

The Oracle
theoracle.gem
by Brandon Allen

Beta Version 1.4

Start at Cliff Base

- you were selected by council of elders to ask Oracle for aid (stay on old path)
i { nily } you are Nyo, wearing peasant clothes

Empty Stairway (bubble stones)

Cover (you almulet glows) amulet? sized

x amulet - "When all is prepared, cast the amulet into the heart of the mtn."
stream (from crevice in wall, s to under door)

door (iron, locked & rusty padlock)

shale (search shale -> rusted iron chain)

it's length

pull chain twice -> box (copper with iron slugs)

box is hand width, + waist height in length. padlock

open box -> great sword (rusty + pitted)

hit padlock & sword (x2), open door.

Stone Altar

- altar, chime, stream, grate, archway E

↑ 3 interlocking rings.

Landing (stairs U)

On the Stairs, Rubble

take stones, S.W. E.E. N.W.

Small Chamber

- table, washbasin (supposed to wash & don robes?)

washbasin isn't known?

- take silt (reveals coin)

x coin (gold, dragon on one side, portcullis on other)

At altar / ~~top~~ tower

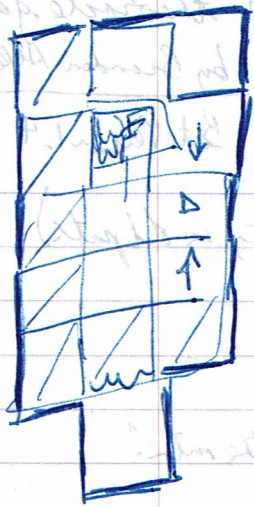
stand on altar. (hit chime 3x)

-> fall to Flooded Chamber, Surface of Water

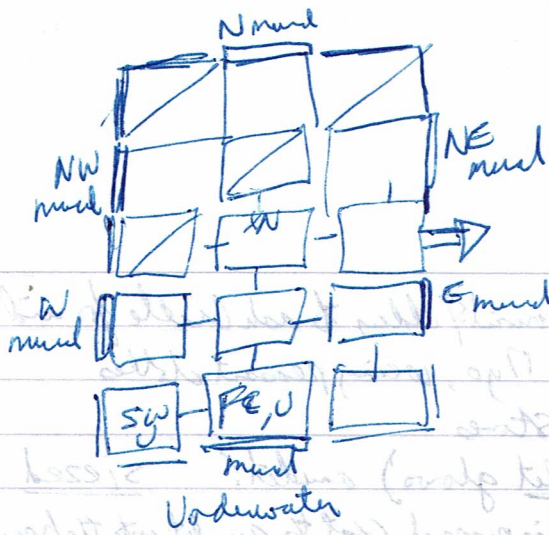


(amulet dries you)

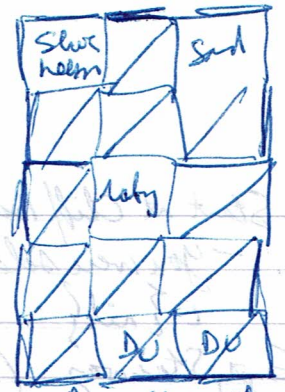
against



Surge



Underwater



Deep Underwater

southeastern

PE, S mural - oracles chooses tallest of blk mtns; constellator of the lesser brain
(symbol assoc'd w/ O's power)

E mural - wizard from shiny city in stars; brought kledge + magic.
Bases a book of learning + magical scepter.

W mural - creation of world by gods, land rising from vast ocean.

SW - flash of light below (Deep Underwater - debris search debris (ruby))

N mural - creation of canyons. A dragon rakes his claws thru the earth.

NW mural - Giants heavy earth into the mountain ranges

NE mural - Mother goddess creates humans from clay of sacred river

Helm is well preserved.

Great Hall, Northern End (waterwheel, chain, iron)

↑ tall as 8 or 10 men

- channel, flow-control gate (closed), axle, mounting, holes, tracks
(raised or lowered)

large hole (2 hands wide, rusty) small hole (2 fingers wide)

wheel is climbable. chain is climbable.

N → pier's Grotto (end up at Stone Altar?!) ~~to~~

take chain. Put chain in ledge hole

Great Hall (middle) trapdoor in floor (held fast by large screw)
unscrew screw & coin - screw snaps in half

Barrow (rough walls)

See Narrow Tunnel (2) - ice-cold water (drink water - strange bitter taste)

Balcony - sunlight, forests, waterfall

- statue of armadillo

(beard, coat of mail, staff, lance)

take leave -> he grabs amulet, then welcomes you

- ask statue about oracle - she will soon pass from this world. My arrival is last of prophecies

mtm - 'I know not' (also: ruby)

nil topics: leave, coin

abt me - laughs to himself

abt amulet - ancient & powerful. Forged when world was new. Keep it well

abt river - flows freely from the sacred into the eastern lands.

I keep my watch here, & bid her farewell as she departs on her journey

abt altar - She needed not the offerings; they come to rest in great pool.

abt wheel - It raises the stone, opens passage to Her chambers.

Great Hall S - climb stone -> On Top of Stone

passage S, chain & key, metal rod here (one end has hook)

Burial Chamber - sarcophagus, carvings, ~~statue~~

- rectangular notch in lid

at wheel (put chain in large hole, put rod in small hole: open gate, put sword under gate)

Great Hall S - rectangular mist patch

Spiral Staircase, Top

Spiral Staircase, Middle (small hole in wall) - shiny sandy in hole

put amulet in well. Oracle gives stuff to you. (Door to S opens)

- want deliver homeland, but will set for her

(stuff is a bow)

(something glowing in chest?)

forever

Hall of Cherubim

- 1st grips axle of bronze wheel
- 2nd grips brass censer (chard)
- 3rd cups a copper sphere. (arrow points to constellation)
- chest in SE corner (gemstones in corner. 3 candles in front, brass chain)

The Well - black wells, mirrors on dias,
constellations on floor + walls.

~~the~~

Hall's chest - hit chime 3 times and see sceptre + block of wax inside.

ask statue abt blue stone - key to Anaktoria's resting place

abt Well - when you have lain eyes upon its black depths,
you find the hidden place of the Great Oracle.

(Basil) put blue stone in pouch, open lid. (corpse i brass chest, gold toy)

x latch (wood, bolt, metal stud) push stud.

put claw in hole (get tinderbox)

x tinderbox (cup, chip, metal square on chain, toy drawer)
(steel) (steel) (glass)

open drawer, take glass. put glass in cup. hit stud with square

light incense. (click from wheel)

turn wheel (click from sphere)

turn sphere (hyper/hunter / 2 sisters / lesser brain)

put me under gate → Grotto. (turn wheel)

Small Amber

hold iron chain, then n. (to get to froth)