

- President of Sorcerer's Guild sends y by train to find out why the guild in Cordh-am-Croig, headed by meddler Teill Manty has gone incommunicate.

⇒ [Cabin] e. bed, coat, gas lamp, train has stopped i. {phosphor stick} (besides a match) possibly reusable.
 take coat, wear it. light stick. e. [Railway carriage corridor] N/S, lamp, windows e.
 look through windows (snowdrift, night?) N ⇒ [North end of the railway carriage under] door e
 E ⇒ [North end of the railway carriage] N/S, U (≡ N) snow

// [South end of the railway carriage corridor] N/E. // ~~North~~ [Neotric] x carriage.

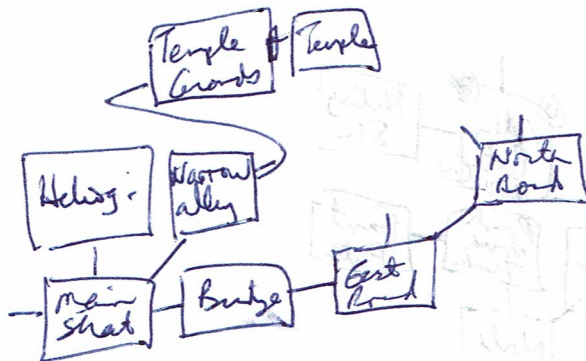
N ⇒ [Below the driver's cabin] N/S/U, wheels, engine, ladder U ⇒ [Driver's cabin] D.
 firebox, engine-driver, coat. talk to driver {Stris a short way up the line; y might walk it if give in a rush} // [End of carriage] // [Front of train] N ⇒ [Railway track]

N ⇒ [Railway track by the station] N/S/E/U. sign CORDH-AM-CROIG. talk to him.

U ⇒ [Station platform] E/W/D. E ⇒ [Ticket Office] out e, stationmaster. talk to him.
 ask him abt guild {Meddling fools. good nature} ask him abt weather {stated 2 mo ago, unrotated}

E ⇒ [Outside Station] N/W. N ⇒ [Station road] S/E. E ⇒ [Main street] N/E/W/NE
 x station. N ⇒ [Heliographer's Guild Office] s. desk, log, charts, woman, plaque
 x plaque ('Guild President') talk to woman. ask her abt weather {he read the sorcerer's guild to keep on str working} ask her abt guild {town just outside town to the E}

E ⇒ [Bridge] E/W, stones. x stones (key). E ⇒ [East Road] N/W/NE. torch, lock door.
 (stick went up to light the torch; key is carry for door) // [Temple Grounds] (Temple of Sotter) E ⇒ [Temple]
 See symbols, statues, cleric



ask cleric abt weather (When gods act, who can withstand?)
a sultan - a sun - a gods - a gold (town is better they're gone)

a heliograph (lesson not to rely on sorcery devices)

pray Σ cleric gives you an amulet on chain; it may help; y wear it / x amulet (center of Sultan).

// NW of N Rd \rightarrow [Stone Circle] SE/D. x stores (figures?)

/ NW of N Rd \rightarrow [Rough Walk Track] N/S/E \leftrightarrow [Faint Path] W bank of sw.

/ NW of RNT \rightarrow [Valley Path] E (flung back by don of H Str) N (too deep)

// NW of Railway track by track \rightarrow [Points] N/S/NE NW \rightarrow [Siding] E/SW

E \rightarrow [Engine shed] w/v. lantern, engine, rafters (lantern is dry oil) x engine, x pipe.

U \rightarrow [Engine area] x levers, x pipes, x valves / x birds.

// NW of Points \rightarrow [End of line] buffers, sw // @ ditch: a guide. // S of km \rightarrow [Rough track] N/S

// @ Helia: a station {they rely on light spells cast by sorcerers}

// @ Faint: dig in pit - body in backpack. x pack { reward to find, punishment if opened }

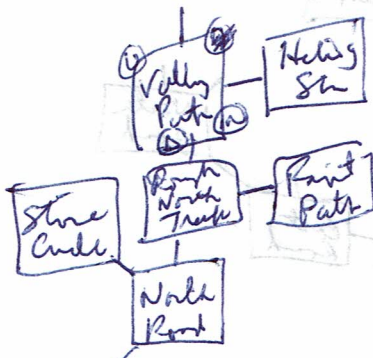
/ give breakfast to woman @ HGO \rightarrow token for woman's guilt wand

// e \rightarrow [Heliograph Station] w=OUT, v. cupboard. Σ goggles: dark lenses, wheel (to turn mirror)

U \rightarrow [Loop of the Heliograph Station] mirror, crystal globe, shatters, wheel (to turn mirror)

turn wheel Σ mirror points to valley up into // y put the goggles back in the cupboard as y leave

// @ [End of line] \rightarrow dig in bank \rightarrow crowbar. // @ End Road: open door with crowbar



N → [Sorcerer's Guild] ~~desk~~ S, U, OUT. desk (drawn - work in bag (pen, notebooks))
read notebook (? can be dispelled using "planes from hell")

U → [Sorcerer's Guild] (too dark) left side → [Laboratory] shelves in bottles + vials + epoxy

table (scrolls, open book in barrier)

take scrolls (Wraith, light, blank), x book (Summon spell)

x light {cast it on an enchanted globe of glass} (not enough light to read it)

x wraith {caster will remain warm even in arctic temps}

// @ Roof (wearing goggles + mountaineer) : cast light spell {avalanche melted}

/ w of Vally Pass → [Mountain Lake] S, E, U. e → [Castle Gate] E/W. {Horns of ice & snow}

cast wraith. e → [Castle Outpost] (the wraith spell protects y from guild's fate)

{the wraith spell doesn't last very long} (Bli: avalanche can 'melt' more than once)

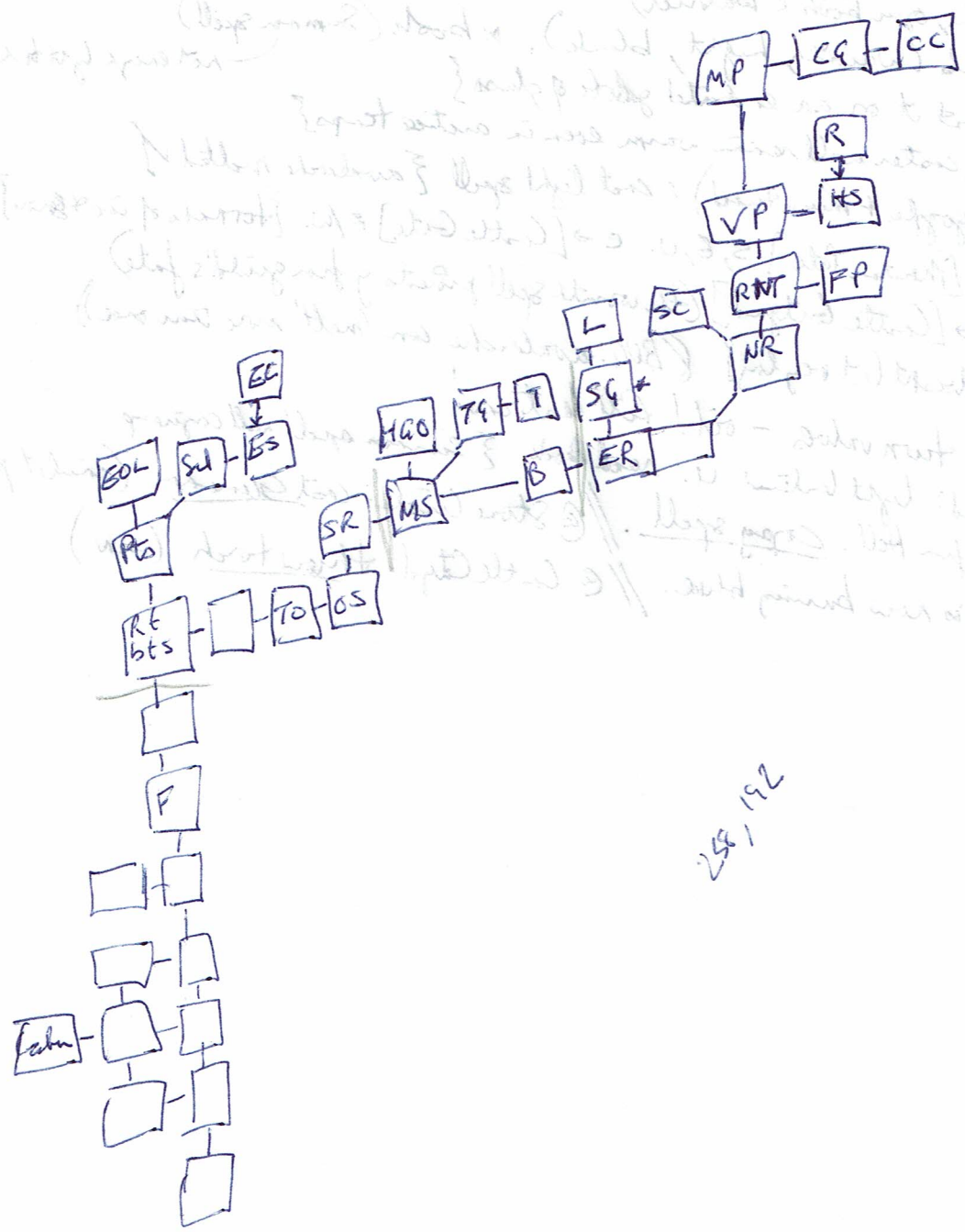
// @ Engineer cabin: turn valves - oil! fill lantern!

@ Sorcerer's Guild: light lantern: u. read book {Summon spell will conjure up

a Nightmare from Hell. Copy spell. // @ Stone Circle: cast Summon (anulet protects

you & torch is now burning blue. // @ Castle City: throw torch (w.r.)

(Handwritten notes at the top of the page, including "2/2" and other illegible text.)



258/192