

HELP. L. I. SAVE, RESTORE. Q. U. RESTANT. <sup>note</sup> (obj)

> 1. Continue / 1. Continue / LAMPS

[In the Ophthalos] (1 study box, 2. SW, 3. SW, 4. SE)

1 (it's not a c̄ ourloro, symbol!) Kharwen city-stal } 1 take it, 2... }

1 (take it - it rattles, now to open, y put it back } 1 search rm, 2... }

N → [Hall of Two] fresco, door, chairs } 1 ex rm, 2 go th }

1 } 1 fresco, 2 door }

1 (fresco) - on right, Ykrasis pours liquid between blk + white cups, horizontally  
- on lf, Gabbra i 2 swords, black up, white down; loves + enemy to Ykrasis  
- see glyphs also

1 Read the glyphs

Y: "All substances in measure, for that which yields, rules"

G: "All forces in opposition, & victory to the cruel."

1 Investigate door } right dish - 2 white stones, left dish - 2 black stones }

} 1 open door, 2 pull chain }

1 Open door (locked) } 1 study dishes, 2 look elsewhere }

1 Study dishes (try one door, other up, & then they settle. A scale) } 1 picky stone, 2 elsewhere }

from Chrm, SE. } 1 continue, 2 go back } (pages, hear water }

1 Continue [Hall of Four] } 1 fountain, 2 walls, 3 gutters, & leave }

- exit is NW. 4 gutters & 1st fountain.

x fountain (look in basin, 2 taste water, ...) can't take obj; the better is hot.

x walls } 1, N; 2, S; 3E, 4W }

N wall - los-Arsael, nigredo, puerum, poetry, spiral snake

S - Mahuzerin, citrinias, retina, kylix "

W - Tharmazel, albedo, series, fees. "

E - Lursamel, rubedo, problem, music "

angel i trumpet horn  
angel palm / fine flower  
staff / snow  
sword / leaf

x gutters  
from Ch, SW → [Hall of Three] statues, circle, leave

1 - left statue is a queen in battle-armor, looks up, hands on sword "I Will Rule"

2 - middle statue queen - level gaze, upright sword, "I Rule"

1 - next queen, gazes down, broken sword, "I Have Ruled."

2 - circle "We enter the circle after dark & are consumed by fire"

(1-enter, 2 move?, 3 stay)

note, examine, left

Leaps - see light, outlying table. { 1 left stone, 2 leaps on, 3 leave }

1 - too dark (out light on, head down)

x 1st statue again (sword cuts shadow in shade - draw sword?)

x 2nd statue again (sword cuts shadow - take it?)

x 3rd statue again ( " " " " " " ? )

(take 2nd sword - sword)

Take white stone KK W (Y smiles)

Take black stone K W (white)

" W W (dishes almost of same height as swords, but one dished)

Take white W W (balance)

Black in light W K

White in light W KW (like - almost, could color matter?)

KK (Close, but not quite.)

WW (hear gears) 1 - open door  $\swarrow$  VIAZ

Glyph in wax & glyph on vial bottom

~~glyph~~ glyph - universal solvent (acid), vial glyph - Prima Materia (harder than diamond)

1) Keep vial? 2) Put vial back? Take it SOLVENT

You need some sort of lever > swords. ~~was~~ wax seals & glyphs.

Keep trying to get object from fountain - sword  $\rightarrow$  NAUTILUS.

x curled - Nautilus. (Keep shell? toss it?)

