art proud and vain. All other virtue in thee is a loss!
	20-39	Thou art too proud of thy little deeds. Humility is the root of all Virtue!
	40-59	Thy progress on this path is most uncertain. Without Humility thou art empty!
	60-98	Thou dost seem a humble soul. Thou art setting strong stones to build virtues upon!
	99	Thy Humility shines bright upon thy being. Seek ye now for Elevation! Go to the Shrine and meditate for three cycles!

Castle Britannia, Lower Level

Name: Chuckles
Look: a bouncing jester
Job: I am the royal jester.
Health: Good, thanks.
Jester: Welcome unto the castle
Britannia!
Hast thou an ank?
(no effect) N: Then why art thou here?
(no effect) Y: Then enter in peace!
Clue: Speak ye unto the waters of the well and ask of altars!

Name: a guard
Look: a burly guard
Job: I guard the castle and all within.
Health: Couldn't be better!
Guard: I guard the castle!
Castle: The castle is fair and strong!
Do you seek Lord British?
(no effect) N: He will aid you if you are in need!
(no effect) Y: He is on the upper level in the throne room.

Name: a guard
Look: a guard
Job: A guard
Health: Excellent.
Guard: We guard the castle and all of its treasures.
Treasures: That is not your business.
Do you mean to steal?
(no effect) N: Then please leave at once!
(no effect) Y: I believe you will find that an unfruitful venture.

Name: Joshua
Look: a wise mage
Job: I can help.
Health: Well.
Help: The riddle!
Riddle: If the eight philosophies of avatarhood combine into and are made from truth, love & courage...
More?
(no effect) N: Oh.
(no effect) Y: What one thing creates and is created by all truths, all love & all courage?

Name: Landri
Look: a grim shepherd
Job: I am here to warn thee!
Health: I am fine, but thou must go back!
Warn: Ahead lies a perilous place!
Perilous: Once thou enters thou may not return whence thee [*sic*] came!
Wilt thou go on?
(no effect) N: That is good.

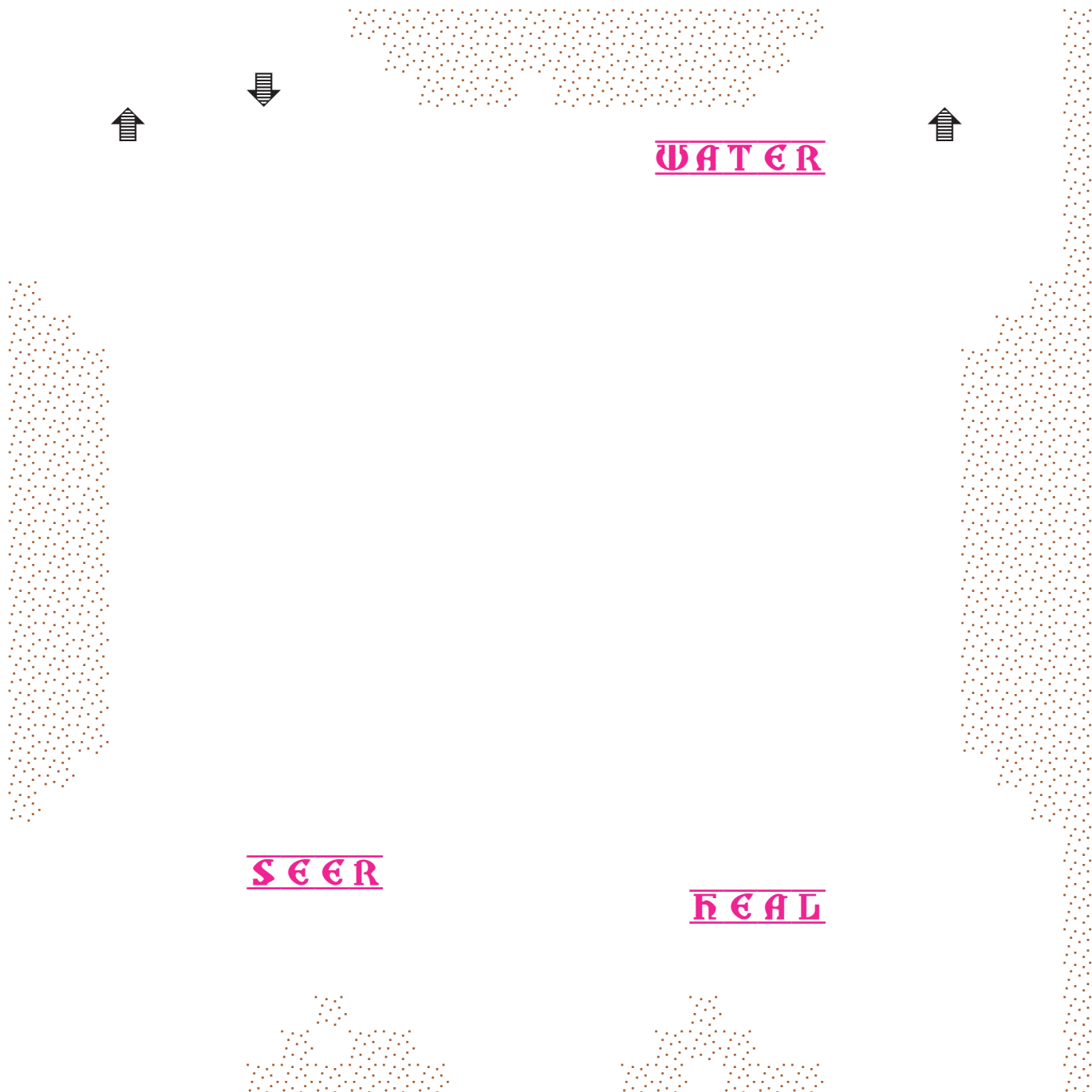
(no effect) Y: Then thou art doomed!

Name: Seesha
Look: an injured fighter
Job: I fight for my country.
Health: I have a grievous wound.
Country: Britannia.
Fight ye for Britannia?
(no effect) N: Hmm.
(no effect) Y: Then seek out the smith named Zircon in Minoc for he made the mystic arms, only they will save thee in the abyss!

Name: Shawn
Look: a shepherdess both strong and beautiful.
Job: I watch the water.
Health: Well.
Water: It brings me peace.
Peace: I come from a proud city.
Art thou proud?
(hum +10) N: My towne was destroyed for its pride. The ruins lie on an isle at Lat-K'J" Long-L'L"!
(hum -5) Y: Hmm.

Name: Sheila
Look: a solemn ranger
Job: I search for the inner light.
Health: I am well.
Light: Seek inner light in the shrines!
Shrines: Runes are needed to enter shrines!
Dost thou know of mantra?
(no effect) N: The mantra are chants needed to focus thy thoughts while meditating.
(no effect) Y: Good.

Name: Water
Look: water
Job: I hold a secret.
Health: Fine.
Secret: To what?
Altars: There are three altar rooms which connect the bottom levels of all eight dungeons!



Castle Britannia (lower level)

Latitude: G' L", Longitude F' G"

red water will talk to you

Ladder down goes to level 8 of dungeon Hythloth

Rune of Spirituality at red chest

Castle Britannia, Upper Level

Name: Le Chef

Look: a person with a white hat

Job: I am the chef.

Health: Well.. All but my finger, which I cut!

Food: Food, glorious food, to cook is my life!

Cook: Cooking is a practiced art.

Do you eat?

(no effect) N: Then thou must be a spiritualist!

(no effect) Y: Then thou should try my soup!

Name: a guard

Look: a burly guard

Job: I guard the castle and my liege!

Health: Great!

Liege: I serve Lord British!

Guard: A guard must be a valiant warrior!

Art thou the most valiant warrior?

(+10 hum) N: Still flee not from battle!

(-5 hum) Y: Then thou should be a guard!

Name: Jester Twin

Look: a dancing jester

Job: To entertain.

Health: Perfectly hoppy!

Jester: A jester needs a good bard!

Bard: Our bard is very good.

Dost thou like the music?

(no effect) N: A shame, we do!

(no effect) Y: Then you should go to Britain for there lives the best!

Name: Juliet

Look: a fair maiden

Job: I can help thee.

Health: Fine thanks.

Help: Seek ye to know how the eight virtues form into the three principles.

Know ye this?

(no effect) N: Seek it!

(no effect) Y: Now the one!

One: Seek ye to know what one thing the three principles of virtue combine into!

Name: a nameless prisoner

Look: a ragged soul

Job: I have none.

Health: Very poor.

Prison: Here I pay for my crimes!

Are you a pirate?

(+10 hum) N: I hope that this is true!

(-5 hum) Y: You may never complete thy quests, for evil makes not an

avatar!

Crime: Crime is an evil thing!

Name: a reaper

Look: a reaper

Job: I kill adventurers!

Health: Not so good, no one to eat in here!

Kill: There is a thing which can kill many!

Thing: Knowledge of it is found at Buccaneer's Den!

Will you seek this thing?

(no effect) N: Then thou must be stupid.

(no effect) Y: It brings great power!

Name: Zorin

Look: a wise mage

Job: I am here to help thee.

Health: I am old, very old....

Help: Seek help in the castles!

Castle: Seek: the Lycaeum, Empath Abbey, Serpent's Castle!

Wilt thou go hither?

(no effect) N: Alas.

(no effect) Y: Find therein all named Antos and ask of the bell, book, and candle!



KITCHEN

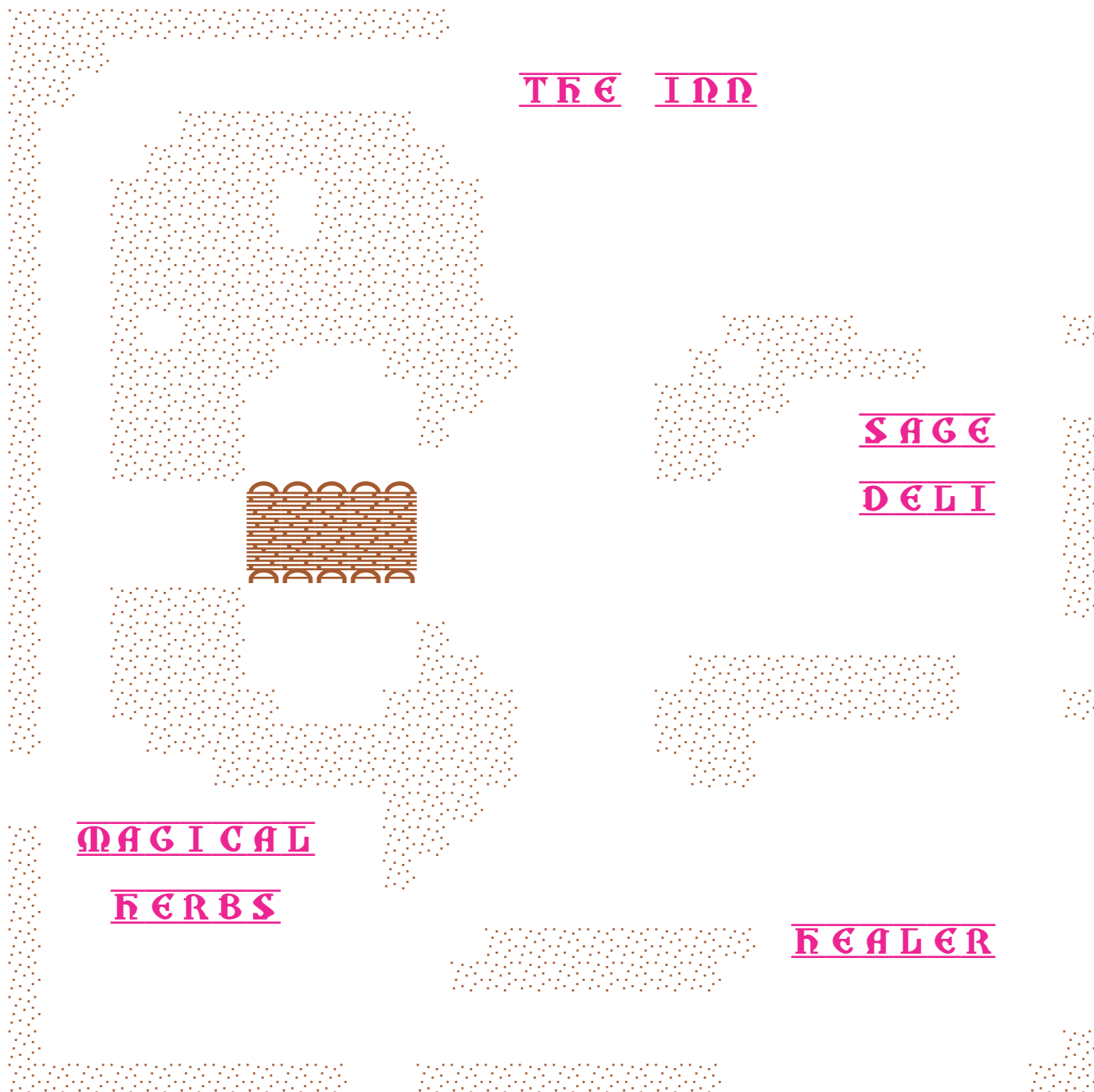
BRITISH



PRISON

Castle Britannia, Upper Level

Name: Browning Look: a tall mage Job: I strive to live an honest life! Health: Been better. Honest: An honest soul need remember no lies! Hast thou never lied? (no effect) N: Truth never hurts the teller! (no effect) Y: That seems unlikely! Truth: Truth is the root of honesty!	Name: Dekker Look: a bouncy jester. Job: I earn an honest living, jesting! Health: Very good. Honest: Honest labor bears a lovely face! Jesting: I love a good jest. Dost thou? (no effect) N: Thou art probably a sourpuss! (no effect) Y: We ought to exchange jokes sometime!	(no effect) Y: The quest of a lifetime!
Name: Calabrini Look: a tall mage. Job: I bear greetings from the fair city of Moonglow. Dost thou seek an inn or healing? (no effect) N: Perhaps, the shrine which lies on an isle to the north! (no effect) Y: Which? Health: Fine. Inn: We have an excellent inn.	Name: Inoo Look: an old gypsy. Job: I am a fortune teller, I read palms. Health: I predict I will be fine today! Fortune: Give thy palm. Dost thou wish thy destiny? (no effect) N: Wise choice. (no effect) Y: A great quest will lead thee into the abyss where the codex awaits! Palm: Palms tell fortunes!	Name: Shakespeare Look: a wise wizard. Job: I create tales of honesty. Health: Getting on. Honesty: Remember, there is no terror in threats for I am strong in honesty! Dost thou strive to be honest? (no effect) N: Fool! (no effect) Y: Beware corruption! Corruption: Corruption wins not more than honesty!
Name: Christen Look: a playful child. Job: I am your friend. Health: Feeling good. Friend: Honest friends are few! Art thou my friend? (no effect) N: I am sad. (no effect) Y: That makes me happy. Honest: My friend William knows where the rune of honesty is.	Name: Mariah Look: a young mage Job: I seek adventure! Health: Quite good. Adventure: Yes, I hope to go on a great quest! Art thou on a quest? (no effect) N: Wish thou were! (no effect) Y: I wish I could join thee! Quest: The quest of the avatar is noble indeed! Join: I cannot join thee. <i>[If you're a mage]</i>	Name: Shazom Look: a dying young wizard. Job: I am apprentice to the great wizard Nigel! Health: I will soon die. Nigel: I will soon need to use the spell he calls 'recall.' Hast thou met Nigel? (no effect) N: He lives at the Lycaenum. (no effect) Y: Seek him out for he will teach thee. Die: Pass on.
Name: Cosima Look: an elderly woman. Job: I am an alchemist. Health: Tired, so tired. Alchemist: I know how to mix reagents! Dost thou know how to best mix spells? (no effect) N: The secret's in the reagents! (no effect) Y: Good! Reagents: A sleep spell actually requires but one part spider silk!	Name: Patric the Humble Shepherd Look: a meek shepherd. Job: I am shepherd. Health: Pretty good. Humble: Humility is not derived from the direct combination of truth, love, or courage. Humility: Humility is to act and be humble. Art thou totally humble? (hum +10) N: Strive to be. (hum -5) Y: Doubtful!	Name: Tracie Look: starving journalist Job: I am a writer. Health: I feel fine... if I could just quit smoking! Writer: It's low paid, but glamorous! Smoking: Cough...cough... Do you smoke? (no effect) N: Don't start! (no effect) Y: I can tell by the smell!
Name: Cromwell Look: a regal paladin. Job: I speak of the virtues of honesty! Health: Well indeed. Honesty: A few honest men are better than numbers! Dost thou strive to be honest? (no effect) N: Shame! (no effect) Y: Then you will need the mantra. Mantra: The mantra of the shrine of honesty is 'AHM.'	Name: Rebelias Look: a mystic wizard. Job: I live an honest life. Health: I've been better. Honest: Speak the truth and shame the evil forces! Evil: Evil still lives in our hearts and souls! Dost thou seek to conquer thine own evil? (no effect) N: Wretch!	Name: Tyrone Look: a battered mage. Job: I used to search for the blue stone. Health: Fading. Stone: The stone of honesty is found on an altar in the dungeon of Deceit. Wilt thou search? (no effect) N: Hmm. (no effect) Y: Know its uses!
Name: Daranor Look: a hunched, insane looking man! Job: I move the sun! Health: Health? Sun: The moons are my enemies. Moons: When I die the world will end! Do you believe my story!?!?... (no effect) N: Idiot, you must think I'm insane! (no effect) Y: Then we must fell the moons!	Name: William Look: a child eating a sandwich. Job: Oh, not much. Health: Pretty good. Rune: Search for the rune of honesty by Mariah's gold! Sandwich: It's a peanut butter and grape jelly on lightly toasted bread! Wouldst thou like a bite? (no effect) N: It's awful yummy! (no effect) Y: Yummy, huh?	



The Town of Moonglow

Latitude I' H", Longitude O' I"

Mariah the (red) mage will join
rune of honesty under Mariah's chest (search)

Name: a child
 Look: a small child
 Job: Singing
 Health: Very happy.
 Singing: The song goes: Ho eyo he hum!

Name: a child
 Look: a small child.
 Job: I am learning compassion.
 Health: O.K.
 Compassion: Never care so much for thyself
 that thou cannot care for others!
 Know ye the mantra of
 compassion?
 (no effect) N: Ask Cricket!
 (no effect) Y: Good.

Name: Cricket
 Look: a bard in green
 Job: Shhh, I'm playing!
 Health: Shhh
 Shhh: Yes, shhh!
 Now wilt thou be quiet?
 (no effect) N: I am going to call the guards!
 (no effect) Y: Thanks.
 Mantra: The mantra for the shrine of
 compassion is 'MU'!

Name: a guard
 Look: a cheerful guard
 Job: I am a guard of course!
 Health: I am fully healed.
 Guard: We guards have a lot of
 compassion.
 Compassion: We always say: Let all others'
 troubles be as thine own!
 Dost thou kill non-evil creatures?
 (no effect) N: Good.
 (no effect) Y: That does not show
 compassion!

Name: a guard
 Look: a guard
 Job: I guard the bridge.
 Health: Good.
 Bridge: Across the bridge our people
 dance and sing!
 Would thou like to join them?
 (no effect) N: Then you have no business
 across the bridge.
 (no effect) Y: Remember, an open heart is
 the first step on the path to
 wisdom!

Name: Gweno
 Look: a charming jester
 Job: I dance and sing for the children.
 Health: Very well.
 Dance: Dance is good for the soul.
 Do you give to the needy?
 (no effect) N: Alas.
 (no effect) Y: Beggars are thankful for small
 donations.
 Beggar: To give to a beggar shows

compassion.
 Name: Iolo
 Look: a charming bard
 Job: I play for the people.
 Health: Good.
 Play: I play my lute and receive the
 good wishes of the people.
 Do you like my music?
 (no effect) N: A shame.
 (no effect) Y: I would join thee!
 Join: I am honored to join thee!

Name: Joe
 Look: a drunken fighter
 Job: Yo ho ho... and a bottle... of
 rum... hic...
 Health: And a bottle of...
 Rum: Rum... hic...
 Give me rum?
 (no effect) N: Ah, be a joe!
 (no effect) Y: Thanxth... my friend Joe can
 help with the stones... hic...
 Stone: The yellow stone is in the
 dungeon Despise...

Name: Julio
 Look: a solemn bard.
 Job: I seek the true nature of things!
 Health: Solemn.
 Nature: All things have a true nature!
 Dost thou know the true nature of
 all things?
 (+10 hum) N: No mortal can.
 (-5 hum) Y: Thou art a liar and a braggart.
 Compassion: Compassion
 derives itself from unending love!

Name: Mentor
 Look: a wise shepherd
 Job: I escaped Magincia!
 Health: I am well.
 Magincia: Pride was too great in Magincia!
 Pride: The city was destroyed by
 daemons for its pride!
 Art thou proud?
 (+10 hum) N: Pride exists without truth,
 love, or courage!
 (-5 hum) Y: That is not a virtue!

Name: Pepper
 Look: a spicy woman
 Job: I am a fighting bard.
 Health: Healthy.
 Bard: Bards know many things.
 Dost thou seek something?
 (no effect) N: Alas, I may have been able to
 help.
 (no effect) Y: What might that be?
 Rune: The rune of compassion lies at
 the end of a hall somewhere in

this towne.
 Name: Sebastian
 Look: an injured person
 Job: I know a terrible secret!
 Health: Not so well.
 Secret: Mondain's influence has not left
 the world!
 Mondain: An artifact remains! I heard at
 Buccaneer's Den!
 Wilt thou find and destroy it?
 (no effect) N: Oh.
 (no effect) Y: Then ask at the pub there of
 the skull!
 Name: Shalimar
 Look: a tired shepherd
 Job: I watch over the children.
 Health: Good.
 Children: It takes a good deal of
 compassion to deal with children!
 Compassion: Compassion
 strengthens the soul as knowledge
 tempers the mind!
 Have any kids?
 (no effect) N: Too bad.
 (no effect) Y: Thou dost know what I mean!

Name: Shapero
 Look: a druid
 Job: I am looking for Julio.
 Health: All right.
 Julio: He knows the true nature of
 compassion.
 Art thou on the Quest of the
 Avatar?
 (no effect) N: Too bad.
 (no effect) Y: Find the shrine of compassion
 east across 2 bridges!
 Compassion: Seek out Julio
 and ask him of compassion!

Name: Sprite
 Look: a poor beggar
 Job: I have no job so now I have to
 beg!
 Health: I fear I shall die of starvation!
 Beg: Please! Help me!
 Wilt thou help me?
 (no effect) N: I shall starve to death!
 (no effect) Y: In return I shall tell you that
 Pepper knows of the rune!
 Starve: I have not eaten in a week!

Name: Thevel
 Look: a seasoned fighter
 Job: I search for the mystery of the
 magic orbs.
 Health: Fairly well.
 Magic: Magic orbs.
 Orbs: A one-handed beggar knows their
 secrets!
 Hast thou seen him?
 (no effect) N: Find him in Serpent castle for
 he knows of orbs!
 (no effect) Y: Only he knows the orb's gift!

WEAPONRY

SPIRITS

ARMOUR

FOOD

BRITANNIA

MANOR

HEALING

The Town of Britain

Latitude: G' K", Longitude F' C"

rune of compassion at red floor
Iolo the (red) bard will join

Name: Aesop
 Look: a small man
 Job: I search for valor!
 Health: Well enough.
 Valor: I find that 'tis easy to be brave from a safe distance!
 Know what I mean?
 N: Thou art brave!
 Y: That's my problem.
 Mantra: The mantra of valor is 'RA' use it in the shrine on the next isle!

Name: Bengrod
 Look: a wounded fighter
 Job: I search the dungeons!
 Health: Poor.
 Dungeons: I fell in the dungeon 'Destard'. Hast thou found its altar room?
 N: Find it!
 Y: It connects with Covetous, Shame, and Hythloth!

Name: Lady Donna
 Look: a 5 foot pregnant woman
 Job: I watch over my sheep.
 Health: Fine, all but the lump in my stomach.
 Sheep: I can't stand sheep!
 Pregnant: It's no fun to be pregnant. Why, art thou the father?
 N: Thank god!
 Y: Wait till I tell my husband!

Name: Geoffrey
 Look: a 6 foot 5, great warrior
 Job: I lead into battle!
 Health: I am good and strong!
 Battle: I desire to fight again in battle!
 Warrior: A great warrior is a valiant warrior!
 Art thou valiant!
 N: To flee battle shows cowardice!
 Y: Perhaps I could someday join thee!
 Join:

Name: Gravnor
 Look: a grave fighter
 Job: I search the dungeons.
 Health: So so.
 Dungeons: I seek the red stone.
 Stone: It is found on an altar!
 Dost thou have it?
 N: It lies in the dungeon Destard!
 Y: No wonder I can't find it!

Name: a guard
 Look: a stern guard
 Job: We guard the gates and these passages!
 Health: Well.
 Gates: The gates of Jhelom.

Pass: These passages are restricted.

Name: Sir Hrothgar
 Look: a mighty warrior!
 Job: I fight for valor!
 Health: Excellent.
 Valor: The valiant soul fears not its own visage!
 Art thou the most valiant of souls?
 N: Thou should seek the shrine of valor!
 Y: This is not likely!
 Shrine: The mantra need be known, ask Aesop!

Name: Luke
 Look: a ranger with a far away look
 Job: I seek the inner light!
 Health: Quite well.
 Light: I come from Skara Brae and am on my way to Yew.
 Hast thou been the Skara Brae?
 N: 'tis a spiritual city!
 Y: A fine city!
 Yew: 'tis a city based in the virtue of justice!

Name: Max
 Look: the housekeeper
 Job: I am the housekeeper.
 Health: Good!
 House: I clean the rooms.
 Is there some problem with thy room?
 N: Oh, thou had me worried!
 Y: I am very sorry I will correct it right away!

Name: Nostro
 Look: a withering soul
 Job: I built these passages and they walled me in!
 Health: Very near death!
 Rune: The rune is buried in a tower.
 Passage: This passage runs around the city!
 Wilt thou lead me out?
 N: Thou art a cad! and I will still follow!
 Y: I am saved!

Name: Lord Robert
 Look: a mysterious warrior
 Job: I battle for Lord British!
 Are you a valiant warrior?
 N: Thou art a wimp!
 Y: Thou dost deserve the rune, ask Nostro!
 Health: Outstanding!

Battle: Battles are few and too many!
 Warrior: Thou must battle long and hard to be a warrior.

Name: Senora
 Look: a beautiful mage
 Job: I am locked up in this tower.
 Health: Well enough.
 Tower: I am being punished for my crimes.
 Crime: Does not matter, I can help thee! Dost thou have a ship?
 N: Too bad.
 Y: Then thou dost need a sextant ask the barkeep for he knows more!

Name: Slithe
 Look: a valiant warrior
 Job: I fight battles!
 Health: Only minor wounds!
 Battle: True valor is seen not in the force of arms, but in the force of will!
 Art thou valiant?
 N: Coward.
 Y: Then never flee unless the need is dire!
 Valor: I display my valor in battle.

Name: Timrod
 Look: a thin fighter
 Job: I fight with valor!
 Health: Couldn't be better!
 Valor: There is no holier spot of ground than where defeated valor lies.
 Art thou brave?
 N: Coward.
 Y: Fortune helps the brave!
 Brave: Be brave for there is much to dare!

Name: Sir William
 Look: a noble fighter
 Job: I search for valiant fighters!
 Art thou valiant?
 N: I see.
 Y: Strive ye to defeat all evil!
 Health: Very well.
 Evil: Kill not non-evil creatures but still always stand thy ground!
 Kill: Let them flee instead. never *[sic]* flee uninjured!

Name: X
 Look: a strange person
 Job: I seek the stone.
 Health: O.K.
 Stone: The red stone.
 Red: Red is for valor a virtue of the avatar!
 Art thou an avatar?
 N: Then thou shalt need the red stone in one altar room to get the third part of a key!
 Y: Wow!



The Town of Jhelom

Latitude: N' O", Longitude C' E"

The rune of valor in is the southeasternmost floor (red) in the tower
Geoffrey the (red) fighter will join

Name: Calumny
 Look: a solemn druid
 Job: I make spells.
 Health: Well.
 Spells: I invented quickness!
 Canst thou cast it?
 N: Adept.
 Y: It requires but one bloodmoss!
[It appears that the Yes and No responses have been switched.]
 Mandrake: Mandrake root is found only in the Fens of the Dead and in the Bloody Plains where the ground is always damp.

Name: Druid
 Look: a wandering druid
 Job: I seek justice.
 Health: Well.
 Justice: Learn at the shrine!
 Shrine: The shrine is to the east then north!
 Dost thou have the rune?
 N: Ask Talfourd for he knows of the rune.
 Y: Now learn the mantra, and seek the green stone in 'Wrong'!

Name: Dwp
 Look: a wise druid
 Job: Welcome thee to Yew city of justice!
 Health: I am well.
 Yew: Yes 'tis a fair city!
 Dost thou like it?
 N: A pity.
 Y: Let it be as thine!
 Justice: Love no one more than the truth, for justice seeks no favors.
 Temper thy justice with understanding.

Name: Frida
 Look: a withered form
 Job: See my poor baby I beg for him.
 Health: I am starving and sick.
 Baby: Oh, no, my baby is dying!
 Wilt thou give me money so that I can get my baby healed?
 N: Evil wretch, curse thee!
 Y: Thou art kind and just!

Name: a guard
 Look: a tall guard
 Job: To guard the court.
 Health: Yes.
 Court: Within this chamber justice is served.
 Dost thou have business before the court?
 N: Then do not disturb the proceedings!
 Y: Then enter.
 Justice: A good life is inspired by love

and guided by knowledge.

Name: a guard
 Look: a big guard
 Job: To preserve the peace and insure justice!
 Health: O.K.
 Peace: A good life is inspired by love and guided by truth!
 Art thou always just?
 N: Strive to be!
 Y: Unlikely!
 Justice: Justice means not only to punish the bad but also to reward the good!

Name: a guard
 Look: a big guard
 Job: We guard the jail.
 Hast thou come to turn thyself in?
 N: Just visiting, eh.
 Y: In which cell dost thou belong, felonies or misdemeanors.
 Health: Fit.
 Felonies: That'll be the right hand cell.
 Careful in there!
 Misdemeanor: That'll be the left cell.

Name: Jaana
 Look: a quiet druid
 Job: I strive to understand justice.
 Health: I am well.
 Understand: Let justice be thy calling not thy excuse!
 Art thou just?
 N: Alas.
 Y: Many a grave has been unjustly filled in the name of justice.
 Justice: True justice satisfies all, false none.
 Join:

Name: Pinrod
 Look: a thin man
 Job: I take council.
 Health: Fine.
 Council: On justice.
 Fight ye for justice?
 N: Cad.
 Y: Good, the druids chant the mantra!
 Justice: Justice is hardest to find at the point of a sword, the steel is an agent of justice, humanity the perpetrator!

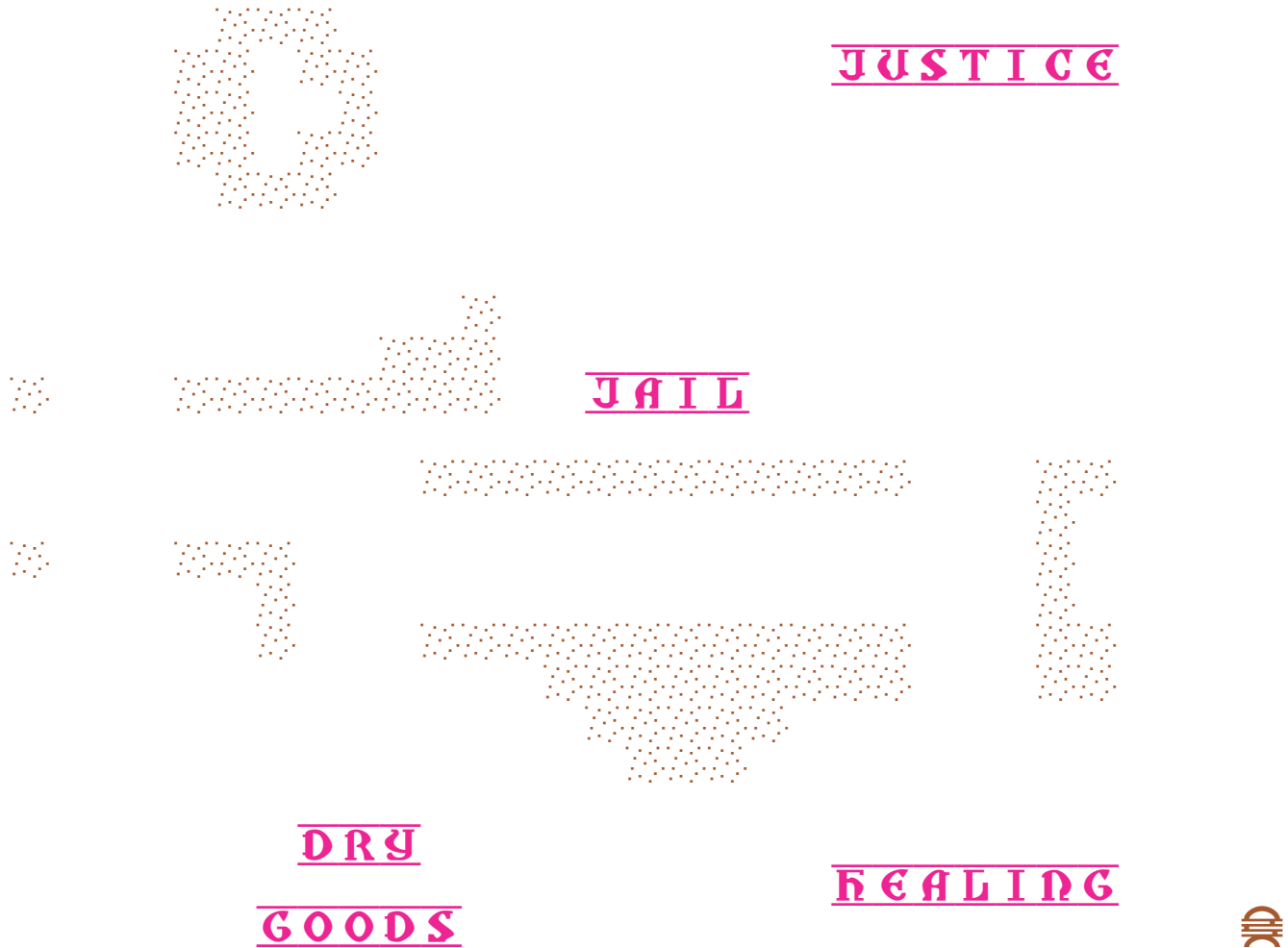
Name: a poor beggar
 Look: a poor beggar
 Job: I have sinned.
 Health: Well treated.
 Name: a ranger
 Look: a sleek ranger
 Job: I search for a home.
 Health: O.K.
 Home: On the range!
 Range: Where the deer and the antelope play.
 Ever heard of such a place?
 N: Ah, what'ya have to ruin it for!
 Y: Seldom is heard a discouraging word!

Name: Short Round
 Look: a small child
 Job: I work for Jones.
 Health: I am fine.
 Jones: I think Indi's on a quest!
 Quest: I'm not so sure, but it should be fun!
 Art thou having fun?
 N: I am so sorry we all wish you would!
 Y: Write to Lord British and tell him!!!

Name: Silent
 Look: a chanting druid
 Job: Beh... Beh...
 Health: Beh... Beh...
 Beh: Beh... Beh...

Name: Talfourd
 Look: a wise judge
 Job: I decide justice.
 Health: Well.
 Justice: Justice is truth in action!
 Rune: It is hidden well!
 Can thou honestly claim to be guilty of no crime ever?
 N: Then do thy penance in a cell, and with the felon search ye well.
 Y: Doubtful.

Name: Vorpal
 Look: a mean nasty ugly villain!
 Job: I eat people who bug me!
 Health: Hungry!
 People: Like thee!
 Art thou here to bug me?
 N: Well thou art!
 Y: Eat death, scum puppy!
[If he attacks you, the guards won't attack you for defending yourself.]



The Town of Yew

Latitude: C' L", Longitude D' K"

Jaana the (red) Druid will join
The rune of justice is at red floor

Name: Alex	Y: Remember Azure knows of the	east!
Look: a teenage boy	rune!	Y: Good!
Job: I give out flowers. Here you are!		Mantra: I am told that a hidden shepherd
Health: Fine, thanks.	Name: a guard	knows the mantra.
Flowers: The way I figure it, if thou art	Look: a massive guard	
kind to others, they will have	Job: To guard of course.	Name: Mike Ward
reason to be kind to you in return!	Health: Quite	Look: a stocky ranger
Kind: Yes, give all that thou can unto	Guard: I often wonder if I will ever have	Job: I am trying to get a room.
the needy!	to give my life in the line of duty.	Health: Well enough.
Wilt thou give?	Understand my dilemma?	Room: I have traveled clear from Skara
N: Alas.	N: Too bad.	Brae.
Y: Good.	Y: Of course, if it came down to	Skara Brae: The rune of our city is
	it, I hope I would do it!	missing!
Name: Alkerion		Know ye of the rune?
Look: an old ragged man	Name: Jude	N: It is not in Skara Brae.
Job: I am a peasant, I hear many	Look: a ragged soul	Y: It is the key to the shrine of
things.	Job: To redeem myself!	spirituality!
Health: I am old and weak.	Health: Ailing.	
Hear: What does thou wish to know?	Redeem: I will not speak of my sin!	Name: Mischief
Stone: The stone of sacrifice is orange in	Skull: I used it!	Look: a happy tinker
color and used in the altar rooms	If I help thee wilt thou swear to	Job: This and that.
of love and courage!	only use it at the mouth of the	Health: O.K. I guess.
	abyss to destroy it?	This: And that...
Name: Azure	N: Oh.	Rune: The rune of sacrifice is hard to
Look: a tinker at the table	Y: It can be found at lat-P'F"	get. It lies within the fires of the
Job: I carve runes.	long-M'F" on the darkest night!	forge!
Health: O.K.		Hast thou the rune?
Rune: I carve runes for passage into the	Name: Julia	N: Return when thou dost find it!
shrines!	Look: an agile tinker	Y: Then ask of the stone!
Dost thou seek a rune?	Job: I care for the poor.	
N: I see.	Health: Well.	Name: Shentis
Y: Which?	Poor: Within this house are many poor	Look: a rotund tinker
Sacrifice: Ask my sister, Mischief.	and desperate souls.	Job: I welcome thee unto Minoc, city
	Wilt thou help?	of sacrifice!
Name: Bob the Beggar	N: Bum.	Health: OK.
Look: a sickly little man	Y: I would join thee.	Sacrifice: Self-sacrifice is a needed virtue!
Job: I have none, help me.	Care: Self preservation is the first rule	Virtue: Avatars strive to be virtuous.
Health: I am very sick, help me!	of nature; self sacrifice the	Dost thou strive for virtue?
Help: I need money to cure my	highest rule of grace.	N: An avatar thou art not!
sickness.	Join:	Y: Then perhaps thou shalt
Sick: I have terminal leg rot?		become an avatar!
Hast thou any money?	Name: Linda Sue	
N: Then join me and we can beg	Look: a small muddy girl	Name: Singsong
together!	Job: I'm an undernourished beggar	Look: a cute bard
Y: Then please share it with me!	girl.	Job: I sing songs!
	Health: I am hungry.	Health: Very well indeed!
Name: Damon	Hungry: I have not eaten in days.	Sing: I sing songs!
Look: a meek shepherd	Could thou spare a nibble of	Song: Very well, the raven sings, the
Job: I stand here and think.	food?	raven saw and in the corn he
Health: Fine.	N: Oh, I see.	sayeth 'CAH'.
Think: Oh, just about things.	Y: I would greatly appreciate that.	Dost thou like it?
Can't a man just think to himself?	Food: Oh, thou art a kind soul!	N: Too bad...
N: Oh, yes I can thou		Y: Thanks.
bandersnatch!	Name: Merida	
Y: Well I hope so!	Look: a wandering tinker	Name: Zircon
Mantra: Listen to the bard's song for in its	Job: I seek the wisdom of the shrine of	Look: a seasoned blacksmith
verse lies the key!	sacrifice.	Job: I forge weapons.
	Health: Been better.	Health: Quite well.
Name: Gimble	Shrine: But first I need the mantra!	Weapons: I make the very best.
Look: a fading man	Know ye the mantra?	Seek thee a weapon?
Job: I shall die soon.	N: The shrine is on a lake to the	N: Hmmm.
Health: I am barely conscious.		Y: Ask at the counter!
Die: I suffer from a tsetse byte!		Mystic: Ah, yes, the mystic weapons, and
Conscious: I will soon sleep forever.		armour, my greatest work! Those
Could thou spare a gold piece so I		I gave unto Sir Simon and Lady
may buy a last drink?		Tessa.
N: I am saddened.		

WAYFARERS
INN

POOR
HOUSE

FORGE

THE IRON
WORKS

The Town of Minoc

Latitude: B' E", Longitude J' P"

rune of sacrifice in black fire field
Julia the (red) Tinker will join

Name: Aristotle
 Look: a dignified paladin
 Job: I search for honor.
 Health: I am well.
 Honor: Dignity consists not in possessing honors, but in deserving them.
 Dignity: Honor no one, but honor itself!
 Art thou honorable at all times?
 N: Strive to be as such.
 Y: That is impressive.

Name: Dergin
 Look: a soulful fighter
 Job: I seek a place to rest.
 Health: Tired.
 Rest: I have quested long and hard.
 Quest: I seek enlightenment at the shrine of honor!
 Art thou enlightened in honor?
 N: Thr shrine lies to the south and west beyond the swamps!
 Y: Good.

Name: Dupre
 Look: handsome fighter *[really a paladin]*
 Job: I am towne leader.
 Health: Very well.
 Leader: 'tis an honor!
 Dost thou try to live honorably?
 N: Fool!
 Y: It is a constant quest. Honor is like finely polished armour.
 Without constant care, it will soon tarnish!
 Join:

Name: a guard
 Look: a big guard
 Job: We guard the gate.
 Health: Excellent.
 Gate: Into and out of Trinsic.
 Guard: 'tis an honorable job!
 Dost thou strive to bring honor upon the peers?
 N: Dolt.
 Y: Dupre, the leader of our towne, joins many honorable quests!

Name: a guard
 Look: a strong guard
 Job: To guard.
 Health: Guarded.
 Guard: Guarding.
 Strong: Guard

Name: Kline
 Look: a searching paladin
 Job: I seek entry to the shrine of honor!
 Know ye the requirements to enter and use the shrine?
 N: What dost thou think?
 Y: What are they?
 Health: Well.
 Rune: A man named Winthrop knows of the rune!

Mantra: The mantra is 'SUMM'.

Name: Lexington
 Look: a shining paladin
 Job: I am warlord of Trinsic.
 Health: Superb.
 Warlord: I have solved many quests!
 Quest: The solving of quests brings me honor!
 Strive ye for honor?
 N: Oh.
 Y: Then solve quests but attack not non-evil creatures, and get not others *[sic]* gold!

Name: Publius
 Look: a sleepy fighter
 Job: I drink a toast to honor!
 Health: Tired.
 Honor: What is left when honor is lost?
 Nothing: Right, take honor from me and my life is done!
 Dost thou strive to live an honorable life?
 N: No honor, no meaning!
 Y: Honor gives greatness.

Name: Quix
 Look: a wandering mage
 Job: I seek the skeleton!
 Health: Adequate.
 Skeleton: It knows a great secret!
 Secret: About the purple stone of honor!
 Dost thou have the purple stone?
 N: Seek it for it is very useful!
 Y: Use it wisely!

Name: Rignore
 Look: a strong paladin
 Job: I am the welcomer.
 Health: Extra good.
 Welcome: Yes, welcome to Trinsic city of honor!
 Honor: Wisdom on the virtue of honor is found throughout this towne.
 Dost thou seek this wisdom?
 N: This is the wrong place!
 Y: Enter and find thy path.

Name: Sailor Sam
 Look: an ugly sailor
 Job: I sail the seas of Britannia!
 Health: A bit waterlogged.
 Seas: My specialty is navigation.
 Is it thy specialty?
 N: Thou must not own a sextant, eh?
 Y: Good show mate!
 Sextant: Go to the pub in Jhelom and ask

of sextants.

Name: Skitle
 Look: a bony skeleton
 Job: I hail from dungeon deep.
 Health: What do you mean?
 Dungeon: I come from the dungeon 'Shame'!
 Stone: I have seen the purple stone used in the altars of love and courage!
 Ever been there?
 N: It holds items thou shalt need.
 Y: Good.

Name: Swindrik
 Look: a tall wizard
 Job: I cast spells.
 Health: Fully healed.
 Spells: Spells of great power.
 Dost thou cast spells of great power?
 N: Dost thou know their main ingredient?
 Y: What is the most powerful reagent?
 Mandrake: Ask at the Folley tavern of mandrake.

Name: Terrin
 Look: a cowering child
 Job: I ran from the bull!
 Health: Scared!
 Bull: A big one, with long, pointy horns!
 Is it gone yet?
 N: Save me!
 Y: Whew, I thought it would get me!
 Rune: It is buried in the southwest corner of towne.

Name: Virgil
 Look: a mystic wizard
 Job: I create magical fields.
 Health: I am well.
 Field: Poison is my favorite.
 'tis it thine?
 N: Well I don't care!
 Y: Bravo!

Nightshade: Nightshade may be found only near lat-J'F" long-C'O" only on the darkest of nights!

Name: Winthrop
 Look: a scruffy merchant
 Job: A trade in rumors.
 Health: A bit ragged out.
 Rumors: About what?
 Rune: There is a small child who knew named... Terrin.
 Dost thou know him?
 N: Find him and ask of the rune!
 Y: Ask him of the rune.

THE TAP

HONORABLE

INN



The Town of Trinsic

Latitude: L' I", Longitude G' K"

The rune of honor is in the red grass in southwest corner.
Dupre the red paladin will join you.

Name: Ambule
 Look: a grimy beggar
 Job: I beg for but a single gold piece!
 Health: So-so.
 Beg: Oh, please... Oh, please...
 Wilt thou please give me a gold piece?
 (no effect) N: Stingy, I know thou hast many!
 (no effect) Y: Dear kind soul.
 Mantra: Ask the child named Barren.

Name: the Ankh of Spirituality
 Look: a silver ankh
 Job: I keep the secret of the rune.
 Health: Strong.
 Rune: Mantra?
 Om: Search for the rune of spirituality in the treasure chamber of Britannia!
 Hast thou found the shrine?
 (no effect) N: Enter the gate of full moons!
 (no effect) Y: Good!

Name: Barren
 Look: a small child
 Job: No job.
 Health: O.K.
 Mantra: I know it well, it is 'OM'.

Name: Buddha
 Look: a great philosopher
 Job: I teach.
 Health: I am well.
 Teach: When one has pity on all living creatures then is one noble.
 Noble: If one speaks or acts with pure thought, happiness will follow like a shadow that never leaves.

Name: Carlyle
 Look: a wise mage
 Job: I write magic.
 Dost thou believe in magic?
 (no effect) N: I see.
 (no effect) Y: Magic missiles need but 1 part ash!
 Health: Fine.
 Magic: One lives by believing in something.
 Believe: Great discoveries are made by those whose feelings run ahead of their thinking.

Name: Dickens
 Look: a wise bard
 Job: I write stories.
 Health: O.K.
 Stories: Stories are good for the spirit!
 Spirit: Remember, no one is useless in this world who lightens the burdens of others!
 Art thou good in nature?
 (no effect) N: I see.
 (no effect) Y: Be sure thy net good well

exceeds thy net evil!
 Name: Emerson
 Look: an injured man
 Job: I seek the spiritual path.
 Health: I am grievously wounded.
 Spiritual: Spiritual is stronger than any material force.
 Wounded: Nothing can bring thee peace but the triumph of principles!
 Art thou good in spirit?
 (no effect) N: An evil path!
 (no effect) Y: A good path.

Name: Granted
 Look: a hungry beggar
 Job: I beg for food and money.
 Health: I am not at all well.
 Food: To eat!
 Money: To buy food!
 Wilt thou give me food or money?
 (no effect) N: Jerk!
 (no effect) Y: In return I will tell thee that the ankh knows of the rune and my friend Ambule knows the mantra!

Name: Isaac
 Look: a ghostly figure
 Job: I haunt this inn!
 Health: I am many years dead.
 Haunt: The quest is not complete!
 Art thou on the quest?
 (no effect) N: Alas.
 (no effect) Y: Hope!
 Stone: The white stone sits atop the Serpent's Spine. It can only be reached by one who floats within the clouds.

Name: Michaelangelo
 Look: a skilled ranger
 Job: I strive along the path.
 Art thou far along the path?
 (no effect) N: Fear not thou shalt be.
 (no effect) Y: This is good.
 Health: Well.
 Path: Success is a journey, not a destination.
 Journey: May thou always desire more than thou can accomplish!

Name: Mitre
 Look: a radiant ranger
 Job: I am reading the wizard's journal.
 Health: I am fine.
 Journal: It tells of the white stone.
 Stone: It is no longer in the dungeon Hythloth, it is gone!
 Wilt thou try to recover it?

(no effect) N: Too bad.
 (no effect) Y: Ask of the stone at the Tap in Trinsic!

Name: Presto
 Look: a very small wizard
 Job: I cast great big spells!
 Health: Superior!
 Spells: I can cast jinx, kill, and view!
 Dost thou know what these spells have in common?
 (no effect) N: Guess!
 (no effect) Y: What?
 Nightshade: Yes, ask the barkeep at 'The Axe-n-Ale' in Vesper about nightshade.

Name: Romasco
 Look: a short dumpy man with a book
 Job: I am a teacher, I enrich young minds.
 Health: I am fine.
 Teach: I teach of the abyss.
 Know ye of the abyss?
 (no effect) N: Learn!
 (no effect) Y: A word of passage is needed at the last gate!
 Word: Seek Zair the Wise in Paws for more on the word.

Name: Santayana
 Look: a tall ranger
 Job: I carry the light within my heart.
 Health: I am alive.
 Light: The light of philosophy.
 Philosophy: In philosophical minds the familiar excites wonder!
 Dost thou always tread the right path?
 (no effect) N: Few can, but strive to do so!
 (no effect) Y: Doubtful!

Name: Shamino
 Look: a solemn ranger
 Job: I seek the inner light.
 Health: I am well.
 Light: I seek the "one great truth!"
 Truth: That which lies within the codex!
 Join:

Name: White
 Look: a gallant fighter
 Job: I quest.
 Health: Excellent!
 Quest: Many quests are very dangerous!
 Art thou fearless in all thing?
 [sic]
 (hum +10) N: Danger is real!
 (hum -5) Y: Boastful fool!
 Dangerous: I am not afraid of tomorrow; I have seen yesterday and I love today.

HERBS

THE

INN

FOOD FOR

THOUGHT

MYSTIC

HEALER

The Town of Skara Brae

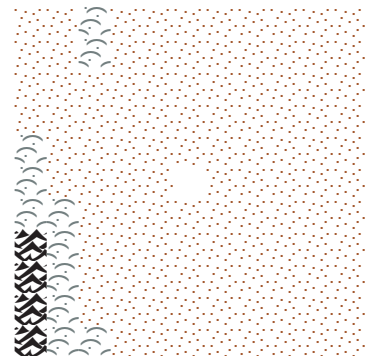
Latitude: I' A", Longitude B' G"

Shamino the (red) Ranger will join

The ghost may not appear immediately. Stay at the inn repeatedly until it does.

The White Stone is at F' A" E' A", usually only accessible by balloon.

However, you can blink north from F' P" E' A" instead (see diagram).



Name: Banter
 Look: a crumbling skeleton
 Job: I once held the silver horn.
 Health: A bit bony.
 Horn: The silver horn must be used to pass the daemon guard of the shrine.
 Shrine: Wierdrum has been to the shrine of humility!
 Seek ye the horn?
 N: Oh.
 Y: Ask Demitry!

Name: Boozer
 Look: a dumpy ghost
 Job: I was once a powerful merchant!
 Health: Hic...
 Powerful: A proud soul surely knows not it's *[sic]* worth!
 Dost thou see?
 N: The world goes on without me.
 Y: The world goes on without me.
 Merchant: My wealth was boundless, I held great power!

Name: Bulbous
 Look: a fat skeleton
 Job: I run this shop.
 Health: Couldn't be better.
 Shop: Why, the food shop of course.
 Can I interest thee in some rations?
 N: I sell only the very best.
 Y: Hmmm, our stock seems to have spoiled....
 Spoil: Well, we're expecting more any day!

Name: Casperin
 Look: a small ghost
 Job: To haunt this shop.
 Health: Feeling a bit translucent.
 Haunt: A lot of haunting goes on round here.
 Know thee why?
 N: Pride!
 Y: Pride is the surest measure of goals never attained!
 Pride: Seek ye the mantra for humility, ask ye Heywood!

Name: Demitry
 Look: a thin skeleton
 Job: I rattle my bones.
 Health: 'bout the same as yesterday.
 Bones: Bones, them bones, them dry bones...
 Art thou dead?
 N: Watch out for Nate!
 Y: Ah, too bad!
 Horn: The queen of love has a lady in waiting, she can tell thee more of

the horn!

Name: Faultless
 Look: a tall ghost
 Job: Oh, I just hang around!
 Health: Been better.
 Hang: I was hung for my sin of pride!
 Art thou proud?
 N: Pride is evil's favorite sin!
 Y: A grave sin!
 Mantra: The mantra for pride, being the antithesis of humility, is 'MUL'.

Name: Ghostly
 Look: a shadowy ghost
 Job: I haunt Magincia.
 Health: Undead in search of peace.
 Peace: Peace I can never find, forever banished unto the realm of earthbound spirits.
 Spirits: Be not proud of thy little deeds lest ye too fall from the light!

Name: Heywood
 Look: a tall ghost
 Job: Haunt eternally.
 Health: As well as can be expected.
 Haunt: Pride goeth before, shame cometh after!
 Art thou proud?
 N: A proud soul surely knows not its worth!
 Y: Thou shalt find shame!
 Mantra: Faultless knows the mantra of pride ask him!

Name: Katrina
 Look: a shepherd
 Job: A survivor.
 Health: Well.
 Survivor: Magincia was destroyed by its pride.
 Pride: Pride flourishes in the absence of truth, love and courage.
 Art thou proud?
 N: Humility is the virtue that must overcome pride!
 Y: Thy efforts are meaningless.
 Join:

Name: Nate
 Look: a mean looking viper!
 Job: I bring death to all life in Magincia!
 Health: Bloodthirsty!
 Rune: The sacred rune of humility was banished from this city. Ask Barren in Paws!

Stone: Those who seek the black stone need ask at the pub in Britain!

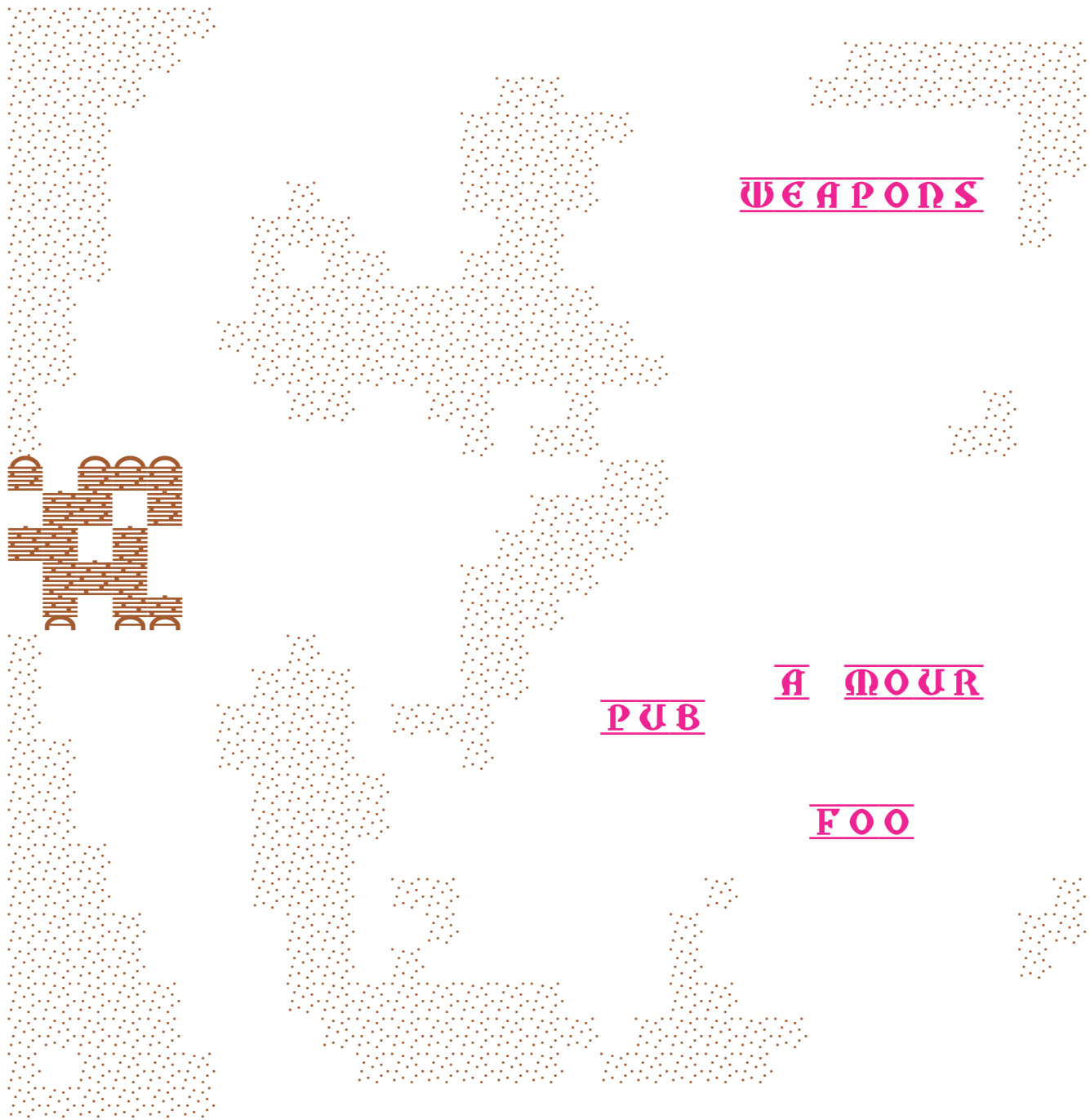
Name: Skullface
 Look: a jabbering skeleton
 Job: I am a nobleman of great birth.
 Health: Most superb.
 Noble: Me and my brother are the last two of the great Meridid family.
 Thou hast heard of us of course, yes?
 N: You must not be from these parts!
 Y: I thought so.

Name: Slim
 Look: a skinny skeleton
 Job: I rattle my bones.
 Health: A bit on the thin side.
 Bones: I did value myself far too greatly, that pride was my downfall.
 Art thou always humble?
 N: Take no pride in humility, lest ye destroy it!
 Y: Doubtful.
 Pride: A terrible thing!

Name: Ruskin
 Look: a blue ghost
 Job: I now try to understand humility.
 Health: Not well.
 Humility: The first test of a great soul is humility!
 Dost thou seek to know humility?
 N: A shame.
 Y: Thou shalt need the rune!
 Rune: Ask the snake of the rune, just before it strikes!

Name: Virtuebane
 Look: a horrible ghostly devil!
 Job: I welcome thee to Magincia!
 Proud city of the high seas!
 Health: Devilish!
 Magincia: Magincia fell unto the realm of darkness for the foundation of their virtue was ill-placed in pride!
 Art thou proud?
 N: Ah.
 Y: Good!

Name: Wierdrum
 Look: rattling bones
 Job: I haunt, and I haunt, and I haunt!
 Health: Haunted.
 Haunt: A haunting job takes more than a lifetime, it takes forever!
 Shrine: Yes, I have been to the shrine, it lies on the north bank in the isle of the abyss!



The Town of Magincia

Latitude: K' J", Longitude L' L"

Katrina the (red) Shepherd will join

Name: Father Antos
 Look: an old druid, who looks strangely familiar.
 Job: I hold great knowledge.
 Health: Old and frail, I've seen many quests!
 Art thou on the quest?
 N: Oh.
 Y: May thou succeed!
 Knowledge: What is it you seek?
 Book: Seek ye the book of truth where other books lie.

Name: Beth Frasier
 Look: a charming lady
 Job: I rule with my Lord.
 Health: Well.
 Rule: This province.
 Province: Our people believe in truth as a way of life and live it to the fullest!
 Dost thou seek truth?
 N: Then thou shalt not find it!
 Y: Then thou may find it!

Name: Catriona
 Look: a strong guard
 Job: To watch the treasures.
 Health: Very good.
 Treasures: The treasures are of great value!
 Value: Yes, much gold.
 Dost thou intend to steal?
 N: Good, you had me worried!
 Y: I shan't stop thee.

Name: Estro
 Look: a short druid
 Job: Research
 Health: Why I am fine, you too I hope.

Name: a fighter
 Job: None now!
 Health: My wounds are grievous!
 Look: an injured warrior
 Wounds: I lost in a dungeon altar room!
 Hast thou seen one?
 N: They connect the dungeons unto each other!
 Y: Notice that each of the three rooms connect to four dungeons each!

Name: a guard
 Look: a sleepy guard
 Job: Guard the gate, guard the baron, guard the baroness, watch the towers....
 Health: Very sleepy.
 Guard: I have been here for hours!
 Hours: Yes, many hours!
 See why I'm tired?
 N: Bum!
 Y: It's hard work and long hours in the baronial guard!

Name: Jon
 Look: a brawny guard
 Job: I guard the throne room.
 Health: Bit tired.
 Throne: Throne of truth!
 Truth: There are four townes that follow the principle of truth.
 Know which?
 N: There are eight possible combinations of the three principles, there are eight cities!
 Y: Good!

Name: Nigel
 Look: a noble wizard
 Job: I teach magical spells.
 Health: Good enough.
 Spells: I have a specialty!
 Dost thou know what it is?
 N: Sorry.
 Y: What do I call the spell?
 Recall: Yes, resurrection it takes ash, ginseng, garlic, silk, bloodmoss, and mandrake!

Name: Palamar
 Look: a wise old sage
 Job: I am an old wizard, but have much to show!
 Health: My bones ache but my mind is sharp!
 Show: Here in my telescope!
 Telescope: Search there by the end, thou shalt find a knob.
 Dost thou see where?
 N: Look!!!
 Y: Set the dial and you shall see!

Name: Robert Frasier
 Look: a stately baron
 Job: I rule this province.
 Health: Very well.
 Province: My Lady Beth can tell thee more!
 Word: I know but one of three syllables.
 Dost thou wish to know it now?
 N: Perhaps another time.
 Y: It is 'ver'! Seek ye now the other parts!

Name: Scatu
 Look: a tall mage wearing strange armour.
 Job: I advise.
 Health: Well!
 Advise: Thou would be wise to visit the seer often!
 Armour: I wear mystic armour.
 Art thou a partial avatar?
 N: Alas.
 Y: When thou art 8 parts avatar, seek Zircon in Minoc and ask of

Mystics!
 Name: Shylock the Meek
 Look: a pitiful beggar
 Job: I sit and beg oh... please...
 Health: I am cold and sick! oh... please...
 Wilt thou help me? Oh... please...
 N: Oh... please...
 Y: Oh... please...
 Sick: I have the black plague!

Name: Lord Terence
 Look: a tall agile man
 Job: I am the librarian
 Health: I am well.
 Library: Herein is the largest store of knowledge in Britannia except the codex!
 Art thou looking for a particular book?
 N: Feel free to browse.
 Y: Which book?
 Truth: Look under 't'

Name: I am a truth seeker.
 Look: a person lost in thought.
 Job: I seek to know truth.
 Health: I am in a meditative state.
 Truth: The principle upon which I meditate.
 Meditate: Meditate at each shrine for 1, 2, and 3 minutes, then shalt thou know the paths of goodness!

Name: Tymus
 Look: a stately wizard
 Job: To welcome thee!
 Health: Very well, thanks!
 Welcome: Yes, welcome to the Lycaenum, the keep of truth!
 Know ye how many cities follow the principles of truth?
 N: Travel and learn!
 Y: How many?
 Four: The dungeon altar rooms need 4 stones each!

Name: Zajac
 Look: a flighty jester
 Job: To entertain!
 Health: Unhappy.
 Entertain: Ah, not now.
 Unhappy: Because my friend Chuckles won't tell me his secret!
 Dost thou know Chuckles?
 N: He lives in the castle Britannia ask him of his clue!
 Y: Why dost thou not ask him for his clue!

LIBRARY

A

N

E

R

I

O

BRITANNIA

OBSERVATORY

ROB

BETH

HEALER

The Lycaeum

Latitude: G' L", Longitude N' K"

The Book of Truth is at the red chicken wire floor.

Name: Brother Antos
 Look: a wise druid
 Job: I hold great wisdom.
 Health: I am getting old and frail.
 Wisdom: What dost thou ask of me?
 Candle: Thou dost need the candle of love to enter the abyss.
 Dost thou know where to find it?
 N: Meditate on love at our shrine.
 Y: Very good.

Name: Benjamin
 Look: a solemn bard
 Job: I relate love and compassion.
 Health: Fine.
 Art thou well?
 N: Too bad...
 Y: Very good.
 Love: When the three combine in eight ways love alone is compassion.
 Compassion: Of the eight avatar attributes compassion is derived from love alone.

Name: Chinup
 Look: a small but stately child
 Job: I welcome thee unto the Abbey!
 Art thou here in search of love?
 N: Perhaps then the oak grove.
 Y: Perhaps then the oak grove!
 Health: Very well, thank you!
 Oak: There four profession types seek truth!
 Grove: A grove of oak.

Name: Deirdre
 Look: a druid, lost in thought
 Job: I ponder love and justice.
 Health: Fine.
 Art thou?
 N: I see.
 Y: Most good.
 Love: When three build eight, truth tempered by love becomes justice!
 Justice: Justice is one of the eight avatar virtues and derives from truth and love.

Name: Derek the Bard
 Look: a young bard playing a lute
 Job: I am a bard. I sing songs.
 Health: Pretty good.
 Song: Oh, all types.
 Dost thou like this one?
 N: Alas, it was new.
 Y: Thanks, I just wrote it!
 Candle: The candle of love is found in a secret place hidden off Lock Lake!

Name: Diane
 Look: a tall woman
 Job: I counsel those who enter the grove.
 Health: Good.
 Counsel: Herein thou may find insights

into love, within thyself or the others here in the grove.
(continues)
 Name: Diane *(continued)*
 Love: Ask the others.
 Art thou the most loving person?
 N: Strive for love!
 Y: Doubtful.

Name: a gate guard
 Look: a guard
 Job: A gate guard
 Health: Top notch.
 Gate: To the abbey.
 Abbey: Here, in the oak grove many find the meaning of peace and love!
 Art thou saturated with love?
 N: Visit the shrine within the abbey!
 Y: Then thou need not be here!

Name: Humlock
 Look: a mumbling beggar
 Job: I seek salvation.
 Health: Not so good.
 Salvation: I am but a poor destitute beggar I have nothing!
 Will you give me some money?
 N: But I am in most dire need!
 Y: I would be soooo grateful....
 Mumbling: The...ankh... spoke to me!

Name: Lastro
 Look: a solemn ranger
 Job: I follow the spiritual path.
 Health: Most well.
 And thee?
 N: So sad.
 Y: Good.
 Spirituality: My spirituality is not a religion, but a searching to know and improve my own inner being.
 Being: My being is based on my own truth, love and courage.

Name: Life
 Look: an ankh
 Job: I resonate thoughts.
 Health: I exist.
 Resonate: What are thy thoughts?
 Love: Seek ye the candle of love for only with it and two other parts might thou enter the abyss!
 Dost thou have it?
 N: Ask the bard beyond the secret passage!
 Y: Good.

Name: Malchor
 Look: a bold paladin
 Job: I solve quests
 Health: Just now fully healed!
 Quest: My last quest took me near Spiritwood.
 Art thou on a quest?
 N: Oh.
 Y: Best of luck to thee!

Horn: Some say that the silver horn is buried on a small isle off the tip of Spiritwood.

Name: Lady Marcy
 Look: a charming lady
 Job: I rule with my Lord.
 Health: Well.
 Rule: This province.
 Province: Our people believe in love as a way of life and ive it to the fullest!
 Dost thou seek love?
 N: Then thou shalt not find it!
 Y: Then may thou find it!

Name: the pass guard
 Look: a guard
 Job: I guard the passages.
 Health: Fine.
 Pass: There is no danger.
 Danger: Well not compared to a dungeon altar room!
 Hast thou solved the altars?
 N: From them a three part key is gained, needed to enter the chamber of the codex!
 Y: Good.

Name: Lord Robert
 Look: a stately baron
 Job: I rule this province.
 Health: Very well.
 Province: My Lady Marcy can tell thee more!
 Word: I know but one of three syllables.
 Dost thou wish to know it now?
 N: Perhaps another time.
 Y: It is 'amo' seek ye now the other parts!

Name: Suzanna
 Look: a lovely lady
 Job: I am a lady in waiting.
 Health: Overworked!
 Lady: I serve Marcy.
 Art thou allowed to be in here?
 N: Thou should leave!
 Y: I doubt it! Thou should leave!
 Horn: There is a paladin by the name of Malchor. He can lead thee to the silver horn!

Name: Thomas
 Look: a hearty tinker
 Job: I am thinking of love's part in sacrifice.
 Health: Fine.
 Thyself?
 N: Shame
 Y: Good.
 Love: Love of others and the courage to face even death is self-sacrifice.
 Sacrifice: Sacrifice is built upon the motive of love and the ability of courage.



R

Ω

HEALER

Empath Abbey

Latitude: B' O", Longitude A' P"

Mystic armour may be found by an eight parts avatar at the center of the grove.

Name: Sister Antos
 Look: a wise druid
 Job: I have important information.
 Health: Well enough.
 Info: On what subject?
 Bell: The bell of courage is needed to enter the abyss.
 Dost thou have it?
 N: Then ask the fighter Garam for he knows where it lies!
 Y: Very good.

Name: a baronial guard
 Look: a stern guard
 Job: I guard our lord.
 Health: Most good.
 Lord: Senti rules this castle.
 Dost thou wish an audience with Senti?
 N: Then do not disturb him.
 Y: Granted, enter.

Name: Durham
 Look: a tall fighter
 Job: I quest for glory!
 Health: Fairly well.
 Quest: I feel that when on a quest my life has purpose!
 Art thou on a quest?
 N: What a loss.
 Y: Then thy life has meaning!

Name: Garam
 Look: a bold fighter
 Job: I fight with courage!
 Dost thou?
 N: Then train!
 Y: Good.
 Health: Quite well.
 Courage: Courage makes kings out of knaves!
 Bell: The bell of courage lies at the bottom of a deep well at sea found at lat-N'A" long-L'A"

Name: Lassorn
 Look: a wounded sailor
 Job: I am a sailor.
 Health: I alone survived the shipwreck.
 Ship: The H.M.S. Cape.
 Ever heard of her?
 N: She was a mighty vessel!
 Y: She was a mighty vessel!
 Wheel: She went down in the deep waters of the bay in the Cape of Heroes!

Name: Lori
 Look: a buxom guard
 Job: I guard this passage.
 Are thou looking for someone?
 N: Then be on thy way!
 Y: Who?
 Health: So far, so good.
 Durham: He is in the east chamber.

Name: Michelle
 Look: a beautiful paladin!
 Job: I welcome thee to Serpent Castle!
 Health: Very well.
 Art thou well?
 N: Then thou should visit our healer!
 Y: Very good, perhaps thou seeks Senti.
 Senti: He is the lord here, take the west passage.

Name: Noxum
 Look: a spiny nixie!
 Job: I swim the seas!
 Health: Nice and wet!
 Seas: There are many ships at the bottom!
 Ship: A survivor would know where to search.
 Hast thou heard of the H.M.S. Cape?
 N: A great ship!
 Y: She had a magical wheel that would strengthen her hull!

Name: a ranger
 Look: a ranger engrossed in training
 Job: I am training!
 Health: Excellent.
 Training: I train so that I might survive the dungeons!
 Dungeons: I plan to conquer the secret of the altar rooms.
 Dost thou?
 N: Wimp.
 Y: Ask our teacher about the rooms for she knows much!

Name: Roark
 Look: a seasoned fighter
 Job: I fight for Britannia!
 Health: Just healed.
 Art thou well?
 N: Thou hast come to the right place.
 Y: Then strive to find the secrets of the abyss.
 Abyss: The Great Stygian Abyss holds the codex of ultimate wisdom!
 Codex: I know little.

Name: Roderick
 Look: a destitute, stinking beggar
 Job: I cannot work.
 Health: I've lost a hand!
 Hand: It was eaten by a zorn.
 Wilt thou give me gold?
 N: Stingy!
 Y: Thou art kind.
 Orbs: An orb of blue light will raise thy strength, dexterity or intelligence, but at a cost!

Name: Samuel
 Look: a handsome guard
 Job: I guard this passage.
 Art thou looking for someone?
 N: Then be on thy way!
 Y: Who?
 Health: So far, so good.
 Garam: He is in the west chamber.

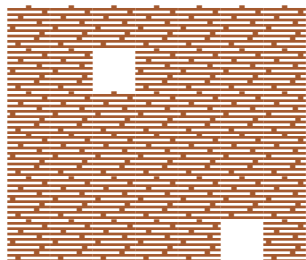
Name: Senti
 Look: a stately baron
 Job: I rule this province.
 Health: Very well.
 Province: Yes, these islands and much more.
 Word: I know but one of three syllables-'cor'.
 Dost thou know the four cities of courage?
 N: They are Jhelom, Minoc, Trinsic and Skara Brae.
 Y:

Name: Shyra
 Look: the training master
 Job: I train warriors to fight with courage!
 Health: Prime.
 Train: Train well and thy courage can grow with confidence.
 Wilt thou train?
 N: Pity.
 Y: Bravo!
 Rooms: In the altar room of courage use the red, orange, purple and white stones!

Name: a treasure guard
 Look: a burly guard
 Job: We guard our lord's treasure.
 Health: Excellent.
 Treasure: This treasure is not for thee.
 Dost thou intend to steal our lord's treasure?
 N: Wise move!
 Y: Fool!

S E N T R I

A C A D E M Y



H E A L I N G

Serpents Hold

Latitude: P' B", Longitude J' C"

Mystic Arms may be found by an eight parts avatar in the training room.

Buccaneers Den

Name: Brigant
Look: a big fat troll
Job: Aw, buzz off!
Health: Shove it!
Did thou hear me?
N: I said shove it!
Y: Then do it!

Name: Boris
Look: an ugly orc!
Job: I smuggle black market items.
Health: Good'n smelly.
Items: Magic keys, magic gems, that sort of thing.
Dost thou need such an item?
N: Ah well, maybe next time.
Y: I just gave the guild shop a new supply!

Name: Capt Black Tavern
Skull: The Cap'n says: If thou must know of that vilest of all things... find the beggar Jude. He is very very poor!

Name: Dancek
Look: a jolly old soul
Job: I am a tinker by trade.
Health: Jolly good, thanks.
Tinker: I create projectile machinery.
Machine: Primarily ship cannons!
Dost thou own a ship! *[sic]*
N: Thou really should get one!
Y: Good odds I built the cannons!

Name: Ignap
Look: a towering wizard
Job: I must warn thee!
Health: Adequate.
Warn: To step into these woods will seal thy doom!
Doom: In there lies the dark side, enter not!
Shalt thou go on?
N: Wise decision!
Y: Evil shall consume thee!

Name: Green Beard
Look: a tall pirate with a green beard!
Job: I'm buying armour for my crew!
Health: Jolly good mate!
Armour: I hope to get some magical plate!
Know where to buy mystic armour?
N: Wish I did!
Y: Where?

Name: Jeremy James Scirlock
Look: a sneaky thief!
Job: At thy service!
Health: Very well!
Service: How about information?
Dost thou seek a special dungeon?
N: I cannot help thee.
Y: Which?

[continues]

Name: Jeremy James Scirlock
[continued]
Hythloth: The dungeon Hythloth can only be reached by a secret entrance in the great castle.

Name: Marsor
Look: a plump merchant
Job: I sell wine!
Health: Great!
Wine: I have good vintages.
Vintages: I own my own vineyards, they are on an isle northeast of here!
Dost thou like wine?
N: Don't know what thou are missing!
Y: Ah, then join me in a glass!

Name: Ragnar
Look: a solemn ranger
Job: I travel.
Health: O.K.
Travel: The lands of Britannia.
Art thou looking for information?
N: Then buzz off.
Y: On what?
Skull: Be warned that if thou dost ever use the skull, except to destroy it, all thy virtues will be lost!

Name: Rankbreath
Look: a tall, muscular, impressive guard
Job: I am a guard.
Health: I am very hungry!
Guard: I guard the city!
Hungry: Yes, I am very hungry!
Art thou here to feed me?
N: Then thou had better run!!!
Y: I am grateful.

Name: Roofus
Look: a mean looking guard
Job: We guard the bridge slime!
Health: What's it to ya scumpuppy!
Bridge: This bridge ya stupid jerk.
Art thou a wise &###!?
N: Then just buzz off!
Y: Thou had best ditch it then!

Name: Sailor
Look: a scruffy sailor
Job: I am a sailor!
Health: Salty.
Sailor: Oh, a sailor's life is the life for me,
Life: As I sail across the bounding sea! The rest?
N: Oh.
Y: And never ever ever do I worry 'bout the weather, for the weather never ever did a thing for me!

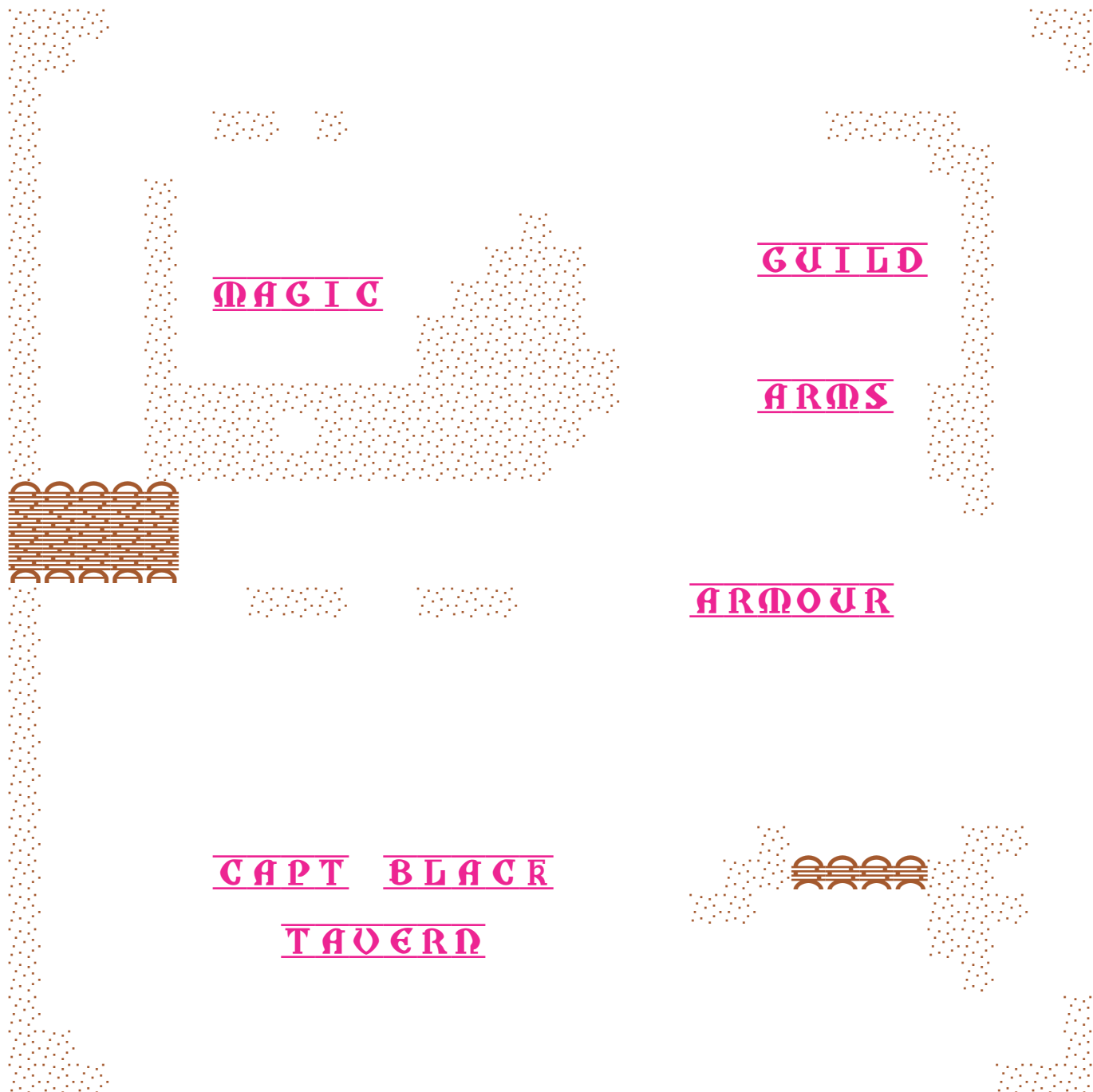
Name: Seanna
Look: a slinky mage
Job: I am a sorceress
My dear friend, may I help you?
N: Ah
Y: How about with thy magic?
Health: I am well.
Magic: How about the sleep spell... sleep... sleep....
Sleep: A sleep spell requires but one part silk! sleep... sleep... sleep...

Name: Silver John
Look: a tall sailor
Job: I'm a pirate matey!
Health: Good enough, eh!
Pirate: We raid the coasts of Britannia, fun eh!
Art thou a pirate?
N: Thou had best leave this place 'fore there's any trouble!
Y: Good matey!
Raid: Pillage and burn!

Name: Slysam
Look: a nimble thief
Job: What's it to thee?
Health: As good as I need be!
Thief: Yea, and clever too.
Clever: Thou dost ask too many questions!
Art thou a thief?
N: Just as I thought.
Y: Oh, I'd better watch out!

Name: Sniflet
Look: a cowering man
Job: I am hiding.
Health: O.K. for now.
Hide: I know something others want!
Something: I... I...
Wilt thou promise to use it only to aid the powers of good?
N: Oh, no.
Y: The lighter than air device that was stolen lies near the dungeon Hythloth!

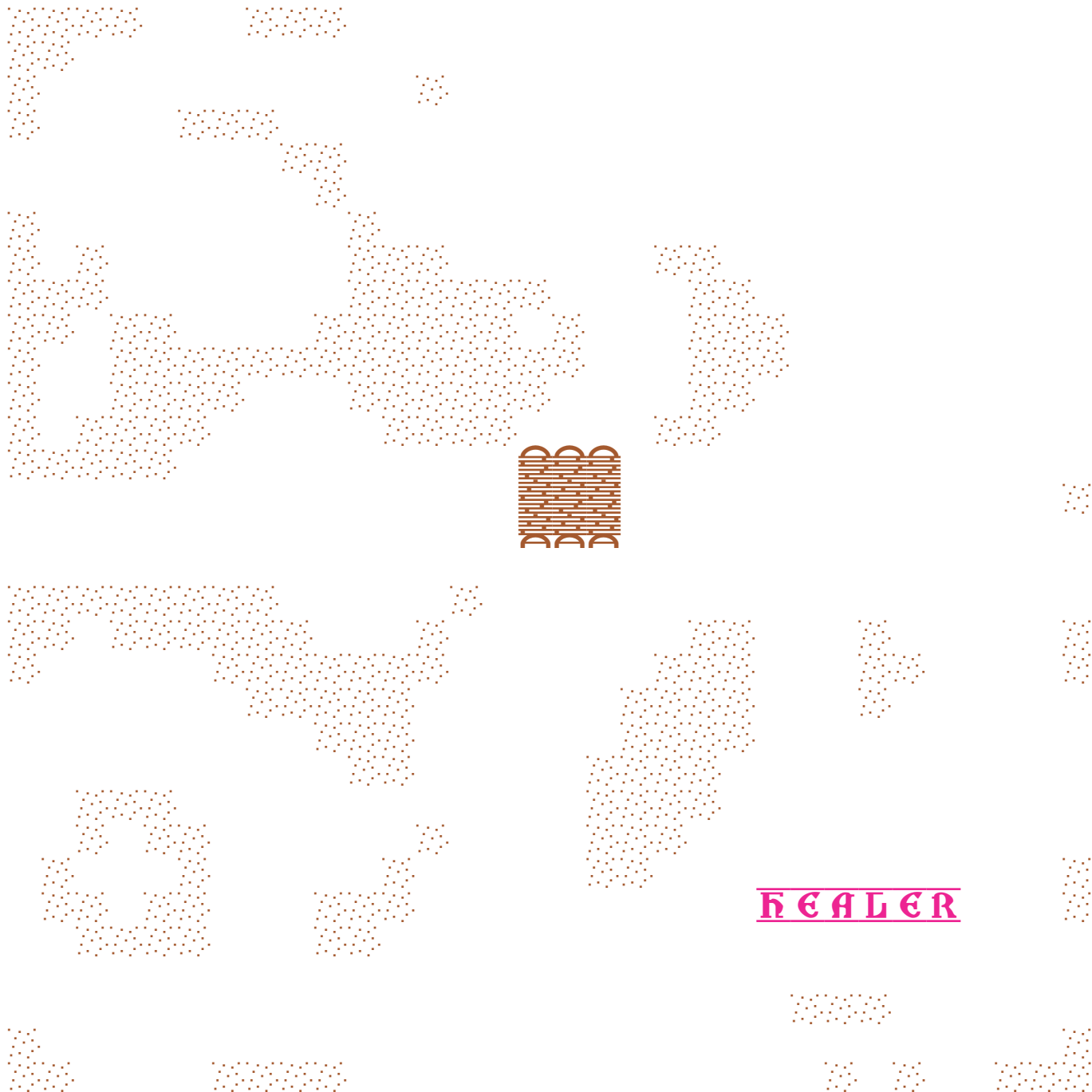
Name: Starlight
Look: a mage dressed all in black
Job: I use black magic!
Health: Dark indeed.
Magic: I cast powerful magic missile spells.
Dost thou?
N: Too bad.
Y: Thou should try my mix of reagents!
Mix: Try one black pearl and one part sulfurous ash!



The Village of Buccaneers Den

Latitude: J' O", Longitude I' I"

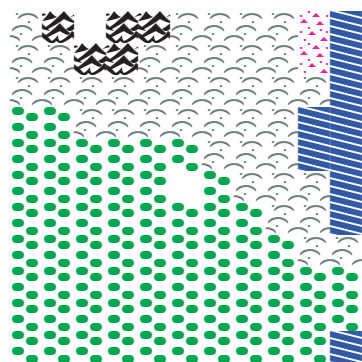
Name: Allen		that one and one is all we long to hear!
Look: a small boy	Name: Frontis	
Job: I know how to enter the abyss!	Look: a small druid	
Health: I am fine.	Job: Welcome to Cove, the hidden city of wisdom.	Name: Rabindranath tagore
Abyss: The abyss may only be approached by ship!	Health: I am well.	Look: a wise man
Ship: The ship must have a magically strengthened hull!	Art thou well?	Job: I speak of love.
Hast thou such a vessel?	N: Visit our healers, I am sure they can help thee!	Dost thou seek to carry love in thy heart?
N: Ask Blissful of the abyss.	Y: Very good.	N: Thou art a fool.
Y: Ask Blissful of the abyss.	Wisdom: Herein is found much wisdom and peace.	Y: Thou art a good soul.
	Peace: Find peace in our shrine.	Health: I am old but strong!
Name: the ankh		Love: In love, all life's contradictions dissolve and disappear.
Look: a shining ankh!	Name: Linda	Heart: Carry love within it!
Job: I resonate with thoughts.	Look: a singer	
Dost thou seek help?	Job: I sing of the children.	Name: Shaman
N: Oh.	Health: Fine.	Look: a tall mage
Y: What are thy thoughts?	Children: All round the world, little children being born to the world.	Job: I study the 'one' thing that is the secret of the codex!
Health: Bright.	World: Got to give them all we can 'til the quest is won, then will the work be done!	Health: Quite well.
Codex: To enter the codex chamber.	Wilt thou help?	Study: I study of the codex!
Chamber: One must be 8 parts avatar, have the key of 3 parts, the word of passage and know the pure axiom!	N: Hmm.	Codex: The one pure axiom is more endless than the changing tides, more eternal than day and night!
	Y: Teach them songs of joy!	
Name: Blissful	Name: Mentorian	Name: Sloven
Look: a majestic seahorse	Look: a tall wizard	Look: an old hermit
Job: I know much of the codex!	Job: I study the magical arts.	Job: I am a recluse.
Health: I am doing well.	Health: Well indeed.	Health: I am well.
Codex: The shrine ankh knows how to enter the chamber of the codex!	Arts: There is truth in magic!	Recluse: I have withdrawn from society.
Abyss: Meditate at the shrines of honesty, compassion and valor for 3 cycles to know how to enter!	Dost thou disagree?	Stone: Only the ghost of Isaac who haunts the inn at Skara Brae can tell thee.
	N: Good.	Hast thou seen him?
	Y: Well then, begone!	N: Stay at the inn until he shows himself!
Name: Charm	Gate: Since thou dost bear the ankh I shall tell thee. A gate spell requires ash, pearl, and mandrake root!	Y: Ask him!
Look: a fair sorceress		
Job: I ponder the key to the axiom.	Name: Merlin	Name: Spellbind
Health: Well enough.	Look: a mystical wizard	Look: a slender mage
Key: To the axiom.	Job: I use magic.	Job: I know of the codex.
Axiom: The 1 pure axiom encompasses all things.	Dost thou study magic?	Health: Well indeed.
	N: Too bad.	Codex: One must know the combination of three principles of virtue!
Name: Circe	Y: Best of luck with thy studies!	Combination: The combination of the three principles of virtue equals the measure of time and space!
Look: a wise mage	Health: Fine.	
Job: I teach of the axiom.	Stone: The black stone is caught in a moon gate!	Name: Brother Zair
Health: Well.	Gate: Stand where the gate of both moons dark shall appear. Search when the moons go dark!	Look: an old druid
Axiom: The whole of the axiom is greater than all its parts!		Job: I sit and watch the river.
Parts: The measure of unending love, the limitless courage needed to face all obstacles, the truth which encompasses all things!		Health: I am well.
		River: It flows endlessly.
Name: Draconian	Name: Paul	Agree?
Look: an old druid	Look: a strangely familiar bard	N: Indeed.
Job: I teach the relation.	Job: I play of love.	Y: Good.
Knew ye this?	Wilt thou listen?	Word: The kings of the castles which represent the three principles of virtue each know but one syllable of the word of passage!
N: Learn the towns and castles!	N: Too bad.	
Y: Very good!	Y: About love.	
Health: I am well.	Health: I am well.	
Relation: There are eight possible combinations of truth, love and courage. Each of the eight virtues is one of those combinations!	Love: I light a candle to our love, in love our problems disappear.	
	Problems: But all in all we soon discover	



The Village of Cove

Latitude: F' K", Longitude I' I"

The Candle of Love is at top of hidden passage (red floor).



Out in Britannia, blink east from here to get to Cove without a boat.

Name: Asembly
 Look: a short jester
 Job: I am here to serve thee.
 Health: Jolly good.
 Serve: Well, I can dance and sing!
 Does that interest thee?
 N: Well then, I guess I'm no help at all then.
 Y: Good!
 Dance: And sing, tra la la...

Name: Barren
 Look: a hooded ranger
 Job: I travel the land.
 Health: I am well.
 Land: Britannia.
 Art thou dim?
 N: We shall see.
 Y: I thought so.
 Rune: Search in the hills in the south-east corner of town!

Name: Damsel
 Look: a small druid
 Job: I am here to buy food.
 Health: A bit hungry.
 Food: Yes, I hear they have the best rations here.
 Rations: Rations are used in dungeons.
 Dost thou travel in the depths?
 N: Probably a wimp.
 Y: In the great castle there is a secret entrance!

Name: Francesca
 Look: a tough girl
 Job: I am the stable hand.
 Health: Right good.
 Stable: I saw the way ya dealt with ol' Red Eye!
 Ya haven't come to steal a horse I hope?
 N: Then must be to see Smith!
 Y: Well the master ain't gonna like that much!
 Smith: The talking horse!

Name: Sir Hobie
 Look: a tall muscular knight
 Job: I serve Lord British.
 Health: Tired and hungry but always faithful.
 Faithful: I quest always for Britannia!
 Quest: My quest is to defeat the evils of the world.
 'tis thy quest also?
 N: A shame it is!
 Y: We are as one.

Name: Jingles
 Look: a young mage!
 Job: I seek the wisdom of magic.
 Health: Fine.
 Magic: My master knows the gate travel spell!
 Master: My master is Mentorian.
 Dost thou know him?
 N: He lives in a hidden village in Lock Lake reachable only by ship, ask of the gate spell!
 Y: Good.

Name: Little Jon
 Look: a singing bard
 Job: I sing of Britannia.
 Health: Quite well indeed!
 Britannia: Britannia is a land so fair, to other lands I would not dare!
 I hear that thou art from another world?
 N: Just a rumor.
 Y: What is it called?
 Earth: I hope someday thou may return!

Name: Pix
 Look: a small girl
 Job: What's a job?
 Health: Good, thanks.
 And thee?
 N: Too bad.
 Y: Good.

Name: Sal
 Look: a very large woman
 Job: I am the barmaid I serve the ale!
 Health: Stronger every day!
 Ale: We have the finest brew in Britannia!
 Brew: We serve only Folley on tap!
 Dost thou favor Folley?
 N: Too bad, it's the best!
 Y: A great mug if I may say so!

Name: Sir Simon
 Look: a wise lord
 Job: I am the keeper.
 Health: I am fine.
 Keeper: Of what I cannot say!
 Mystics: Mystics can be found by an eight parts avatar!
 Hast thou attained enlightenment in all eight virtues?
 N: Alas.
 Y: The mystic armour lies in the center of the oak grove!

Name: Smith
 Look: a white stallion
 Job: Oh, not much.
 Health: Good, good.

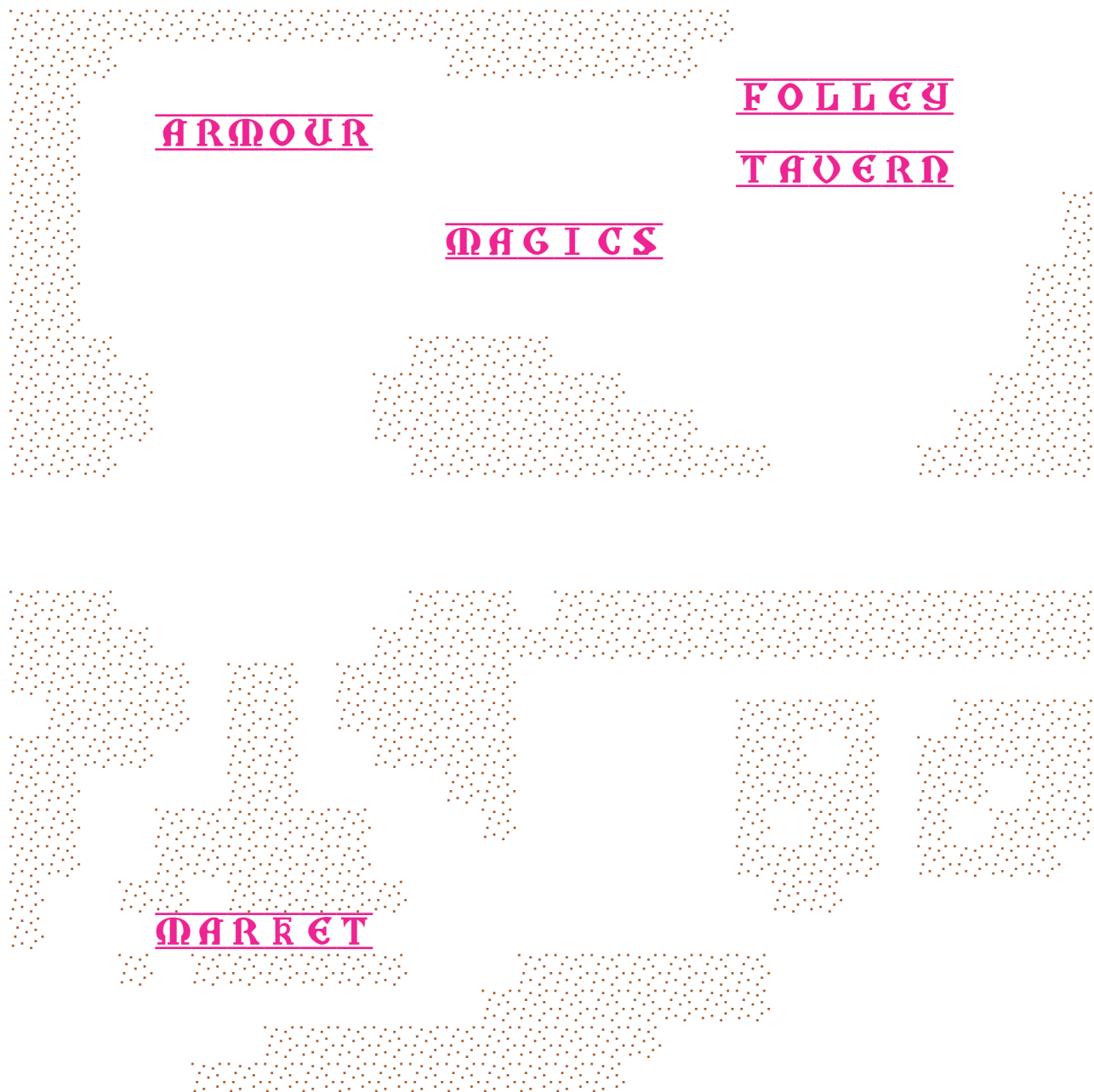
Name: Sven
 Look: a tall burly man.
 Job: I'm a lumberjack, ya.
 Health: Fine, thanks.
 Lumber: Wit' my axe, I can chop'm down quick, ya.
 Axe: It's a big axe, ya.
 Art ya a lumberjack?
 N: Build up those arms, ya!
 Y: Good for you, ya.

Name: Lady Tessa
 Look: a wise lady
 Job: I am the keeper.
 Health: Well.
 Keeper: I cannot say.
 Mystics: Mystics can be found by an eight parts avatar!
 Hast thou attained enlightenment in all eight virtues?
 N: Alas.
 Y: The mystic weapons lie in the training room of Serpent castle!

Name: Wheatpin
 Look: a meek shepherd
 Job: I just sit here.
 Health: Fine.
 Are you looking for something?
 N: I see.
 Y: What?
 Rune: Around there in the nook of the mountains!

Name: Wilmoore
 Look: a very big guard
 Job: I am the chief guard in the village of Paws!
 Health: Excellent.
 Guard: Paws is a great village and we keep it safe!
 Dost thou mean to cause trouble?
 N: Good.
 Y: Then thou had best leave!
 Trouble: Pirates come from an isle to the east!

Name: Zair the Wise
 Look: a man of many years
 Job: I've been near the codex!
 Health: Well.
 Codex: Its secrets are boundless!
 Seen it?
 N: Seek it!
 Y: Wow!
 Word: A three part key and a word of passage are needed to enter the chamber. Ask my brother beyond Lock Lake of the word!



The Village of Paws

Latitude: J' B", Longitude G' C"

The Rune of Humility is in the red hills.

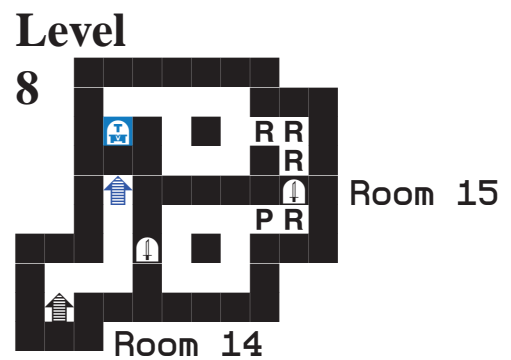
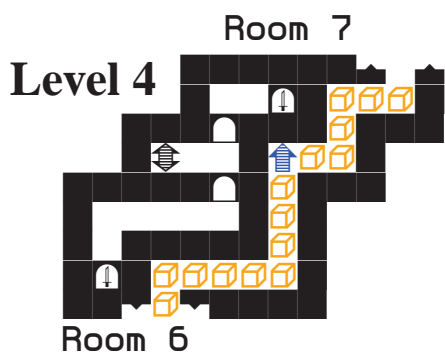
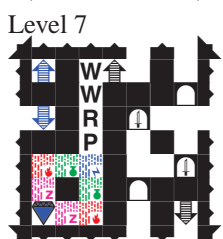
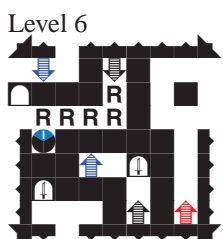
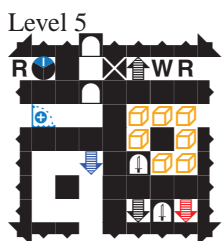
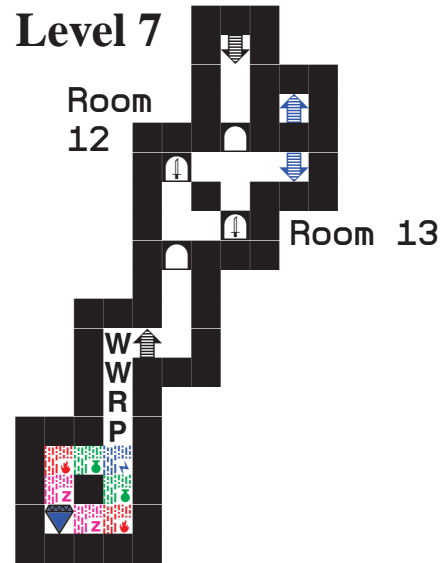
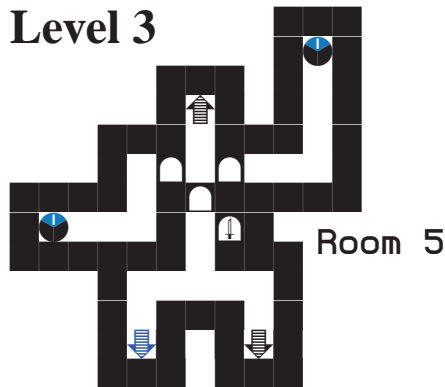
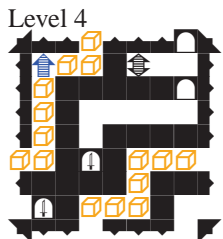
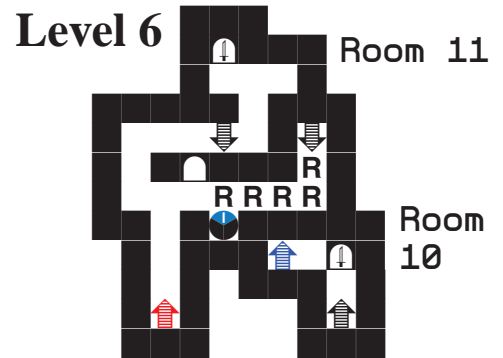
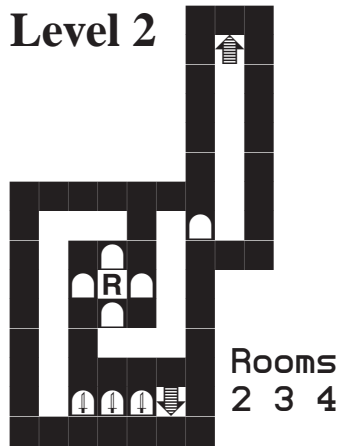
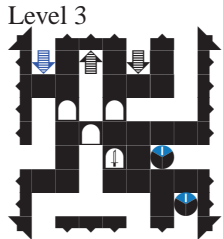
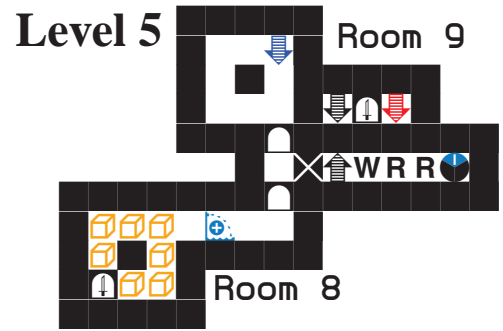
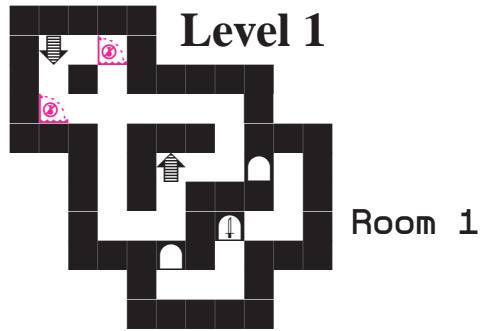
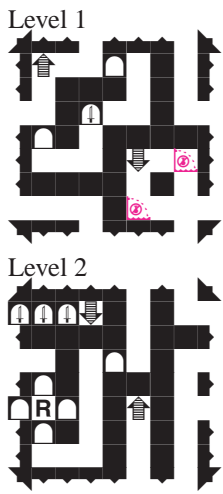
<p>Name: Balthasar Look: a sturdy peasant Job: I am a serf. Health: I'm pooped. Serf: Serfs work hard for little pay! Work: I work the fields for my master! Dost thou have a master? Y: I hope he or she is a kind one! N: Thou art lucky indeed!</p>	<p>Name: Friday Look: a beautiful and impressive guard Job: I shall warn thee against taking this gold! Dost thou intend to take it? N: That is good. Y: That would not reflect well upon thy virtues! Health: I am well enough! Warn: It is not thine! Gold: It is not thine!</p>	<p>Y: Very good.</p>
<p>Name: Corkrin Look: a bold paladin Job: I travel these fair lands to spread the virtues! Health: I am fully healed! Virtues: To know thy progress on the paths of virtue one >must< visit the Seer Hawkwind often! Dost thou do this? N: Thou must or thou may stray! Y: Good.</p>	<p>Name: Gem Look: a fair woman Job: I do humble works. Health: I am doing well. Works: I can help thee with the mantra! Mantra: Since humility is the opposite of pride, so is its mantra! Know ye the mantra of pride? N: When thou dost, reverse it! Y: Then reverse it for humility!</p>	<p>Name: Servile Look: a meek shepherd Job: I can help thee! Health: Well for now. Help: I know of the skull of Mondain the Wizard! Hast thou heard of it? N: It is an evil artifact! Y: It is an evil artifact! Skull: To use it for any reason is a sign of great evil, and no virtue!</p>
<p>Name: Dirgen Look: a wise man Job: I give wise counsel. Health: Well. Counsel: Strive ye to know and develop the virtue within thee. Virtue: The Seer Hawkwind should be consulted >often< for he can see within thee! Dost thou? N: Thou shalt surely stray from the path! Y: Good!</p>	<p>Name: Guard Look: a hulk Job: Ug, me tough! Health: Ug, me tough! Tough: Ug, me tough! Ug: Me tough! Ug, thee tough? N: Ug, me tough! Y: Ug, thee tough!</p>	<p>Name: Shazbot Look: a funny jester Job: Thou thinks I'm funny! Don't thou? N: Ah, too bad, I thought I was. Y: Well good, I try to be! Health: I've a slight tickle! Funny: I dare thee to ask me about Nate the snake! Nate: Well, it's a long story and we haven't the time.</p>
<p>Name: Dyka Look: a tall nimble man Job: I am a thief, I like to borrow! Health: I am very well! Borrow: My favorite things to borrow are horses! Horses: You can steal horses in the towne Paws! Art thou a thief? N: Likely, thou art a wimp! Y: Watch out for the bull in the corral!</p>	<p>Name: Joseph Look: a wise shepherd Job: I am but a humble shepherd. Health: I am well. Shepherd: I am on a pilgrimage unto the shrine of humility! Did thou know that there is no shrine of pride? N: Pride is not a virtue of the avatar! Y: Very good. Shrine: It is on the dark island!</p>	<p>Name: Traveling Dan Look: a rotund man with a hat and vest. Job: Traveling Dan, the tinker man. Health: I am fine, thank thee. Travel: I know the world is round! Tinker: I am here to repair goods at the guild shop. Been to the guild shop? N: Best prices! Y: Great selection!</p>
<p>Name: Flatbush Look: a slender youth Job: I am an apprentice mage! Health: I am very powerful! Mage: I am the Calumny's favorite! Calumny: He lives in Yew! Hast thou been to Yew? N: Calumny knows the quickness spell! Seek him out! Y: Calumny knows the quickness spell!</p>	<p>Name: Plain Look: a small man Job: I seek humility. Health: I am fully healed. Humility: When the 3 principles combine in eight ways pride has no virtue! Pride: To be proud is not a virtue, and so Magincia was destroyed! Humility is the virtue that remains!</p>	<p>Name: Twin Gates Look: a tall mage Job: We welcome thee to Vesper. Health: Well. Welcome: Welcome, unto Vesper! Vesper: Yes, Vesper is a fair village. Hast thou come a long way? N: We are honored by the visit of one on the quest! Y: We are honored by the visit of one on the quest!</p>
<p>Name: Randal Look: a solemn ranger Job: I teach of the shrines. Health: I am well. Shrines: One >must< visit each shrine for 1, 2 & 3 cycles each for thy paths to be clear! Dost thou visit them often? N: Make that the first goal along thy path to avatarhood!</p>		



The Village of Vesper

Latitude: D' L", Longitude M' J"

The Dungeon Deceit



Deceit, Level 1, Room 1
Stepping on chest beneath
mimic releases reaper.

Deceit, Level 3, Room 5
The secret doors do
not do anything.

Deceit, Level 4, Room 7
Stepping on center retracts
bridges; go around with secret
doors. Stepping on lower right
re-extends the middle bridge.



Deceit, Level 4, Room 6



Deceit, Level 2, Rooms 2, 3, 4



Deceit, Level 5, Room 8

Deceit, Level 2, Room 2
Stepping on middle square
closes wall, but stepping on
upper right reopens it.

Deceit, Level 5, Room 9

Deceit, Level 6, Room 10
Stepping on upper right chest releases hydras.

Deceit, Level 7, Room 13
Step on chest to reveal fire fields.

Deceit, Level 8, Room 15
Stepping on middle squares reveals bridges. Range weapons are helpful here!



Deceit, Level 6, Room 11



Deceit, Level 8, Room 14
Step on north bridge to retract it. Step on north floor to reveal secret door.



Deceit, Level 7, Room 12
Stepping on middle square releases skeletons.



Deceit, Level 8
Altar Room of Truth
Deceit

Wrong

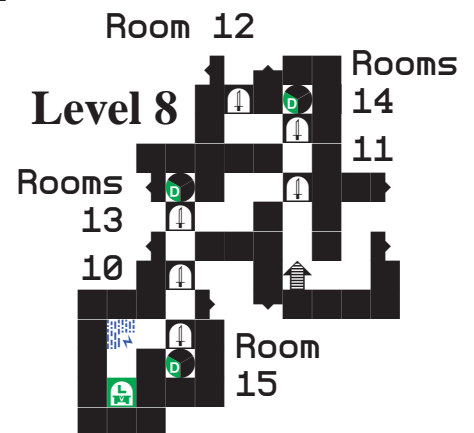
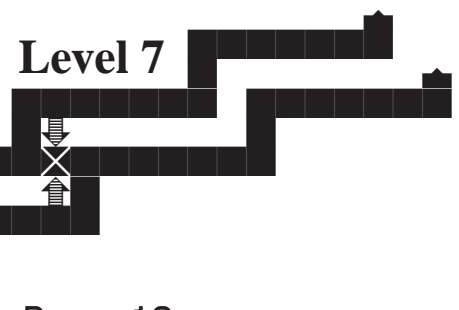
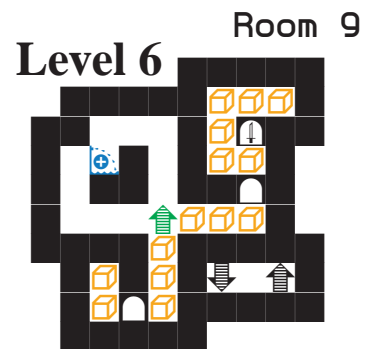
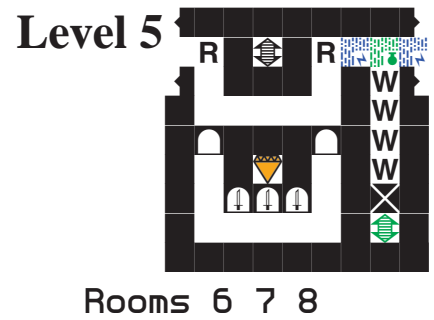
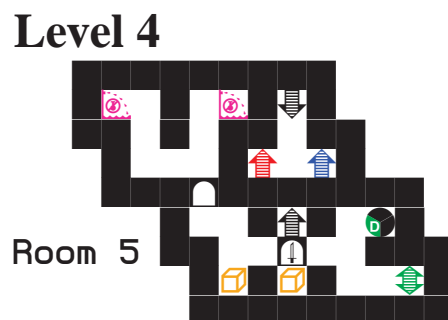
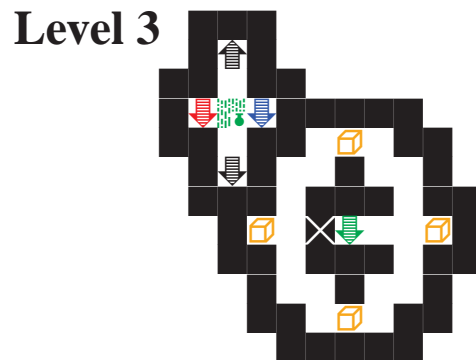
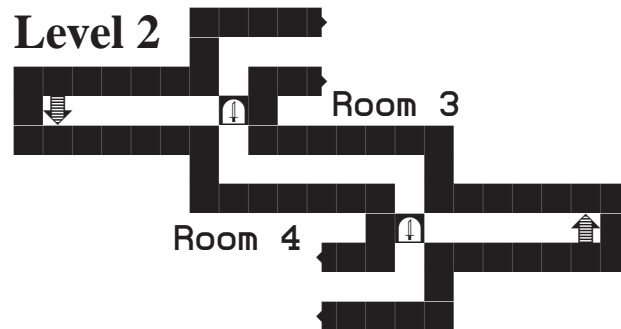
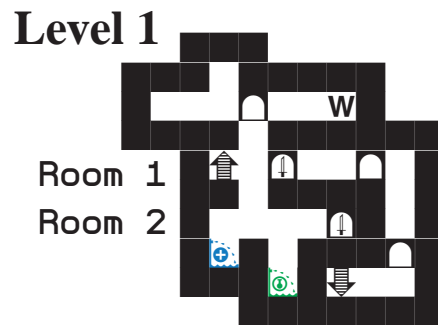
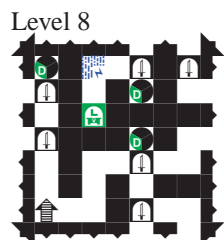
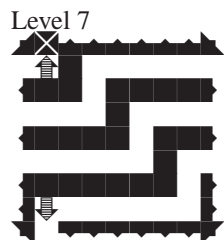
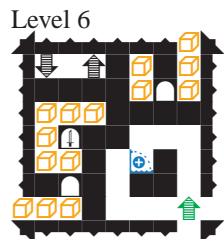
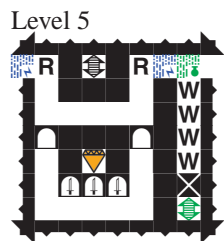
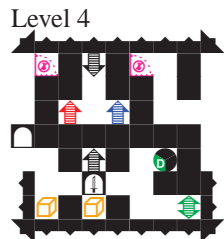
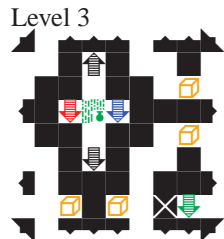
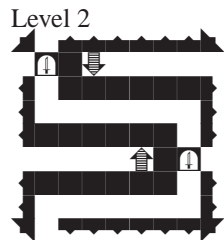
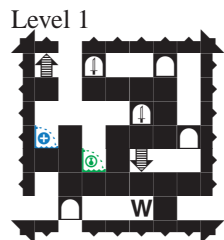


Shame

Hythloth

stones: blue, green, purple, white

The Dungeon Despise



Despise, Level 1, Room 1

Despise, Level 2, Room 4
Stepping on the chests left by gazers retracts the bridge, stepping upon which extends the bridge once more.

Despise, Level 4, Room 5
Step on corners to open corresponding side exit.

Despise, Level 1, Room 2



Despise, Level 2, Room 3



Despise, Level 5, Room 7
Stepping on secret door reveals a second secret door, stepping upon which reveals north exit.



Despise, Level 5, Rooms 6, 7, 8

Despise, Level 6, Room 9
The secret doors do not appear to do anything.

Despise, Level 8, Room 13
Stepping on the secret door
reveals a second, stepping upon
which reveals a third, stepping
upon which reveals west exit.

Despise, Level 8
Altar Room of Love
Despise

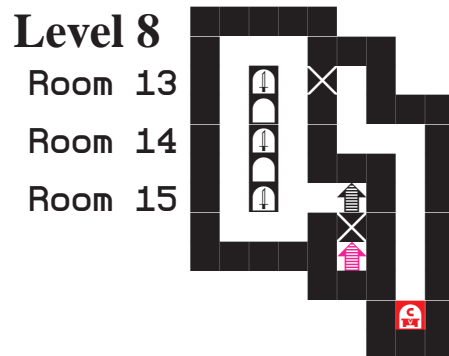
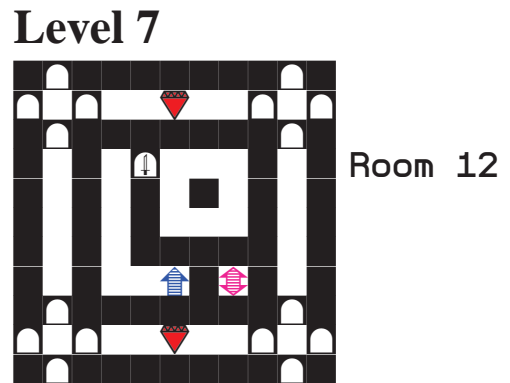
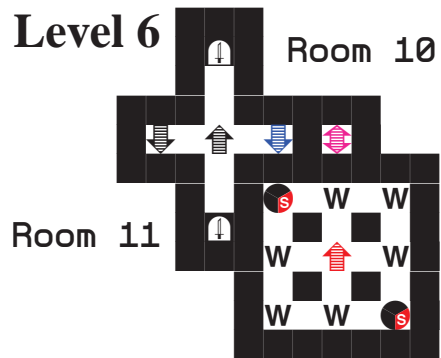
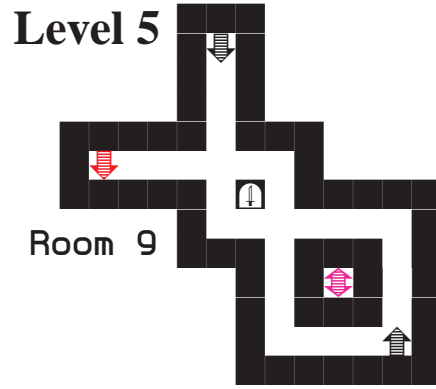
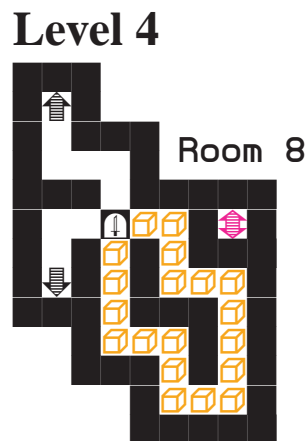
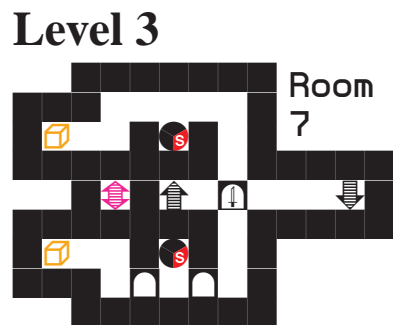
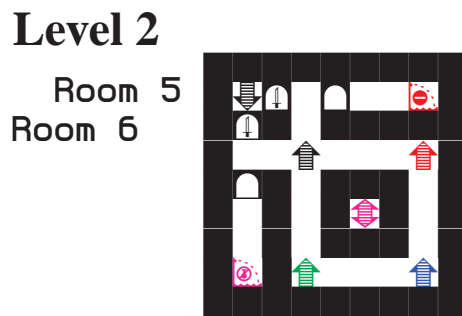
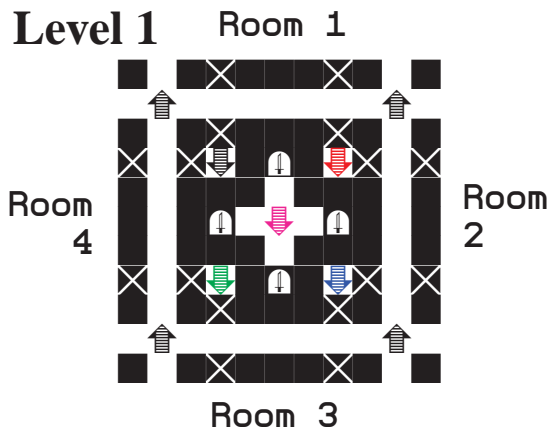
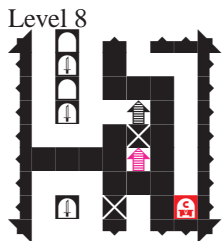
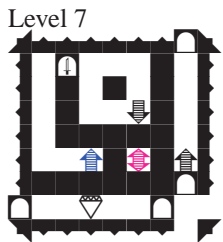
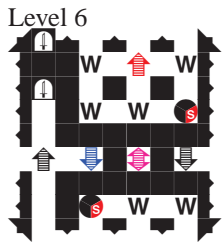
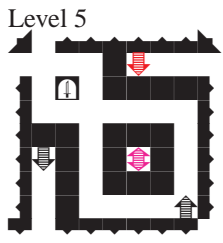
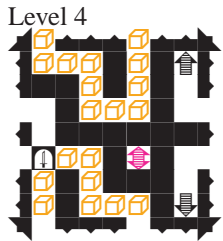
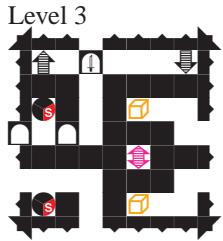
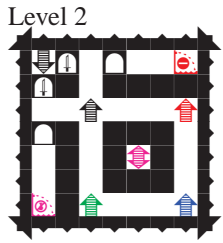
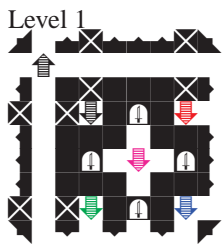
Covetous

Wrong

Hythloth
stones: yellow, green, orange, white

Despise, Level 8, Room 14

The Dungeon Destard



Destard, Level 1, Room 1

Destard, Level 1, Room 3
Stepping on north chest reveals
poison fields.

Destard, Level 3, Room 7

Destard Level 1 Room 2
Stepping on northeast corner
closes north wall; stepping on
southeast corner closes south
wall. Stepping on secret door
reveals a second, stepping upon
which reveals the third and/or
fourth secret doors. Subsequent
stepping on corners will reclose
the appropriate secret door.

Destard, Level 4, Room 8

Destard, Level 1, Room 4

Destard, Level 5, Room 9
Step on chest to release dragons.

Destard, Level 2, Room 5



Destard, Level 2, Room 6

Destard, Level 6, Room 10

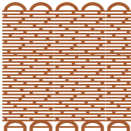
Destard, Level 6, Room 11

Destard, Level 8
Altar Room of Courage
Destard

Covetous

Shame

Destard, Level 7, Room 12
I could not find any enemies.



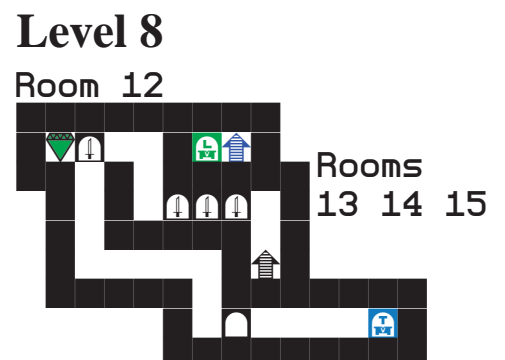
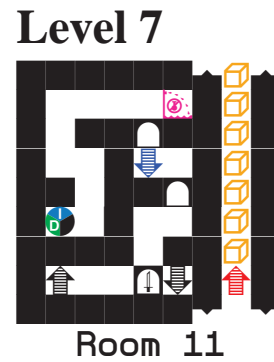
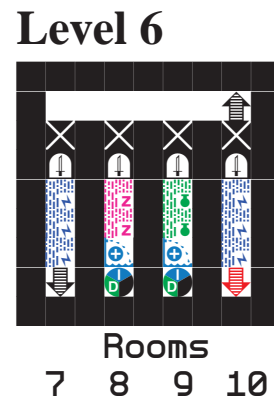
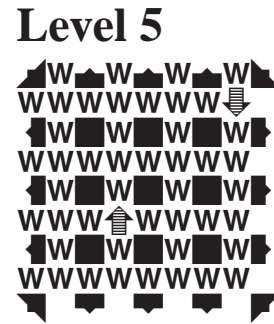
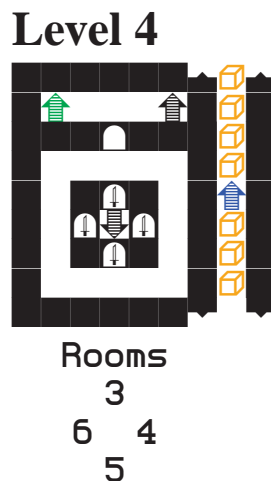
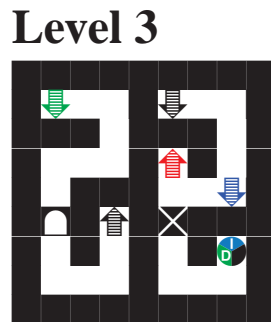
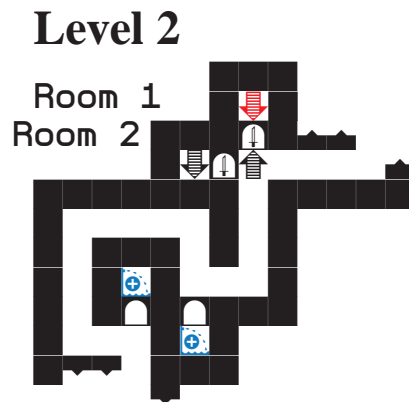
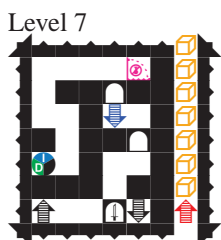
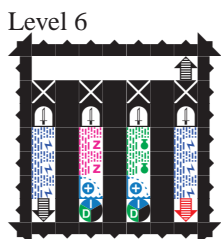
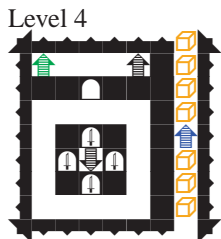
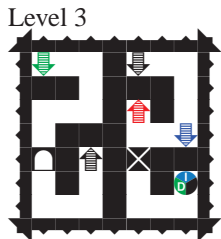
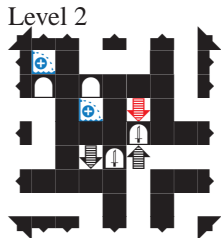
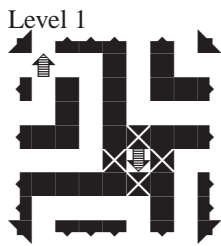
Hythloth

stones: red, orange, purple, white

Destard, Level 8, Rooms 13 & 15
I could not find any enemies.

Destard, Level 8, Room 14

The Dungeon Wrong



Wrong, Level 2, Room 1

Wrong, Level 4, Room 6

Wrong, Level 6, Room 9

Wrong, Level 2, Room 2

Wrong, Level 6, Room 7
Stepping on middle square
opens walls.

Wrong, Level 6, Room 10

Wrong, Level 4, Room 3

Wrong, Level 7, Room 11
Step on corner to reveal east exit.

Wrong, Level 4, Room 4

Wrong, Level 6, Room 8
Stepping on middle square
releases hydras.

Wrong, Level 4, Room 5

Wrong, Level 8, Room 12
Stepping on corner reveals the
west exit.
[not completely mapped]

Wrong, Level 8, Room 14



Wrong, Level 8
Altar Room of Truth
Deceit

Wrong



Shame

Wrong, Level 8, Room 15

Hythloth
stones: blue, green, purple, white

Wrong, Level 8
Altar Room of Love
Despise

Wrong, Level 8, Room 13
Stepping on corner reveals the
east exit.

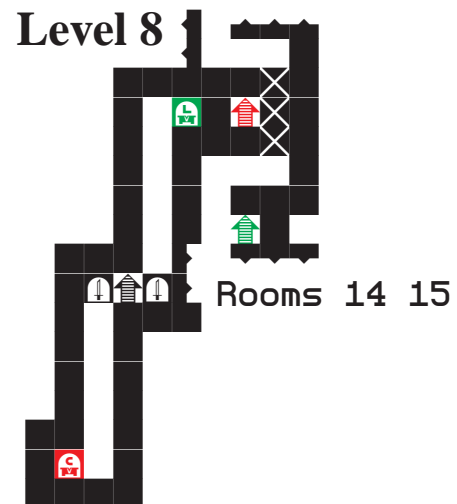
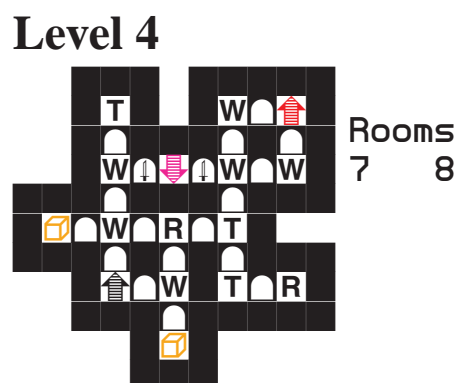
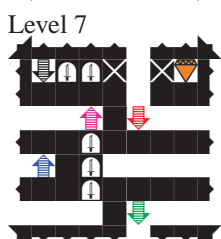
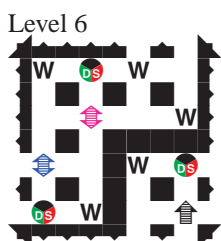
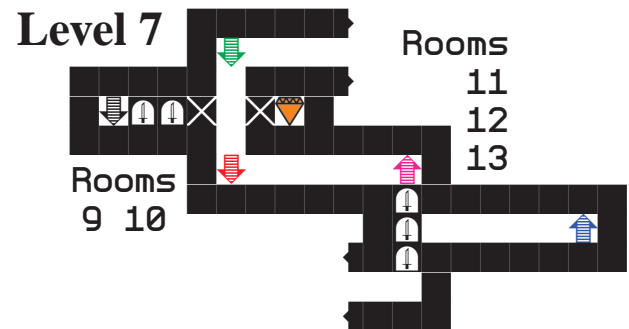
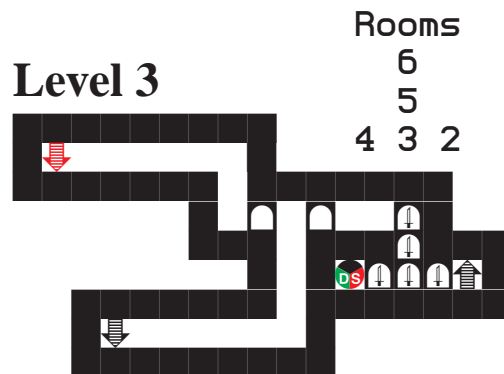
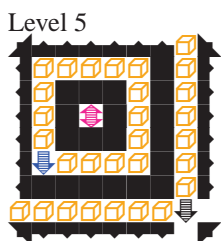
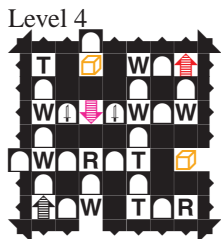
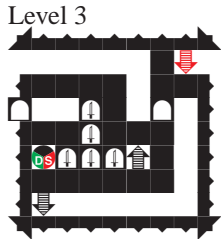
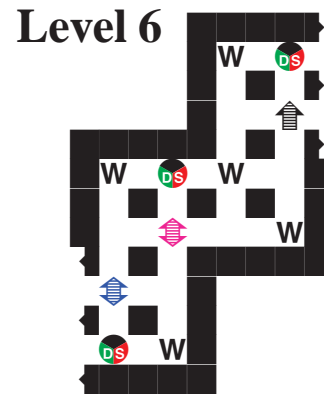
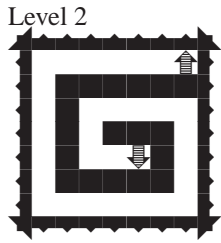
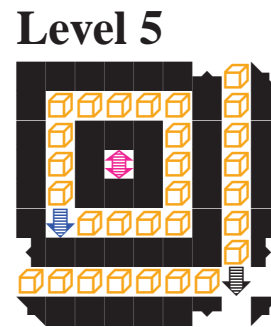
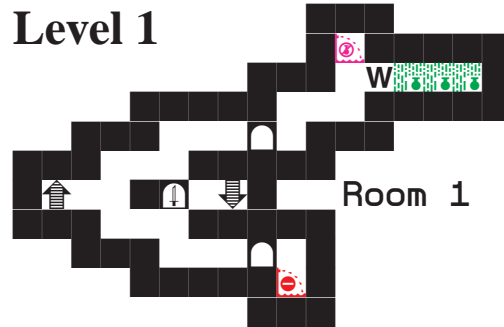
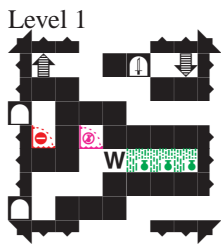
Covetous



Wrong

Hythloth
stones: yellow, green, orange, white

The Dungeon Covetous



Covetous, Level 1, Room 1
The ghosts cannot be killed until
they move off their dead bodies.
Stepping on an indicated square
reveals east exit.

Covetous, Level 4, Room 7
Stepping on corner reveals
east exit.

Covetous, Level 3,
Rooms 2–6

Covetous, Level 4, Room 8
Stepping on secret door reveals
lightning fields, stepping
between which reveals the west
exit. Stepping again on the
secret door will reseal this exit.

Covetous, Level 3, Room 4
Stepping on corner reveals
west exit.

Covetous, Level 3, Room 3
Stepping on corner reveals
north exit.



Covetous, Level 7
Rooms 11–13

Covetous, Level 8, Room 14

Covetous, Level 8
Altar Room of Love
Despise

Covetous

Wrong



Covetous, Level 8, Room 15

Hythloth
stones: yellow, green, orange, white



Covetous, Level 8
Altar Room of Courage
Destard

Covetous

Shame

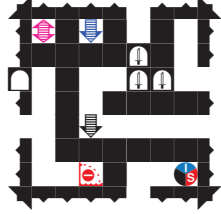


Hythloth
stones: red, orange, purple, white

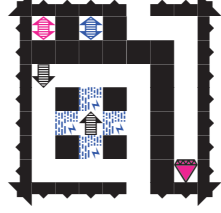
Covetous, Level 7, Room 12
Stepping on west square reveals
east exit.

The Dungeon Shame

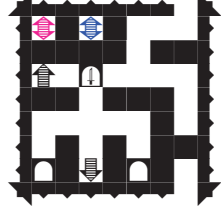
Level 1



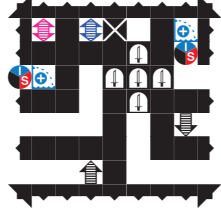
Level 2



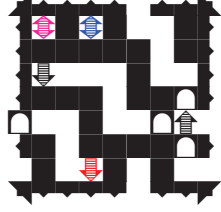
Level 3



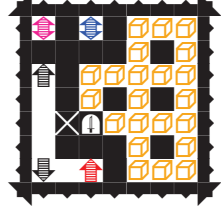
Level 4



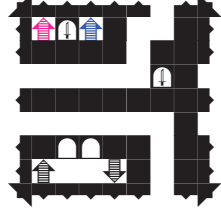
Level 5



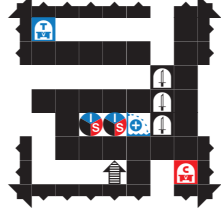
Level 6



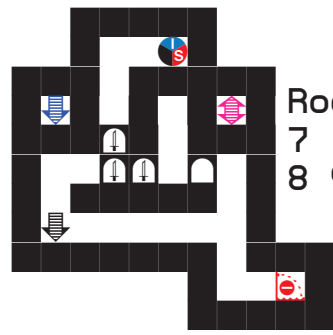
Level 7



Level 8

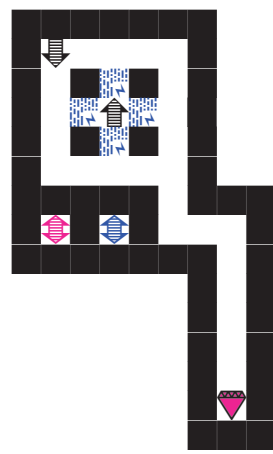


Level 1

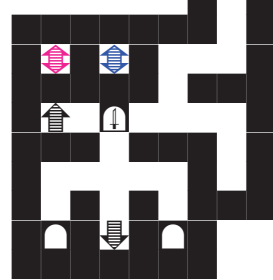


Rooms
7
8 9

Level 2

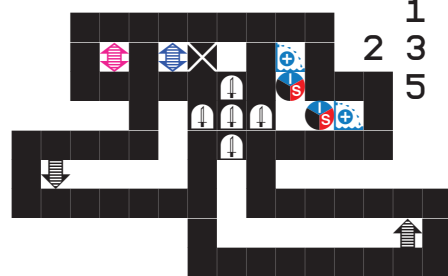


Level 3



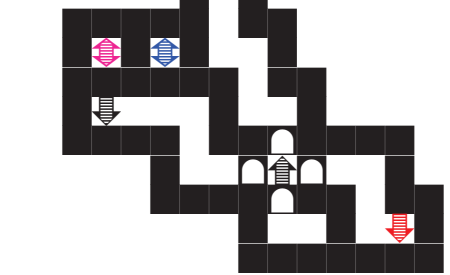
Room 6

Level 4

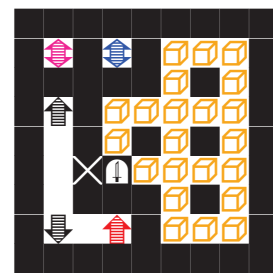


Rooms
1
2 3 4
5

Level 5

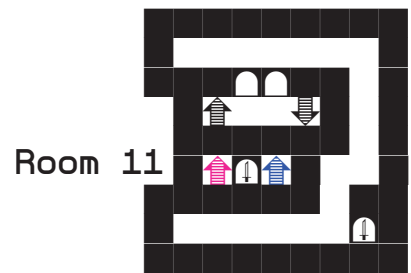


Level 6



Room 10

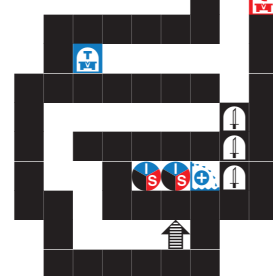
Level 7



Room 11

Room 12

Level 8



Rooms
13
14
15

Shame, Level 4, Rooms 1–5



Shame, Level 1, Room 7
Stepping on square
reveals north exit.

Shame, Level 1, Room 8
Stepping on top square
reveals north exit.

Shame, Level 1, Room 9
Stepping on middle square
opens walls.

THE

CRYPT

THE

CRYPT

THE

CRYPT

Shame, Level 8, Room 13
Stepping on center secret door
reveals west passage.

Shame, Level 8
Altar Room of Truth
Deceit

Wrong

Shame

Hythloth
stones: blue, green, purple, white

Shame, Level 8
Altar Room of Courage
Destard

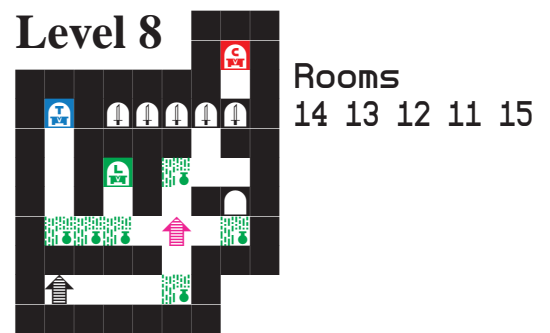
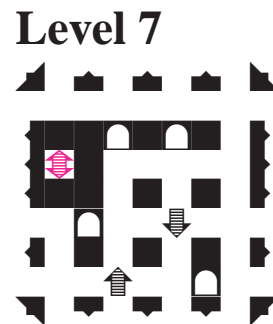
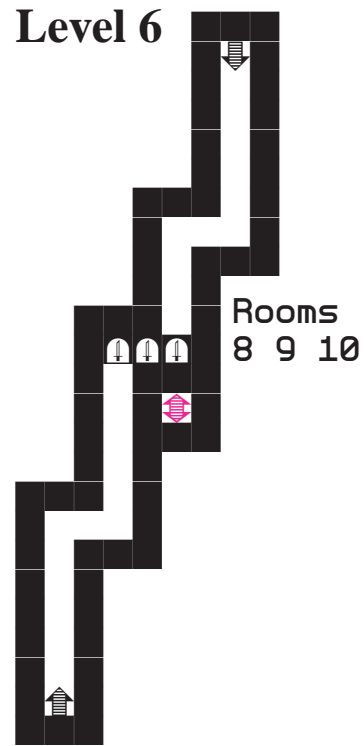
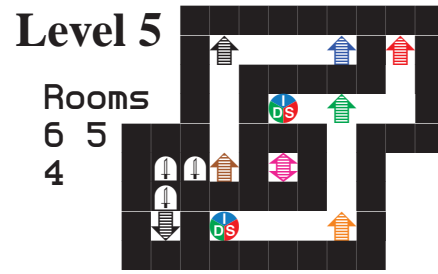
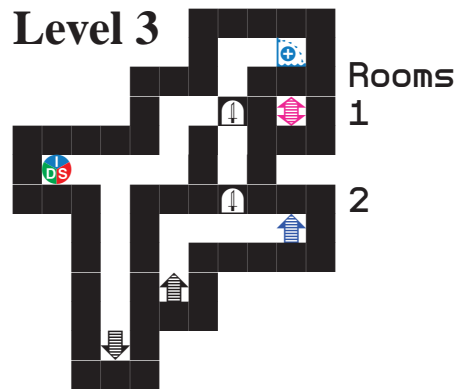
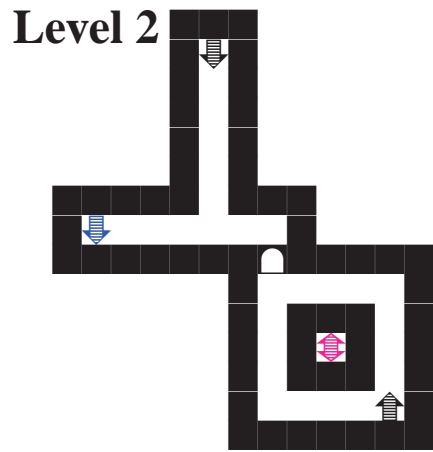
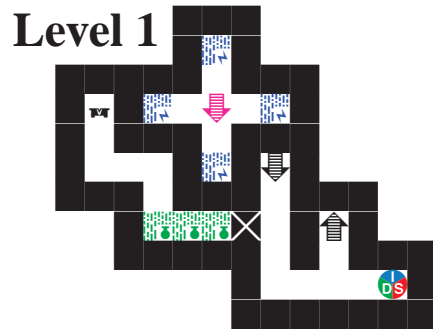
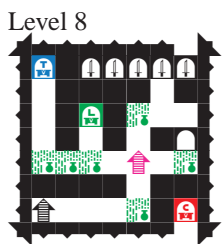
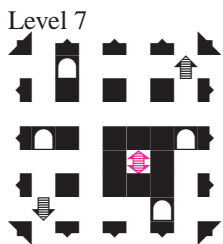
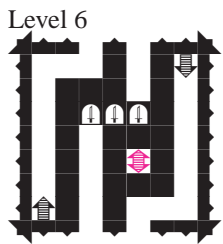
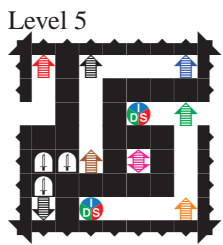
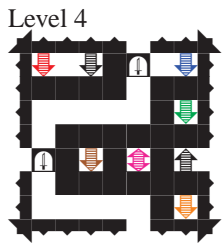
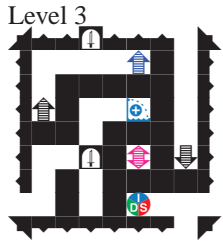
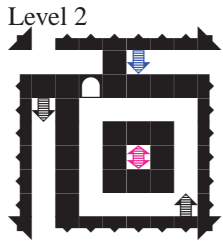
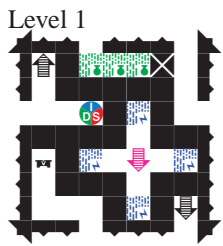
Covetous

Shame

TV

Hythloth
stones: red, orange, purple, white

The Dungeon Hythloth



Hythloth, Level 3, Room 2



Hythloth Level 8 Room 12



Hythloth, Level 4, Room 3

Hythloth Level 8 Room 11
Stepping on secret door
reveals east exit.

Hythloth Level 8 Room 13

Hythloth, Level 4, Room 4

Hythloth Level 8 Room 14
Stepping on a corner
releases demons.

Hythloth, Level 6, Rooms 8–10

Entering Room 8 with only one character put me in a strange location, where I could only exit to north or west, which put me back where I started, and I had to use a Z-down spell. And I could find no other exit from Room 10 with only one character.
[Room 9 is not mapped yet.]

Hythloth, Level 8
Altar Room of Truth
Deceit



Hythloth
stones: blue, green, purple, white

Hythloth, Level 8
Altar Room of Love
Despise



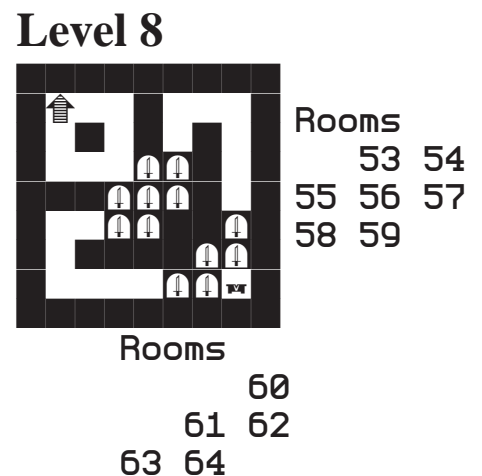
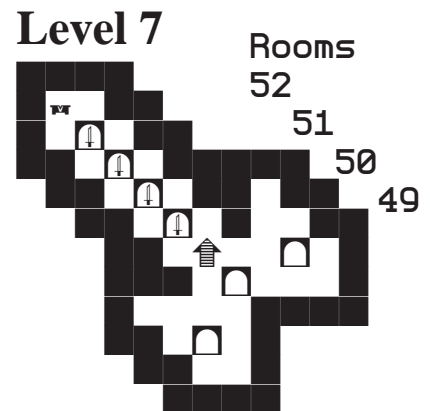
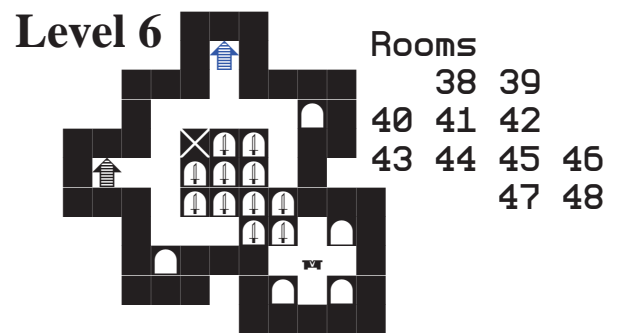
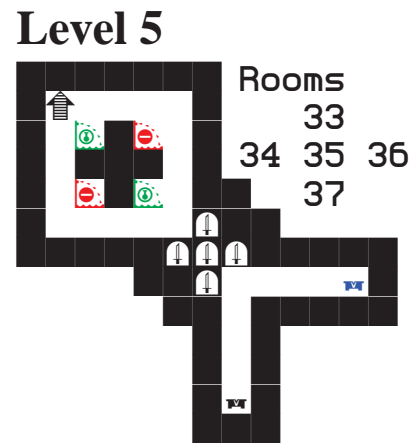
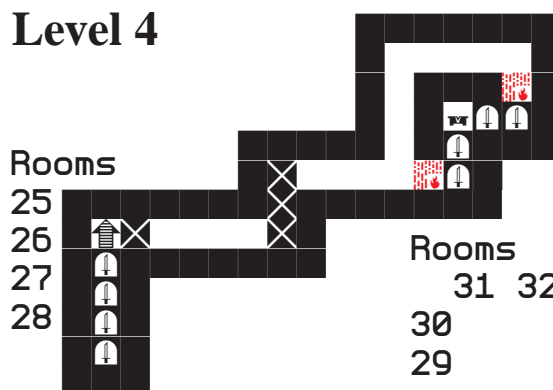
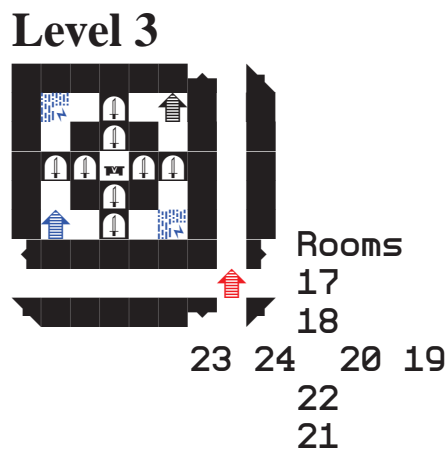
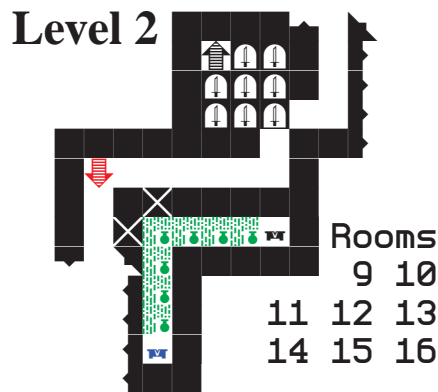
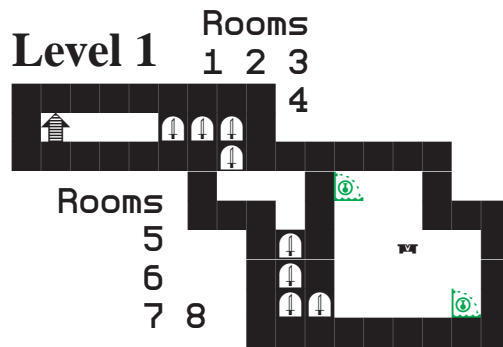
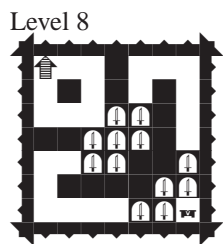
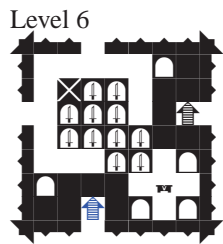
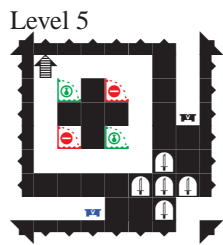
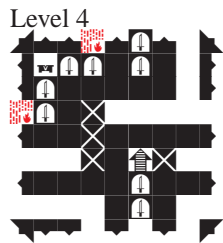
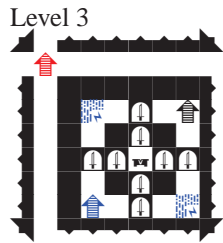
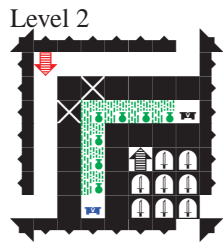
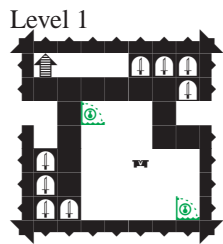
Hythloth
stones: yellow, green, orange, white

Hythloth, Level 8
Altar Room of Courage
Destard

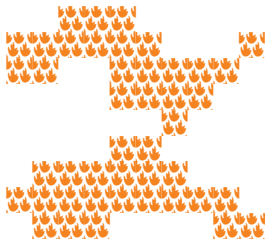


Hythloth
stones: red, orange, purple, white

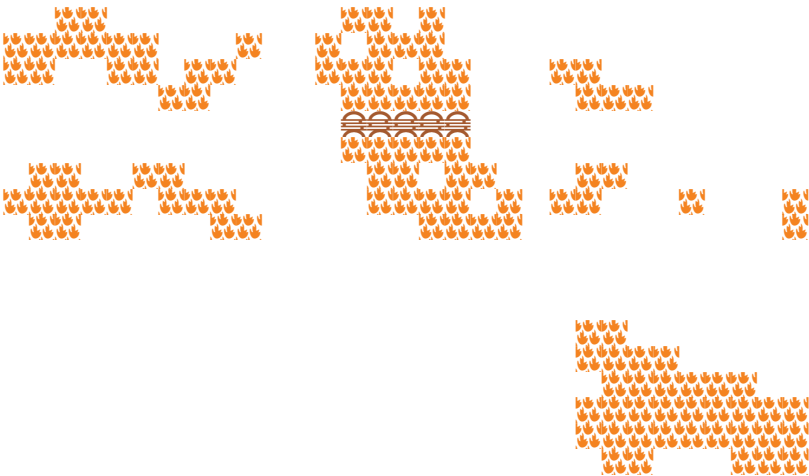
The Great Stygian Abyss



Great Stygian Abyss, Room 1:
Stepping on squares closes lava.



Great Stygian Abyss, Level 1, Rooms 1, 2, 3, 4



Great Stygian Abyss, Level 2, Rooms 9, 10, 11, 12, 13, 14, 15, 16

Great Stygian Abyss, Level 1,
Rooms 5, 6, 7, 8

Room 17: Stepping on center square
reveals eight ornamental-only daemons.

Room 19: Stepping on center square
reveals eight ornamental-only daemons.

Great Stygian Abyss Level 3,
Rooms 17, 18, 19, 20, 21, 22, 23, 24

Room 18: Stepping on center square
releases at least twelve demons.

Room 20: Stepping on center square
releases at least twelve demons.

Room 24: Stepping on center square
releases at least twelve demons.

Room 22: Stepping on center square
releases at least twelve demons.

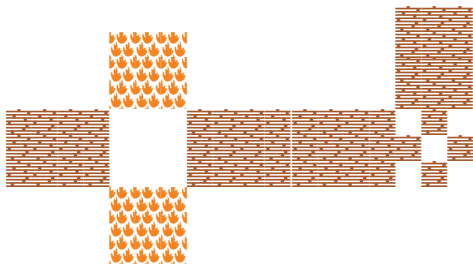
Room 23: Stepping on center square
reveals eight ornamental-only daemons.

Room 21: Stepping on center square
reveals eight ornamental-only daemons.

Great Stygian Abyss
Level 4, Rooms 25–29



Great Stygian Abyss
Level 4
Rooms 29–32



Great Stygian Abyss, Level 5, Room 35

The infamous Reaper Room, one of the toughest rooms due to the many reapers. Keep in mind that they cannot sleep you if you're poisoned, so take advantage of the nearby poison fountains (or Room 36's poison fields) before coming here. You'll take a little extra damage, but this is more than made up for in the ability to stay awake. Also, the reapers can't hit you if you stay behind the walls (they can still sleep you though). I highly recommend the Mystic Armour if you haven't donned it yet. Stepping on corners opens corresponding exits; I suggest going east to avoid Room 37's lava lizards.

Great Stygian Abyss
Level 5, Rooms 33–37



Room 33: Step on niche
to reveal the south exit.

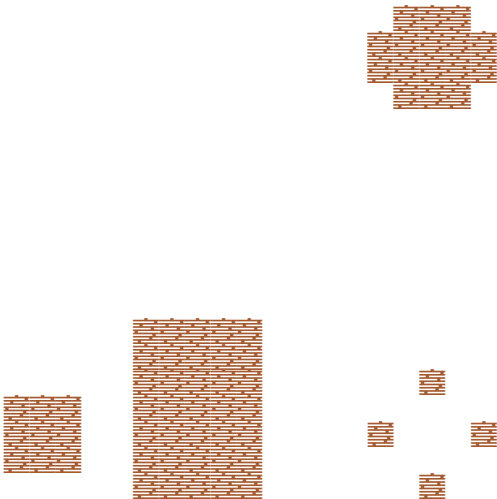
Reaper Room 35

Room 34: Step on niche
to reveal the east exit.

Room 37: Middle flame
field reveals east exit.

Room 36: Middle square
reveals poison fields.

Great Stygian Abyss
Level 6 D9 Room 10
Step on square to reveal
south exit.



Great Stygian Abyss, Level 6, Room 45
Stepping on upper square opens lower
square, stepping on which reveals the
bridge. I suggest going south to avoid
Room 46’s reapers and poison fields.

Great Stygian Abyss Level 6, Room 48
Stepping on a campfire corner releases the corresponding balron.



Great Stygian Abyss, Level 7, Room 52

Stepping on innermost secret door opens corresponding walls (two middle squares counterclockwise from your position). Enter room from the east to save steps.

Great Stygian Abyss, Level 7, Room 50

Stepping on squares at points of center square releases the corresponding hydra.

Great Stygian Abyss, Level 7, Room 51

Step on secret door to open walls. Step on interior corner to reveal north and east exits.

Great Stygian Abyss

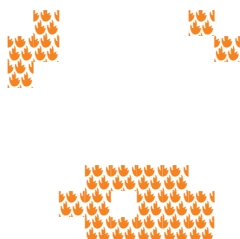
Level 7, Rooms 49–52

Great Stygian Abyss Level 7, Room 49

Stepping on chest reveals lightning fields. Dispelling to north, south, east, and west while on the chest reveals more chests, but I don't know why you'd need gold while in the Abyss.

Great Stygian Abyss
Level 8
Rooms 53–59
Infinity Welcomes
Careful Drivers

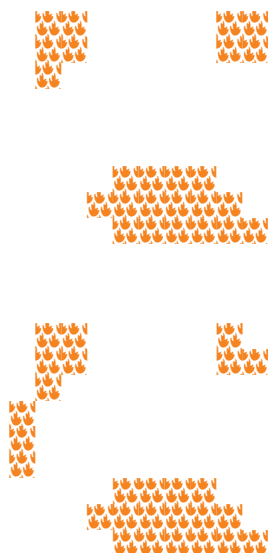
Great Stygian Abyss
Level 8, Room 54
Step on upper right
corner to open lower left,
stepping upon which
reveals north exit.



Great Stygian Abyss
Level 8, Room 56
Stepping on corner opens
passage to opposite exit.

Great Stygian Abyss
Level 8, Room 57
Stepping on corner chest
releases fire fields.

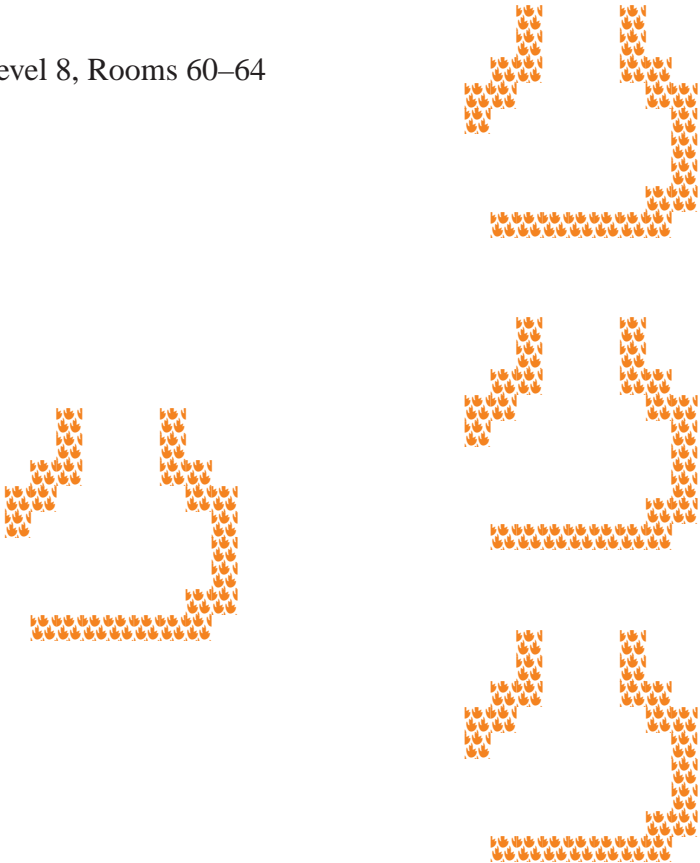
Great Stygian Abyss
Level 8, Room 58
Stepping on lower left square
opens upper right square, stepping
on which opens west exit.



Great Stygian Abyss
Level 8, Room 61
After dispelling the lightning field to fight the enemies, stepping on the revealed poison field closes off the north and west exits, which is just as well since there are only walls beyond anyway.

Great Stygian Abyss, Level 8, Room 62
Stepping on first secret door releases balron with second secret door. Stepping on center square reveals third secret door, stepping on which reveals south exit.

Great Stygian Abyss, Level 8, Rooms 60–64



Great Stygian Abyss, Level 8, Room 64
Stepping on chest reveals north exit and less-obvious secret door, stepping on which reveals east exit.

Warning! Endgame!

The next page contains spoilers for the end of the game, what happens and what to enter to win the game. If you have not already won the game, reading ahead may affect your enjoyment of the game. Caveat Lector!

Use which item:

stone

There are holes for 4 stones.

What colors:

A:blue

B:green

C:purple

D:white

Thou doth find one third of the
Three Part Key!

A:blue

B:blue

Already used!

A:turquoise

None owned!

Use skull

You cast the Skull of Mondain
into the Abyss!

Use bell

The Bell rings on and on!

Use book

The words resonate with the
ringing!

Use candle

As you light the Candle the
Earth Trembles!

Enter The Great Stygian Abyss!

[at Level 1 Altar] Use stone

As thou doth approach, a voice
rings out: What virtue dost stem
from Truth?

honesty

The Voice says: Use thy Stone.

Color:

blue

The altar changes before thyne
eyes!

[at Level 2 Altar] Use stone

As thou doth approach, a voice
rings out: What virtue dost stem
from Love?

compassion

The Voice says: Use thy Stone.

Color:

yellow

The altar changes before thyne
eyes!

[at Level 3 Altar] Use stone

As thou doth approach, a voice
rings out: What virtue dost stem
from Courage?

valor

The Voice says: Use thy Stone.

Color:

red

The altar changes before thyne
eyes!

[at Level 4 Altar] Use stone

As thou doth approach, a voice
rings out: What virtue dost stem
from Truth and Love?

justice

The Voice says: Use thy Stone.

Color:

green

The altar changes before thyne
eyes!

[at Level 5 Altar] Use stone

As thou doth approach, a voice
rings out: What virtue dost stem
from Love and Courage?

sacrifice

The Voice says: Use thy Stone.

Color:

orange

The altar changes before thyne
eyes!

[at Level 6 Altar] Use stone

As thou doth approach, a voice
rings out: What virtue dost stem
from Courage and Truth?

honor

The Voice says: Use thy Stone.

Color:

purple

The altar changes before thyne
eyes!

[at Level 7 Altar] Use stone

As thou doth approach, a voice
rings out: What virtue dost stem
from Truth, Love and Courage?
spirituality

The Voice says: Use thy Stone.

Color:

white

The altar changes before thyne
eyes!

[at Level 8 Altar] Use stone

As thou doth approach, a voice
rings out: What virtue exists
independently of Truth, Love
and Courage?

humility

The Voice says: Use thy Stone.

Color:

black

The altar changes before thyne
eyes!

There is a sudden darkness, and
you find yourself alone in an
empty chamber. (picture 1)

[If you don't have all parts of
the key]

Thou dost not have the Key of
Three Parts.

[If you have all three parts of
the key]

You use your Key of Three
Parts.

A voice rings out: "What is the
Word of Passage?"

amocorver

Thy thoughts are not pure. I ask
again. "What is the Word of
Passage?" [will ask twice more
before denying passage.]

veramocor

[If you don't have all the
companions with you]

Thou hast not proved thy
leadership in all eight virtues.
Passage is not granted.