

[a] Adventurer, [e] hunter, [t] chief, [r] royalty, [d] dragon

HGR088

leaves. 25

2001 Sean Barrett

"Volthar"
Epkhinter (male) ~~Baron Sedmor's~~ Vestillade

~~during four water~~ - get Dragon beam before it's given to Blackhelm

[East-West Rd] ASOUT. (w to Oldtown, E to nicerara, buildings) (switch story)

As Volthar: MEMORIZE spells, SPELLS (list), CAST memorized spell, STORY

x me {Circle only know you as a researcher, not here} i Spell book

x books {gwards, rezrov, ~~the~~ jindak (detest magic), froty, zifnia (summon)}

spells {only gwards permanent} W. (no)

e. [Square] guards, garden (flowers), Sedmor's mansion N, temple E, ? S.

x guard. x garden (sections, flowers potentials)

e. [Before the Temple] gate, windows, ground? x ground (gap, stones)

take stone. x window (none look this way)

learn rezrov. rezrov gate. e. [Temple Payer] windows N to garden.

s of Square -> [North Road] buddies, S to myia shop

open door. rezrov door. S. (dark) n. learn froty. froty store. S.

[Pawnshop] shelves, tables, hangings, door W,

shelves {power spheres, tablecloth, envelope book}

table {kandestick holders, candle}

open envelope {white powder} east jindak in Pawnshop (blue glow west)

open door. W [Pawnshop Back Room]

decaying scroll, chest (dark), glass case (closed (black scroll))

x decaying - in spi (rotation spell) - rotate object

x black - smolpa (invisibility spell)

push chest east. rezrov chest (gilded scroll & six pebbles)

x gilded - az eppo - (teleportation)

n of Square [North Rd] sense key lies, guard, hill, mansion E.

x key lies, jindak (The guard shivers strangely) guard, hi

e (guard stops you (Baron has put a spell of protection over me))

x scroll - recall of ~~the~~ Kiit in Royal Crown's temple of 'justice', its place shifts

bars on outside window

forces might work here.

royalty

Queen Eleanor

orders "GIVE, GIVE AXE TO BOB"
FOLLOW, ARREST, EXECUTE, DISMISS

[Avenue]

x me - Lord Brofogg, Baron Flay, Lady Womishurgel, + guards.

i.e. Peers Taro + Count Hoatno arrive

S of Square [Shabby Rd] open door (ent.)

(Temple Forecourt)

- gate of temple swings open e [2 square corners]

e [Temple of Justice] ceiling, field, hooks, pole
x field (hemisphere of force) x hooks, x pole (runes, claw, dial)
take pole (inappropriate to do that yourself)

Temple guard, give pole to me (I ordered pole secured many yrs ago.

Peeress Kedoyeless has the talisman needed to disable the field)

N of [Inf. Corridor] → [Guard Rm] metal door to Ent.

6 temple guards, panel c 2 levers + 2 knobs. (left / right)

x left lever (push or pull) x knob (turn in either direction)

Tavern to SW of Temple Square?

sw → [Shabby Tavern] Peeress Kedoyeless, tavernkeeper, guards, servants,
ask peeress abt talisman - glass ball put into storage (benches, etc.
in partnership.

Royal guard, break door. S. [Shop] ball, envelope

peeress, give ball to me.

- give ball to temple guard. temple guard, put ball in field (he leaves w, push disappears)
royal guard, give pole to me.

N of Square [Well-Traveled Rd] Ventillado's servant

E → [Plain Rm] Paintings, torches, platform {Dagon Ben}, Baron V, servant

Baron Ventillado, give gems to me (servant needs pole) give pole to servant.

as Adventurer (Adrian)

[Templeway] crate. ABOUT { ASK 2 ABOUT y", "TELL 2 ABOUT y" }
i { brass lamp } x cute (Lennett's seal) x seal.

e [Temple Square] Lennett's coachhouse to NW, Barbig menial to SW.
Droop here to N. Branna + another guard here.

Wallof Lennett's to NW (no entrance)

sw [BMT] spoon i round hole
x tavernkeeper (Dob. You know him)

S -> [South Droop here] S to Beldano's Pawnery.

n -> [North Droop here] ask guard abt Sedmon.

ask guard abt gear (he'll pie me when he finds out what I did. Am in big trouble)

ask guard abt trouble (Barbig; he hooked an item at Beldano's;
remember when Beldano hid key in foyer's gutter.

ask guard abt item (statuette, a figure i its hands clasped together)

[SDL] x gutter (cant see roof from down here)

push crate e. push crate s. stand on crate. (peg gutter + key)
take key. d. unlock door. open door. turn on lamp. s.

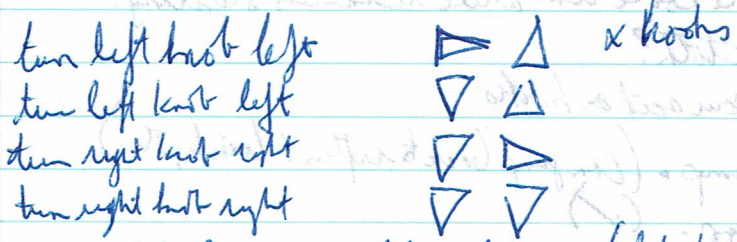
x powder (from oincica plant) - poison to scallows, but harmless on flesh.

e. [Back Room] barrel i liquid. x barrel (acid + statuette) x statuette
x acid (has license from OE). empty barrel (need ^{more} pole in Temple)

e [before the Temple of Justice] gate, window. &

x window (guards gives you bag of coins for key.)

buy key. put powder in key // x window. z. e. [Temple of Justice: Foyer]



push left door. d. hit, dither (left knob retracted, pole fallen)

Take statuette with pole. e. [Display room] platform, gem.

x platform (notch) ask guard abt notch (removable candle)

put candle in notch (don't fit) light candle. put candle in hole. z. (if badgers)

light candle. put it in spoon. z. light candle. put it in hole. turn candle. take gem. ↙

Hilroy

As thief

Yerelda can CLIMB things & JUMP/UP.
carry tools in outfit, which is black & suspended

[Shadowy Mt] crate

i } dagger (worn in ankle sheath), wire (left tunic pocket)
lockpicks (left sleeve), vial of grease (in cloak)

x me - cloak, hood, tunic, leggings, shoes

also - cloak has 2 pockets

x wire - 2 foot (for stringing) x lockpicks, x grease (silence)

climb crate. u [Warehouse Roof] (house to north,

N → [Atop A House] (d/e, chimney)

E → Hillside (N, S, shabby NE) S → [North of Temple Square]

Awning, guards, SE toward temple x guards - backs to temple

(N from Hillside → [Beside a mansion] wall to N has decorative lip. 10' up)

SE from N of Sq → [East of Square] NW, SW, guards at center, gate, windows.

SW [Dead End] (Belkhar's Pawnshop & Sometone Foreign Operation to S)

unlock door.

at back of Sq - climb gate → [Shadowed Corridor]

e → [Temple Interior] hole in back wall, odd cracks (secret door)

x field - stops on hair short of the wall.

open door. east [Temple Overlook] see field below (W, D)

U from [Beside a Mansion] → [Rafters] window E, platform, gems,
panniers, lockers.

x platform (between you & it is a hook)

x hook (used for hanging pulleys) x torches (one is high enough to reach)

take torch. // [Front Lm] ball, envelope, cloth, holder, candle

- you can only carry one loose item while remaining stealthy.

- drop torch, take cloth?

empty vial. fill vial w acid. pour acid on hooks

put pole on hook. jump. (can jump back to rafters & back to platform.)

take gem. jump. (✓)

As Dregon 'We' are

- get Kthyrress Crystal (1/4 of hegory)
- visited empty from Sethidre + Passidree

[Open Tunnel] receptacle

BREATHE ON X, DESTROY X, SMELL X.

E → Plain (main things)

S → Open Tunnel (barrier)

S → Twisty Cave (sphere, sheet, hair, ^{metal} sticks, animal sticks)

e → Back of Cave (smell of metal receptacle)

n → Hillside (main thing is wrong smell, smell of hell, & scent around)

g. (he speaks to us) z. (give me pole from temple, then he'll stand aside.)

e of Plain → [Blested Plain] hole to west, metal barrier

break gate: e. [Narrowing Cave] (N & E)

- in Back of Cave (take liquid) - it doesn't digest.

at Cave Junction breathe on barrier (acid dissolves metal door)

e → [Cave] ring of light, rods, pole

breathe on rods. take pole.

give pole to man, e. [Cave] structure, crystal, monkeys, torche

break structure. take gem (v) - servant servant is i Blackhelm.

azeppe dit pebble. throw it at doorway.

x letters (cadalk - remove spell effects)

x kiit - plane-shifting power needs only potential

grants Cadalk - only works if aimed at spellcasters

Cadalk me - light from pebble goes out.

learn inspi. inspi kiit. take d. red wines (postia)

azeppe pebble. throw it west. take pebble

postia ~~scroll~~ scroll. (get it, but scale-head takes kiit). grants smolpa

Smolpa guard. e. [Hall Chamber] jindok (free in paintings, latticework in platform)

x free (apparition created by rotinom spell)

x latticework (platform is magic proof) zifmia force. (summons Blackhelm!)

zifmia, inspi, smolpa, cadalk

cadalk blackhelm. (lattice is gone, Blackhelm goes)

azeppe gem. z. take gem.