

C'HQI  
ERANA'S  
PEACE

?  
OGRE

WIZARD HOUSE	MAGIC MT.	FROST GIANT	AVALANCHE?
SPIT'G PLANTS	CASTLE KEEP + GROUNDS	FOX	WATERFALL
SKULL ON GATE	CASTLE GATE	HEALER'S HUT	MIRROR LAKE
Goblin LAIR	CENTAUR'S FIELD	SPIR'L BURG	LOG
MEEP'S PEEP	GRAVE-YARD	STARFISH GROW	BRIGANDS?
		Fairy RING	ANT-WERP
		DRYAD GROVE	

- "Hey, Crasher! Our friend here wants Dragon's Breath!"
- "The flames hurt your eyes"
- "The Dragon's Breath is our specialty, and it's Crasher's personal favorite. It's very hard to come by, so it'll cost you 25 silver, cash up front."

in magic shop - Thined & chaff

Hedley, Vijn, Rosa

restores magical  
energy  
75 sp

Zara is both human & Faery

Zara on fairies: We are a people of Power & Magic, & live in the forests far beyond the mountains & the wet.

Snows slain by Hans Halfgrotter

Zara's spells: Flame Dart (60sp), Fetch (40sp), Open (30sp)

There's a spell if you learn secret of Erlano's Peace.

Sheriff on hero: You'll need to talk to the Baron about that. Or go ask Wolfgang down at the Guild Hall, which is just down the street.

So maybe you're going to be a hero? Well, we could surely use one around here, what with all the brigands

Schultz  
Meistersson  
Otha Von Goor

- need to master 9 spells,  
power to cast them all  
& accomplish a great deal,  
when undergo initiation  
to become a full Wizard

dragon's breath, presswood, crusher, butcher, town  
graveyard, tavern, workshop, hen, son, etc

Brigands: Thieves prowl the streets at night. They don't bother me because I have nothing to steal. The brigands are worse. They sure hurt business; no one's getting rich but them.

abcs: There's honest work up at the Baron's castle, I hear.  
But begging's my business.

monsters: The most dangerous monsters come out at night.  
I'd stay inside then if I were you.

veggies for horse? or stay?

No

- M.U. gets Zap, a 3MP spell  
Calm Spell @ Evans'

"My name is Sam. I've lived here for 5 yrs now, & I think I'll be heading on once the pass clears of snow. There's supposed to be some good begging towns to the south.

gem - This gem glows w/ a magic of its own.

candelabra - A heavy golden candelabra

candlesticks - A finely-made silver candlestick

pearls - A string of pearls

50 apples is enough

'Fruit you have found to fill all my food stores,  
Thus filled the bazaar; my gen you have bought.  
Braugji has barked, + all has been answered;  
the wind it may mellow, & now I lead home.'

Fox is ~~root~~ up over trap

- says to be polite, even to rule people
- Baba Yaga put enchantment on Eliza Grey's book.  
The break-the spell, you need to talk to the Dryad.
- can't take trap

Dispel Potion

Mandrake must be pulled from dead man's grave at midnight.  
Used in variety of spells, mostly evil ones.

Skull - I hope you can remember the rhyme. (?)  
"Hut o brown, now sit down."

Hut - Two witches had two watches.

Which witch would watch which watch?

Which watch would which witch watch?

(Is that too witchy watchy for you???)

- pile of straw (bed)
- web + spider
- cauldron of something
- Baba Yaga wants mandrake root before break of next day!

Bruvo - uses poison daggers; don't try to fight him.  
- pal of Crustie's (give him a slap on the back for me)

Antwrey: Hahahaha! Yeah the antwrep is a good master  
for you to fight. It loves to play.

daggers, Enana, hot Sam, mage, hermit, monk mt., meps, fairies,  
log, inn, jail mushrooms, Spielberg, guild, inn, target, waterfall  
avalanche, valley, Stag, plant, seed, dried lake, Elsn, jester, baronet,  
ross carpet, merchant dragon, breath, troll sweat, ale, adventurers guild,  
~~Halle, frost giant~~  
Bruno workshop, Heinrich, castle, Karl, Younde, ogre,  
Wolfgang

Bruno: Ya just take the road N from here past the Healer's  
& go till ya get to his castle

Bab Yaga ~~Baba~~: She's an ugly hag who knows some magic. She lives in a weird house  
Her place is due W of the Bonon's place. Can't miss it.

~~Bonon~~: And for two gold, I'll tell ya how to get into her hut.

Gothus: The little pets are just northwest of the Cenetary - There's a bunch of <sup>wings</sup> wings

Bugarts: For ten gold, I'll tell ya where some of those robbers  
are that be robbin' folks as they come into the valley.

Healer: She's got some good potions. Her hut is just to the north of here.

For a gold, well, I can tell where the Thieves' Guild is hidden  
(pay i gold) They hide it in the graveyard. It's under one of  
the tombstones. You can see the thieves if you go there at night.

Otto / Sheriff: The Sheriff & the goon are pals. Otto <sup>lives with</sup> ~~lives with~~ the Sheriff & his wife.

Crusher: He's a pal of mine. He usually hangs out in the bar.  
A real sweet guy. Give him a slap on the back for me.

Dragon Breath: Everyone loves DB.

Thieves: Just call me Bruno. That was an easy silver.

Password: The thieves' password? Sorry, I can't risk losing my thief license.  
Chief wouldn't like it if I blabbed that to the likes'a you.

Chief: He's the only one in the valley who can beat me at daggers.

Warlock: He's some kinda magic user. And he laughs a lot. That's all I know.

Leader: Nobody knows much about the leader.

few colors cost gold      Bienvenue à Mont Magie!  
silver

## Erasmus

- Many types of magic mirrors (strange face). Had magic hand mirror  
Reflect

Small golden magic mirror - dragon on handle face on it,  
it reflects spells + is his

Gane . Plane Dart, Open, Fetch + Trigger

- if you beat him, he'll teach you Dodge

- his Keys are in study under skull (skeleton keys)

What is the Baron's first name? Stefan -

## Shameen topics

inn, magic, guild hall/wolfgang, food/drink, Abdulkah, Shera,  
ale/tolls/sweat/dragon breath, shaper, fate, brigand,  
work/hire, katta (desert dwellers), sand, desert, cat, room/price  
valley, [creatures] (e.g. ogre, centaur, goon) robbery

## non-Shameen topics

healer, magi ment, leader, warlock, chief, Baba Yaga, goods,  
crusher, graveyard

3 esp for food @ inn ; coffee brings you full alertness (1sp)  
tea (1sp) quenches thirst

11 / 34

39 / 39

Branco's graveyard: "It's due west of town. Nice place to visit, but I wouldn't  
want to stay, if you know what I mean."

- first ale - up  
2nd ale - fine  
3rd ale - too much beer (pass out)

ale, then DB - die / ale after DB - die

Crafter wants to know password.  
"Oh yeah, what is it?"

Ask bartender about thieves guild - escort speaker / If promises

Day parts (Night is still young)

mid-afternoon

mid-morning (wrote)

mid-day

- 3 sp in couch

- Foster devoted to Elsa + swore he wouldn't return until Elsa was safe.
- Buroness died soon after Elsa's birth.
- Cleaning tables builds your muscles!
- don't need to put flower in flesh
- Healer's name: Amelia Appleberry
- Leader stopped centaur from being killed, gave healing + took him to Healer's house; face ~~off~~ in helmet
- Day 2, <sup>Burne</sup> man @ boggart wants 2 silver for info on finding Burne, Baba Yaga or goblins who have human
- Goblins use NW of cemetery, bunch of wrings  
For a gold, he'll tell where Thieves Guild is hidden.  
They hide it in the graveyard. It's under one of the tombstones. You can see the thieves if you go there at night.
- Here lies Lester Moore. Gored six times by a wild boar.  
No les, no more.

@ Goblin

- search rock pile to find cave entrance (too small for you)
  - "search" (hot + cold)
  - dry goods open late (sunset approached)
- Henry 8<sup>th</sup> he is (Aunt) chick, knits, moves away from door.
  - deals w
  - borrowed Erasmus' mirror
  - magic mirror of reflection; reflects nasty spells back at Coster.
    - . Erasmus likes girls
- Erasmus' far game is the Moje's Moje, must be a magic user to play, Erasmus is good at it
  - Fenris is Erasmus' familiar
  - he isn't known some spells (milk ladder show off, door close, + rid o' pets & trigger spell)
  - trigger spell sets off other spells

middle of night

- When you want to see ladder, cast a Diagnos  
First once ladder visible.  
It has small i that spell
- stairs (guest bed) - give a ration to stay night.

### purple house

- box on table (music box! don't open it)
- candelabra on desk (take it)
- vase on mantel - alabaster that takes up eye
- chair,
- sofa
  - picture (vase falls!)
- desk (3 spgs)
- plant on stairs
- lower door (Otto) - don't!
- 2 upper doors. (1st is Sheriff) (2nd is wife)
- safe behind picture - unlock it  
*box of soapy water*

### replace picture

- climb up to 3rd plant + stand behind it + wait.  
You'll catch it. (seed)
- potion to break enchantments that Hector must make
  - Flowers from Grover's Place
  - Green Fur (get from meep) ask for green fur
  - Fairy Dust
  - a Magic Acorn
  - and Flying Water  
(green falls)