

Goal: free Merlin from Morgana's spell i:}-}

MERLIN'S MAGIC FOREST by John Olsen

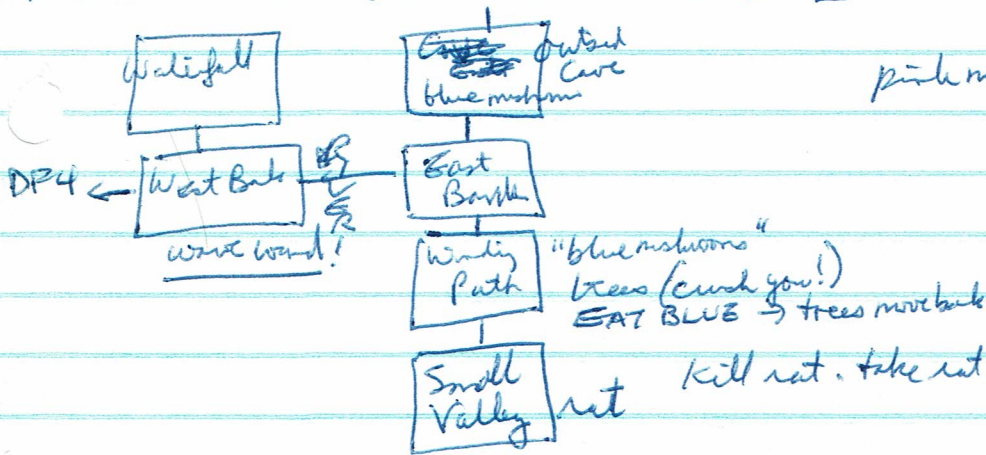
[Outside Hut] hut W, path E; w → [In Hut] All, body of Merlin, iron cauldron
 ex body {ward, parchment} ex word ("stepping stones") red parchment (to release spell,
 put base S in cauldron dead bat, poison mushroom, grave mold, spider web, rat blood.

Step 1 magic word, then say my name" e from OH → [Dark Forest, by large tree]
 tree, path N, clearing W, ~~side~~ path ex tree ("NEWS")
 u [top of tree] (forest N, hilltop S, clearing W, mt + river E; sit on vial) spider embossment.
 10 turns of magic

N. [Dark Forest] nsw. (N.E.W.S.) → West Bank (20' to east bank, waterfall N, forest W)
 e (into river → Die) ///

S from Tree → [Side of Hill] N, S S → [Summit of Hill] e to build grave; ghost of Saxon warrior
 look ghost (medallion, "Speak my name") (blocks for)

[West Bank] river E, waterfall N, path W (w → DP4) (n → [Waterfall] menyaardill, path S,
 pink mushroom. ex message ("SADOR WAS HERE") [Burial Ground] site, stone, tombstone, mold



stir cauldron with wand. say merlin (win)
 (cut rat (to put blood in))

