

would Ankleland, girl hornedec (day of Korne + Nohie)

1st, send her to the rocky stones  
- reach, head

[Ankleland (End of Valley Road)] N forest, W river, E old forest, W forbidden forest.

56 - stones  
prefy, berry (thin husky)  
(kind)

moji  
holmers (sure)  
DUH! (not recommended)

whats...  
where  
follows  
reach

snell  
follsh  
dota

eat berry (+S moji)

reach bush (+ moji; something is very wrong)

{ berries, bread,  
richmond { cheese } }

se [Ankleland (On the Rocky Stone)] platform, N, NW, (Corin to use moji here)

reach stone (names were severed, spirits)

reach world

forest N + NE, E field, July valley, ocean, S her village,  
W forbidden SW + NW forest, N on Ankleland run into cliff, also, turn W  
broken earth. NW cattle, W at ravine, SE, SE corner + fire in eye of stone  
high wall E of cattle (I doesn't want to be a bird; too high!) (what is moji)

n [Ankleland (By the Road)] stairs S, rd W, old forest N, original way. reach world (+S holmers, -S moji)

'Deira' (wolf) w. [Ankleland (End of Valley Rd)] bushes reach

w [In the River (By the Road)] drive -> [Lower Bottom (Here Be Sand)] N

N -> [Lower Bottom (Here Be Sand)] N/S, take slope (+S holmers)  
reflex of a strong sky in a path.

U -> [In the River (Between the Forest)] get black leaf -> beetle.

S -> [In the River (By the Road)] (and go N at End of V Rd) (and go N of Bullwing Field)

N of (Between) -> [In the River (By the Cliff)] cliff N, opening D. (exto S/D)

D -> [Lower Bottom (At the low ground)] rocks, plant, NW in, S back.

W -> [Cave (Entering the Cave)] W into darkness, SE out, lamp is crystal sphere (cracks)  
clear lamp (it brightens)

// x lamp. (sphere brightens it up - moji, heat not to be treated) (thunder of falling rocks)

reach sphere (crystal light, during -> dark, smoke, black white, thunder of falling rocks)

// W [Cave (Choosing the Path)] 4 ways -> main flow N, E back, also NW + SE.

W → [Cave (In the Restless Waters)] (no way but D)  
D → [Caves (In the Galleys of Dead)] bones,  
get bone. ⇒ [Inside an Old Stone Well (In the Gully Water)] (+5 hitman)  
U → [Hall of Severance] meet, wash clean, black oak, roots, u (oak), altar,  
deformed bones. { beetle emerges } x roots (way under?)  
exits (enter here, dub oak, try a trail) x paths (left, right, ahead)

x right path (wide & well-maintained)  
x left path (dark, well-traveled)  
x straight path (too good to be true)  
U → [Well of Severance (In the Black Oak)] d, or follow back. Some  
follow back → [Nightmare's Den] (magic drops by 1) // [reach altar: major -5]

Return home → [Hall of Severance (In the House of Perance)] spiders, straw, manacles, beans  
search straw → skull (pouch, left side shell?) take amulet (+5 hitman)  
wear d (+100 magic) pouch { golden acorn } reach oak (sandy, soft, oak,  
dripps water, silver goblet, wish to give, a wish to hand, time is running out)  
go left (return to tank) // (CFS) follow beetle (Forbidden Forest (Near the Raven Tree))  
fig, 2 paths, raven (+5 hitman) give beetle to raven. (+5 hitman)

take leaf - follow raven (+5 hitman) take leaf [Wasteland (Overlooking the Field of Asper)]  
run to NW. n/nw (change blue), E fld to oak sandy.  
e [Wasteland (By the Circle of Stones)] SE corner fld of debris: stone circle, fire, black  
in center

But: wear amulet repeatedly for (+100 magic)  
// NW → [Castle City] wall enters N, another W, blocks NE, W to ravine, low N into dk  
E to end side, S or SE away. N → [Castle Ruins (In a Stone Counter)] D, N?  
N → (city of ravine) D → [Castle Ruins (In the Grand Chamber)] W going debris, debris SE,  
right an open a statue, digger. // Wasteland (By the Gate Hill) met N; E, S, SE, SW, SE to fld, W to fld  
// N of fire → [Wasteland (By the Petrified Tree)] fossils. reach tree (golden acorn pouch)  
S of City → [Wasteland (Overlooking the Ravine)] E, NE, N are N  
↳ By Gate Hill

w of Ayl → (avoid) / can't go w thru here.  
 throw ball into fire. (+S helms) ~~stick~~ spider. take spider (+S helms)  
 push boulder (+S, fire dies, briefly appear) nothing is being.  
 take black plaque (+S helms) flying insect is great here (CFS) {20 stuck}

E of Between → [Old Forest] squirrel w to river / etc?  
 e [Hall of Elevator] giant oak old man (brong)  
 (glitter green paradise NW or NE around tree)

rock oak: 3 shapes of trees: green, black, + gold; gold fades away; black grows; green covers.  
 NE → [Hall of Elevator (Behind the Oak)] steps in oak, old water sack, dead rabbit,  
 silver plate... take all. u → [Hall of Elevator (In the Giant Oak)] three holes in a row is worms.  
 N along bank? (yellow worm, black worm, red worm) (yellow was chunk of wood) take yellow worm (+S helms)

N → [Sleepwalker's hair] green mist (magic drain) (CFS) before visit drain. {soaking wet too}  
 sleep → sleepwalking at Unholy stones. (not mirror of Roodaba) {soaking wet too}  
 // give rabbit to Deini. take bone. // N → [Caves (Where Bubbles Rise)] NW/S/U/SW?

u → [Caves (Among the Rootless Roots)] NW of Bubbles → [Lower Bottom (Below the Waterfall)]  
 u → [In the River (By the Waterfall)] waterfall NW. NW → [Older's Spire (Behind the Waterfall)]  
 (+S helms) see bank, pillar, silver goblet. a pillar (until big 1/2 way up)  
 pull yellow. put goblet on pillar. push pillar. pull pillar, pour goblet into water sack. close sack.  
 take goblet to NW, sand + rocks.

// SW of Bubbles → [Caves (To the West Waters)] see to further, hole to NW, sand + rocks.  
 u → [Cave of Knowing] carvings - get on ledge.  
 north carvings: 'One great is the left. One great is the dark. One great is the last one that judge, us all.'

(CFS) / put yellow worm on rock, passage S opens (+S helms) S → [Hall of Severance]  
 (CFS) / sleep in Nightmare den → awake on altar  
 // put spear in hand. farm spear. (see open) [Castle Ruins (In the Hall of Mirrors)] ask for torch S,  
 4 mirrors, dead elder, staff, stone + steel pile, +S helms x elder (note, sword)

north mirror + indentator (nature scene)  
(round)

east mirror (as reflector) & indentator (black, greenish, wooden, black)

south mirror (dark + light) & indentator (grey, feathers)

west mirror (cracked) & indentator (massive of black + white beater)

reach steel → barista! // exercise hd. reach elder (no to steel pile, yes to east mirror)

cf-csbb

s (the mirror is grey pipe) → { Eternal Void } (do)

e (the mirror is black pipe) → [Halla Sequence (In the Black Oak)]  
follow bruno (to return)

/x nightmare at H of S.

normal!L won't plant net.

nightmare!L says we need blood to plant the net.

nightmare!L can search grass @ H of S + find a sword.

CRYSTAL AND STONE  
BEETLE AND BONES





