

## Inlaid Book

"When I plucked the Veldi Scroll from the wizard Salanagos' lair, he set two demons on me which I was hard put upon to destroy. And for what?! I have searched for years for a proper translation of the Scroll, but in vain. The original Idulic text is too obscure for me, unversed as I am in that alphabet. All I have is discerned from a note written in the margin of the third page. I now reproduce that note faithfully:

"Astrol projection encircled,  
Incantation ensorcelled,  
Sitora in pentagonum in circle.

Constellatio called the snake,  
It grows two heads for each one you take.

Heracles slew the beast,  
Brand its wounds, breath ceased,

Stopped the flow.  
You must take, apropos.

Make its black a fiery red.  
The end of life do not dread."

"Upon that single scribble I have based 12 yrs of effort. By means of alchemy I have discovered that it was a wizard that wrought those iridescent golden letters, a wizard from another plane. I know that this document can lead me to that plane, where all secrets will be revealed. I must continue the search."

## Ransom Note (@ Wild Wizard @ Bolt Room)

"I have the BLUE BALL, brave adventures!  
You must follow my instructions to the letter, or I will  
break it, and you will never succeed!  
Get the BLACK GEM. Only one of your party  
must take the BLACK GEM to the BANQUET HALL.  
There, you will MOVE THE TAPESTRY and then  
THROW THE BLACK GEM TO THE WEST. Only after I  
have the BLACK GEM will I throw the BLUE BALL to you.  
One slip-up and you will never see the BLUE BALL  
in one piece again. Remember, no DRUIDS!  
Have a nice day — WILD WIZARD."

Caved Inscription (@ Passageway Down)

"Within these walls dwell  
A Druid race whose call it is  
To heal the sick with Magic Spells.

Down below their healing power lies  
Within the roots of the Great Oak Yassadil  
Ancient tree whose power never dies.

Seek within the great Oaken feet.  
Break the ground down below.  
Feel the theurgic earthen beat.  
Tis the knowledge they must know.

To gain purchase of the earthen lore,  
The Druids of Dark  
Study hard of the root,  
The magical store."

### Lower Main Chamber (stanzas on pictures)

'Hast thou heard what Drenkidydd song,  
An ancient watchman on the castle walls?  
A refusal is better than a promise unperformed.'

'Hast thou heard what Zlenlweag song,  
The noble chief wearing the golden torques?  
The grave is better than a life of woe.'

'Hast thou heard what Garselit song,  
The Irishman whom it is safe to follow?  
Sin is bad, if long pursued.'

'Hast thou heard what Avron song,  
The son of Taliesin, of the recording verse?  
The cheek will not conceal the anguish of the heart.'

'Didst thou hear what Zlymarck song,  
The intrepid and brave old man?  
Greet kindly, though there be no acquaintance.'

### Pearly Plaque (@ Shuine)

"In flaming robe, of spotless white,  
The Arch-Druid issued forth to light:  
Brow-bound with leaf of holy oak,  
That never felt the woodman's stroke.  
Behind his head a crescent shone,  
Like to the new-discovered moon,  
While flaming from his snowy vest,  
The plate of judgement clasp'd his breast.  
Around him press'd the illumined throng,  
Above him rose the light of song;  
And from the rocks and woods around,  
Return'd the fleet-winged sons of sound."

Dark Hall  
pink gemmed  
crossbow trap

Jump over A5  
(from B5)

Vitals

One

Health 10(10)

Weight 55(100)

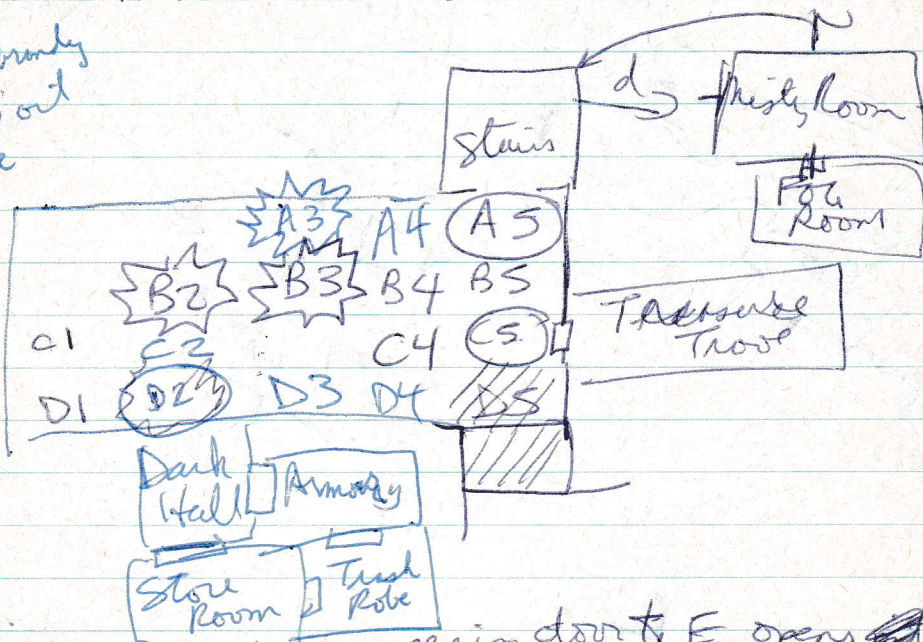
bulk 55(100)

Experience -10

Heat 35% Cold 35% Electric 35% Poison 35%

Store Room

brandy key  
oil barrel  
wooden crate  
Ebrandy  
out

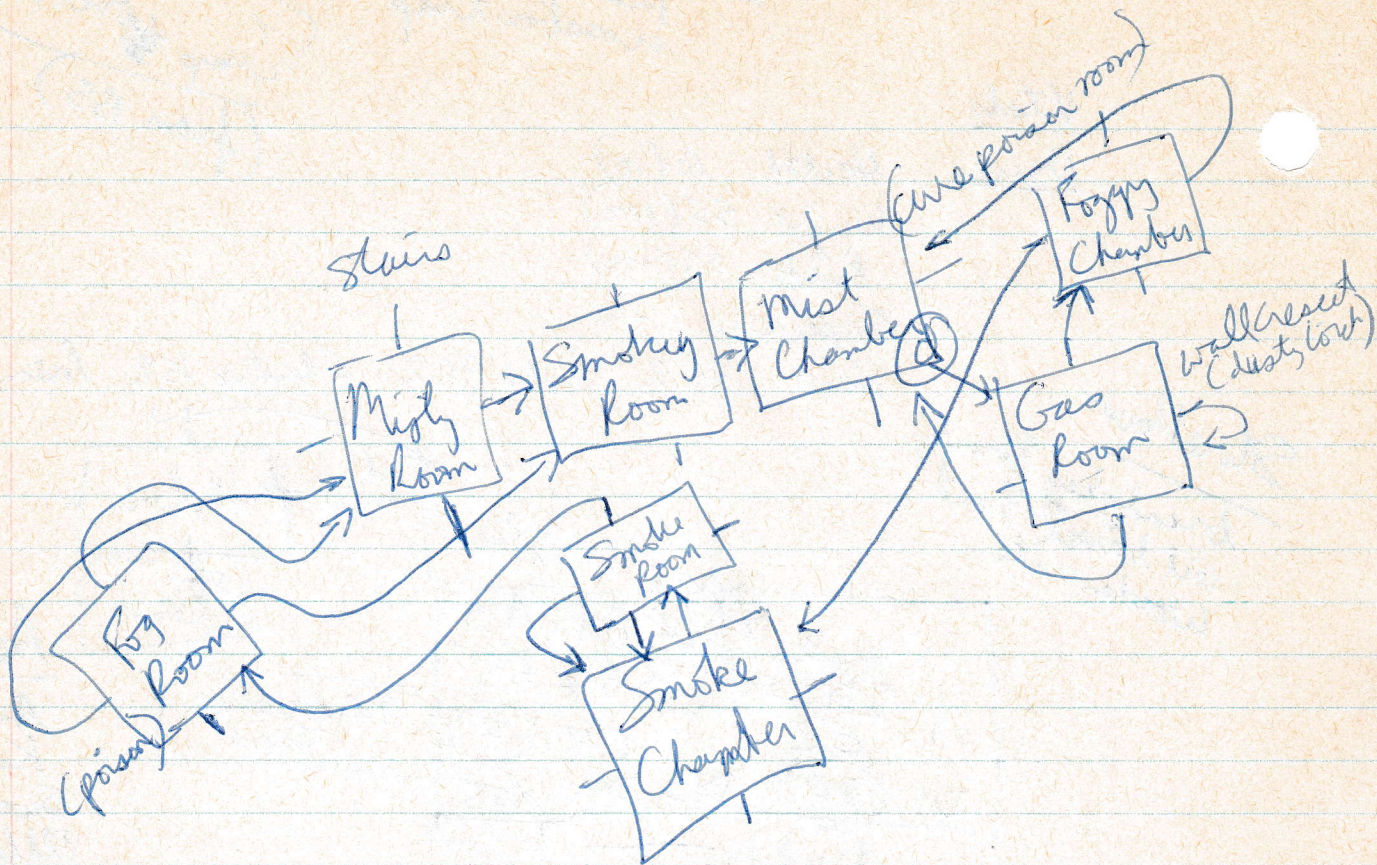


Armory  
Anvil  
Kiln  
Sword/bill  
Old leather  
Pouch  
Large Hammer  
pink potion  
(are poison)

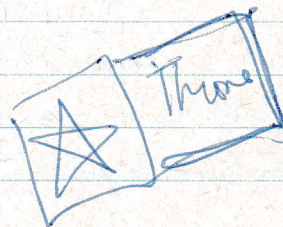
C5 - ancient tool, opening door to E opens floor Brine Pit  
B3 - bomb of cold damage (55 pts!)  
A5 - opens to OPEN PIT

Brine Pit { grimy key (prob for trunk, suitcase or padlock)  
wooden war chest { large shield (very)  
opening chest with key { blue glass vial (fire dust)  
dry torch  
green glass vial (fire dust)  
red glass vial (fire dust)

Stairs bronze bracelet (shape of serpent biting tail)  
gurdy scroll (unicorns, pixies, etc.)  
read to show magic



Pentagon  
 Iron Pentagon  
 Scrawled note



Throne Entrance  
 Ancient Runes  
 Small Hole  
 Stone Bin

(E)

"Enter at your own risk  
 Exit upon your own death"

12 balls  
 black, blue, brown,  
 green, grey, mauve,  
 orange, pink, purple,  
 red, white, yellow

Put the different ball in small hole

Bruno's resistance

heat	x 1.1	
cold	x 0.9	
sharp	x 0.8	[leather bracers]
falling	x 0.9	[due to boots]

Proficiencies

blunt	47%
acid	35%
cold	35%
heat	30%

Titus

heat	x 0.8
sharp	x 0.8

blunt	32%
sharp	32%
acid	31%
heat	31%

Edene was holding onto ~~of~~ main torch;

said CUT ~~THIR~~ WIRE WITH GEM OF TRUE SEEING

The GEM is too hot to hold, & lights up the room:

boots, diamond, brooch, gem, wand,  
leather bracers, old scroll, old ring, ~~rest of~~ old ring,  
& wooden ring glows! Gem crumbles to dust.

Spider's  
with chain mail on Bruno } blunt x 0.9 (fair)  
  } sharp x 0.7 (good)

cap isn't too good

Weapons (sharp, blunt, missile, ...)

Food

Drink

Clothes (

Furniture

~~Magic~~

~~People~~ Creatures

Rings

Potions

Misc.

Bags

Light Sources

Writings

Jewels

Keys

◻ worn

◇ wearable

~ a-fire/a-light?

✓ wielded

containers

! magic

x bad

+ weapon



## Secret doors

'knock on north wall' to detect  
pull / push / throw / step on object to trigger it

push chest?!

Load arrow into bow, shoot arrow at ground.

Friends - greet & smile  
- breathe

- can't pour liquids or talk to monsters

## magic

black potion! (cure poison)

'detect evil' potion! (detect magic)

diamond!

gold brooch! (resist cold??)

gaudy ring!

identify wand! (identify)

leather bracers! (strength)

oak quarterstaff!

old ring!

resist cold ring! (levitate)

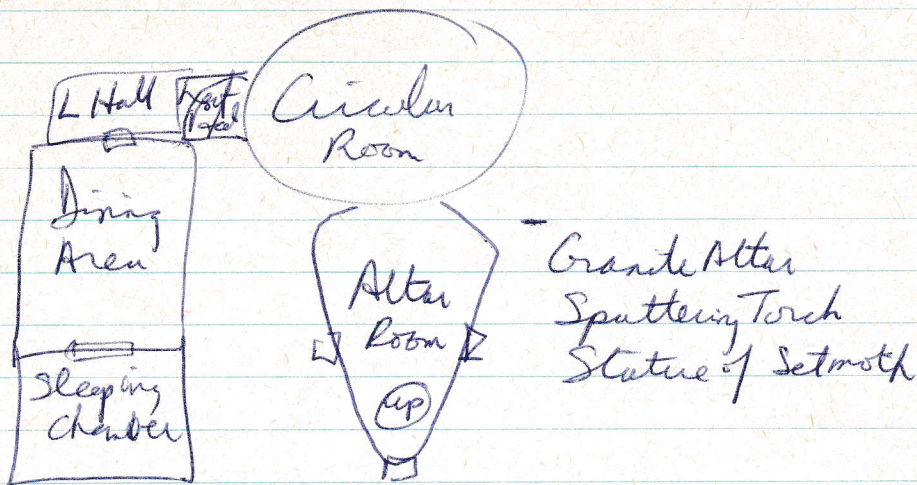
sleep potion!

(resist cold)  
(puts drinker to sleep)

[displays + reflects fire]

[changes colour]

covered! ruby ring [x1.1 sharp]  
 & gem ball are magic



Statue of Setmoth - 65 ft high, bat-like, "SETMOTH" engraved at base  
 Granite Altar - 7 ft high, blood & knife scratches

Peace holds green dart

Dining Area { Jewelled <sup>acornwood</sup> ~~cup~~ } breakfast  
 { large cupboard } cup (opening, black sun in it)  
 { large table } plate { stale bread  
 { small stove } fruit cake  
 { water trough } roast duck  
 { } trough water

Sleeping Chamber { Boffo } maple quarterstaff  
 { Dirty robe }  
 { Oaken Barrel } grapes  
 { Rufo } light boots  
 { } nasty mocc  
 { } rusty lantern  
 { } worn leather jerkin

Scrawled Note "Star of flames.

Multi-headed breather of flames,  
Make its blood like its breath.

You must seek your death.

Thrust quick to thy heart,

'Tis done doing but your part.

Take the key from the trap,

'Ware the plague where it be."

"Come what may, come what might.

There's sure to be a dirty fight.

Whether fair, whether foul,

Expect the worst be on the prowl."

Magic Book (pentagram in gold)

- describes importance of blood sacrifice in Magic;  
uses of pentagrams in order to open passage to another plane.

A "ether conductor" is needed;

you burn the "ether conductor" so that the sacrifice  
may travel along the smoke.

Proper choice of the specific "ether conductor" decides which gate to open

GURZ x  $\equiv$  identify ~~key~~ ~~books~~

ODEEPS x  $\equiv$  identify ward

FALP x  $\equiv$  identify scroll

NE~~S~~OE x  $\equiv$  identify potion

(need identification word)

## Diary

"Contained herein is the diary of the mightiest being who has ever existed. My name is Setmuth. My name is to be worshipped as the greatest of the gods until the end of time.

I have existed since the dawn of the universe, but existence was dead until I came to the plane of Threa.

This was a world I could conquer and rule as my own.

This was a plane to be devoted entirely to my service.

I sat upon my mythical throne and ruled.

Some of the inhabitants I killed out of hand, but others, many others, I tortured slowly for the exquisite pleasure of it all.

I taught the ways of carnal sacrifices and unholy rites to my followers. Cringing kings sent tithes of slaves and vassals for my use, and my power grew from the living blood of these sacrifices.

At my command my historians called this time the Golden Age, for the golden memories I have of it. But, at the end of this Golden Age, Threa was not enough - I wanted to conquer all the thousand planes, and I knew I would conquer them. I had only to annihilate the plane of Agood. Only on that plane existed power sufficient to combat my victories."

continued...

Diary cont...

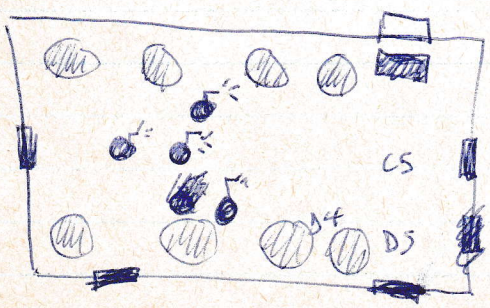
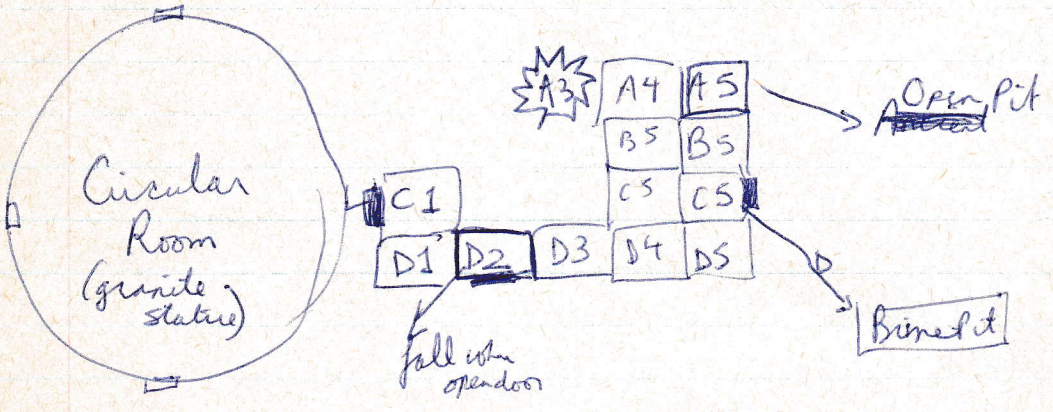
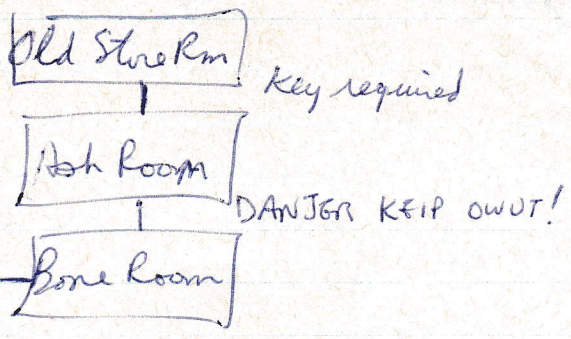
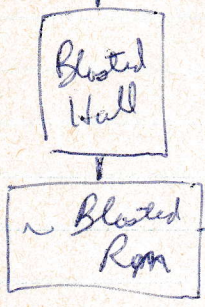
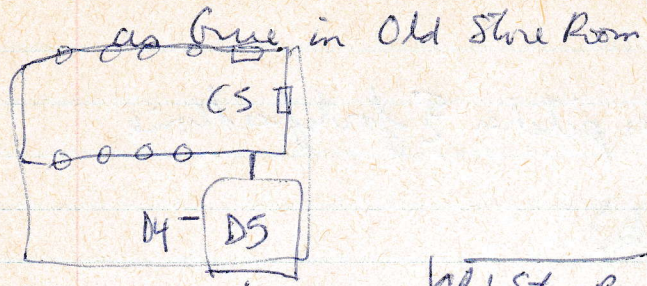
"Treachery was to be my downfall. One I so trusted that I did not fetter him with the yoke of submission turned against me, my chief lieutenant Dresf. May he and all of his line die one hundred thousand slow and painful deaths. Dresf had served me well, his puny mortal mind impressive for its imaginative battle plans and devised tortures. But he, travelling under my protection, joined the outer planes with the power of Agood, and their sheer numbers have destroyed my forces."

"Now times are dim. I am beginning to realize that even a superior mind can only do so much with inferior materials. Humans, with their limited ability to withstand terror, transcended their usefulness much too soon. Those I controlled with the Black Gem became so terrified of the emotions I merely channelled through them that they became comatose."

I contemplated. I acted. I sacrificed all of my remaining advisors, not trusting their weak fidelity against my greater maleficence. I then called all my remaining followers to me, murdering them in such pain and horror that they died with my name on their lips, thus giving me the power of their souls. Now I retreat, taking my malignant power to safekeeping until time and place meet again for another battlefield. I will return, to destroy any who stand in my way of my destiny. I will become ruler of the thousand planes.

You, who read this, must awaken your master.  
Setmoth, the one you were born to worship."

"Only you can restore our original forms with another drink of the potion!"



after removing ring of sustenance  
 + wearing silver ring  
 → hungry, thirsty, sleep


Greer's Paper Scrap

Sentinel Room

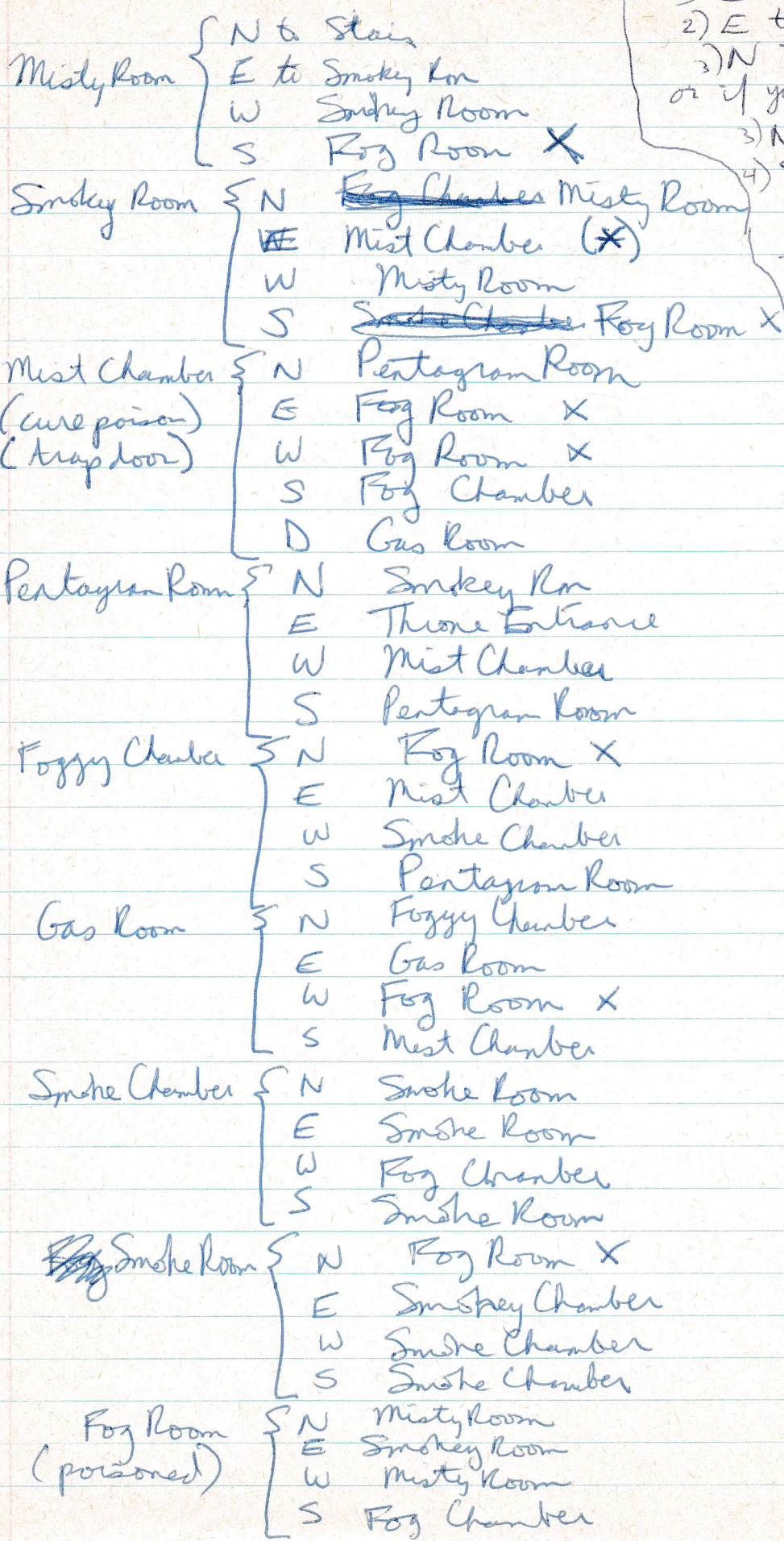
round table & pewter pitcher & fortified wine

straw bed

weapons rack (needed)

To get to  Rm from (there  
Misty Room safely: <sup>can't</sup> <sub>one</sub>)

- 1) E to Smokey Room
  - 2) E to Mist Chamber
  - 3) N to Pentagon Rm
- or if you fell to Gas Room:
- 3) N to Foggy Chamber
  - 4) S to Pentagon Rm



To Return:

- N to Smokey Rm
- N to Misty Rm
- N to Stairs



Fog Chamber { N Fog Room X  
E Smokey Chamber  
W Smokey Chamber  
S Foggy Room

Smokey Chamber { N Fog Chamber  
E Fog Room X  
W Smoke Chamber  
S Smoke Chamber

Foggy Room { N Smoke Room  
E Foggy Room  
W Foggy Room  
S Misty Room

for south door of the room  
manacles & iron cage in kitchen  
& iron bound chest (?)

Rec Room

- (sk) Chief Torturer ▷ Black Whip, Iron Key, Ornate Ring, Rye Bread
- Dread Guard ▷ Redwood Staff, Secret of Inanity
- fire pit ▷ ashes, hot poker
- iron cage
- iron manacles (open)
- manacles
- plain wooden chest (can't be opened, no door?)
- rack (is open)
- thumb screws (open)
- [locked door 5]
- window in door

(changes colour)  
secret mechanism to open it?  
PUSH CHEST  
▽  
Seven RED SCARABS

~~Barro~~ can't budge the manacles (Torturer closes manacles on Titus)  
or thumb screws "locks" with Iron Key

Chief Torturer's group enters Iron Cage & closes it (they lock it)

scarab changes your sex!

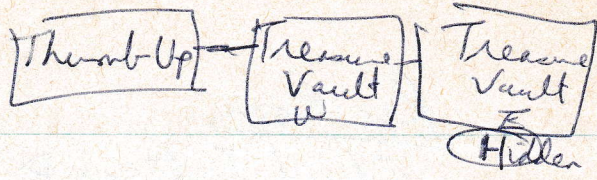
overtune Torturer to get key

black arrow  
blue "  
green "  
purple "  
white "  
△

Guest Room

- (will join!) ~~Colene~~ Brain in floor
- straw pile
- Black potion, plover gourd, quiver,
- short bow,
- tinderbox

elven gilded is closed (made of Asphra plant for liquids)  
- elven wine

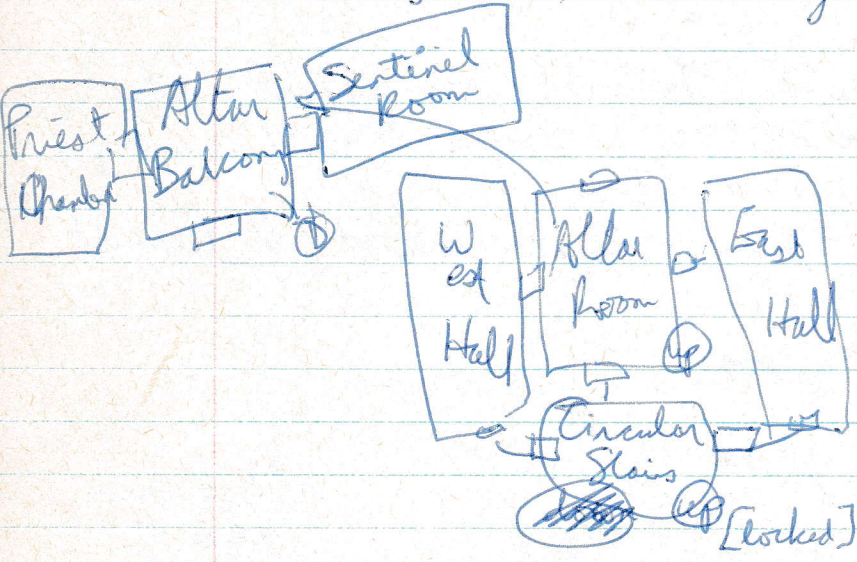


Treasure Vault ~~West~~

- iron bound chest
  - diadem (right hand a gold sickle; left an icy spring)
  - golden bracelet
  - golden necklace (easily deformed)
  - little box (can enter it ??)
- goes to Guest Room

Old iron 'dicks'?

granite can suffer blunt damage  
 quarrel doesn't fit Lolene's bow  
 titus can't break red glass vial?



poison x0.0 invulnerable  
 (hit with dart; black potion)

- Shay 31
- Therion 31
- Elu 30
- Pain 30

- Priest desk
- Chamber
  - lemp ring
  - Querial
  - Succubus (flooding)

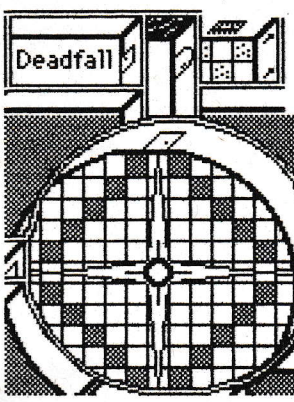
- frothy potion
- gold neck chain
- leather bra
- leather panties
- mithral earrings
- scroll case
- small whip

Altar Balcony

- black gem
- gold tongue
- mithral mace
- mithral shield
- rusty iron key
- slime potion
- weapons rack key
- white goggles

Plave

- Ash Torch
- Ashen Quarterstaff
- Black Sleep Dart
- Blue Sleep Dart
- Bronze Tongue
- Copper Key
- Copper Tongue
- Red Dart
- Shallow Chest
- Sleep Dart
- Sleep Ward
- Steel Mesh Bag
- Thin Candle
- White Dart

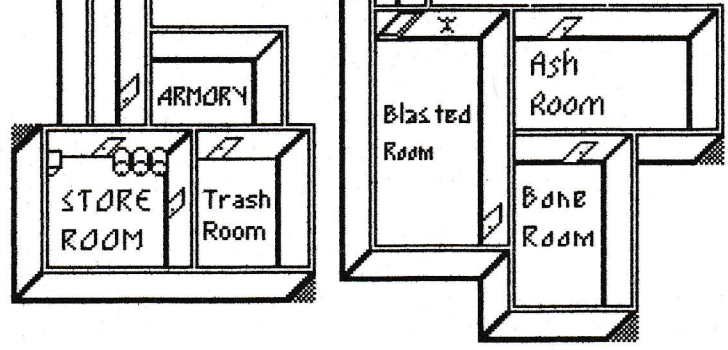


use protected fingers to unlock maple chest

Library (move it to over E to stairs)  
 Bookshelf  
 (barely visible) Teak box (locked)

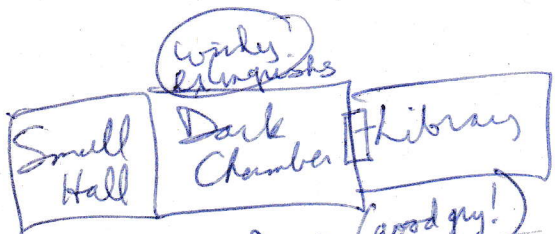
perhaps scrap missed?  
 diary {small stone slip} (as in)  
 ink bottle {ink quill}

push bank beds to re-open E to Deadfall



Drink	85 (100)		
acid	x0.5	'excellent'	Proficient
blunt	x0.9	'fair'	Thievery 42%
sharp	x0.8	'above average'	Shunp 40%
thievery	x0.1	'inconcivable'	Falling 30%
			Misc 30%

(at least wolfbane, basil, belladonna, & juniper berries)



- bat's brains
- hydra blood
- magic book
- toads eyes

- Old Bench
- Calve's Brains
- Wash Basin
- Goat's Bladder

- clean water
- pestle
- mortar
- musty water
- reya flask
- retort
- gloss, blundered bottom
- rubber tubing to other retorts

(Drink's) (hungry)

{dried herbs

- amulet pouch
- assassin's stiletto (not for extended use vs. armed opponent; not honourable)
- bullseye lantern
- lock pick (identify nothing special)
- old leather armour
- old leather bracers
- throwing dagger

label on hydra blood:  
 "Hydra blood. Hundreds of household uses: an excellent after-dinner drink; a mosquito repellent; good for cleaning blood spots off your clothes; and, when mixed with alcohol, an excellent hair dye. It can also be used as an 'ether conductor' for Astral Dimensional movement."

## Quarterstaff

Titus { broadsword (red runes)  
match  
pretzels (8)  
sleep potion  
small lantern (contains oily candle)  
small torch

Cave Entrance { Skeletal Remains (Jaroo) { coin (in game box)  
old ring (levitation) (serpent signet)  
parchment (in game box)  
small leather pouch 'dcs' { bronze key  
small potion (bright yellow) [poison!]

Passageway Down { carved inscription

Quarry { Burns { food ration (6)  
gnarly club  
gold brooch [cursed!]  
leather belt  
leather bracers  
leather headband  
large lantern

only for  
south door  
of Passageway  
Down

Long Passage { resin torch

Lower Main Chamber { ~~tapistry~~

Elbow Passage { trip wire

T passage { crushed skull (of enormous beast)

Georgel Hole { identify ward

Small Hall { North torch  
rock  
South torch

to use:  
 "FROBIK with door"  
 (works on closed/unlocked doors)  
 to foil pursuit.

Circular Room { granite statue } lock wand  
 mace of destruction  
 potion of vitality  
 ↳ leads granite statues (not humans)

Deadfall Room { elven cloak

Guard Chamber { Punker } biker boots  
 leather armour  
 ✓ leather bludgeon  
 ✦ leather dog collar  
 ✦ leather gloves  
 ✦ leather helmet  
 bunk beds { cards  
 card table { cheese wheel  
 silver key (rubies/emeralds/sapphire/walrus tusk) (UNLOCKS MAPLE CHEST)  
 wine bottle { sweet wine  
 Spike Sliphod { ✦ chain mail  
 ✦ metal cap  
 ✓ rusted mace  
 smoky potion (drinks it?)  
 maple chest { poison needle  
 wall score { red potion [cure poison]

teleports drinker to a sleeper.

Main Chamber N { closet (empty)

Banquet Hall { Rosewood chair  
 small keg { beer  
 walnut bench  
 walnut table  
 wool tapestries [move to reveal W passage]

East Alcor { Insane Druid } Berserker Sword

Bolt Hall { Hidden Lever (pull to open N passage)  
 oil lamp  
 rusted lever (opens trap door to Spiked Pit!)

Bolt Hole { Small Bed { blanket  
 Wild Wizard { \* copper bracers (protect vs sharp & blunt)  
 old scroll → reading it teleports reader to room least need in.  
 potion of sleep  
 ransom note  
 → ruby ring → ugly  
 soft leather bag → gem ball  
 steel rapier  
 teleport potion (teleport to any room drinker was before!)  
 → wooden ring → (healing!)

curvy dagger  
 → deerskin boots (green mud)  
 \* small dresser { inlaid book [move dresser to open S passage]  
 wax blob  
 water barrel { murky water  
 tarpatched key [for iron bound chest]  
 silk pouch { gem of true seeing (look at objects thru it)  
 thick potion (red potion & yellow) [turns you into orcu & puts you in old store w/]

Shroom Room { mushrooms (67) [black/nauseating]

Spiked Pit { iron catch (break to re-open pit; slow sword [actually Detect Mage])  
 spikes { Detect Evil Potion  
 mithral bracelet

Shrine { Pearly Plaque { Grand Druid (in)  
 Sepulchre (glows) { wax candle (on)  
 (stone box, Druid carved & sickle & diadem)  
 (SE corner has altar table & wots on it) { Small Pouch (510) glowing gems  
 White Robe

taking anything  
from fountain, you take water damage

Fountain Room { fountain } diamond  
fresh water  
gaudy ring (turns blue, red)  
resist cold ring (cold x0.9)

turn blue: amazed  
red: envious  
purple: perplexed  
yellow: overwhelmed

Back of Fountain { protruding brick

Damp Hall { Huge Spider (poisonous)

Old Store Room { Pottery jar (painted red & yellow)

Grue { Ash Room Key  
10(10) { Paper Scrap (a room map with bombs?)  
\* Ring of Sustenance

Ash Room { silver ring  
(looks like an alarm?)

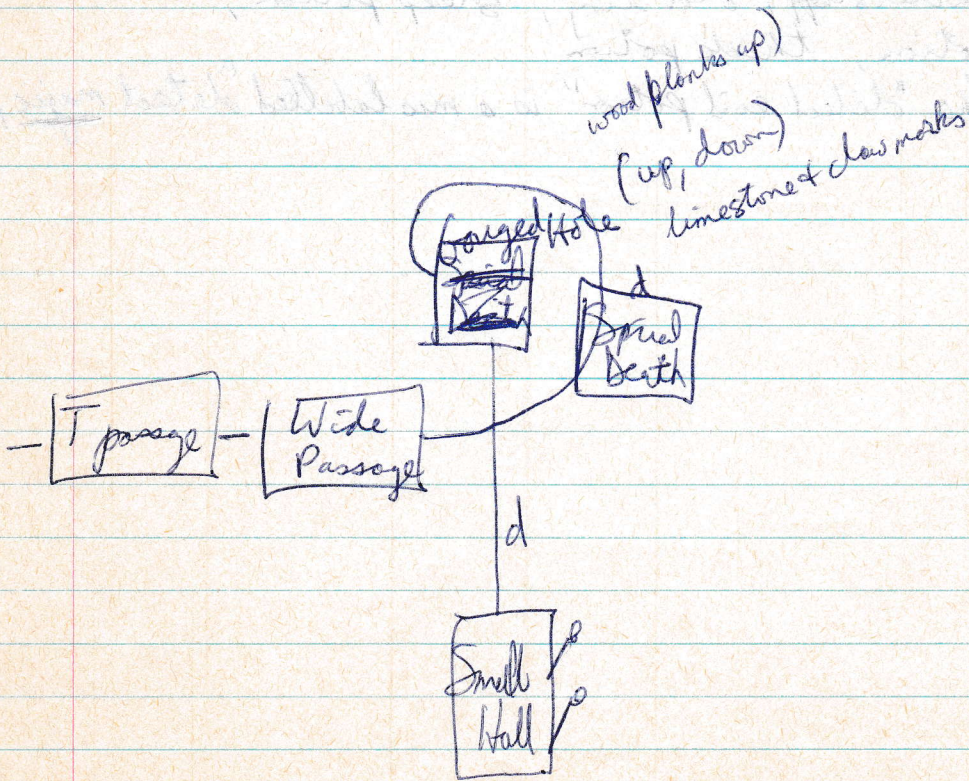
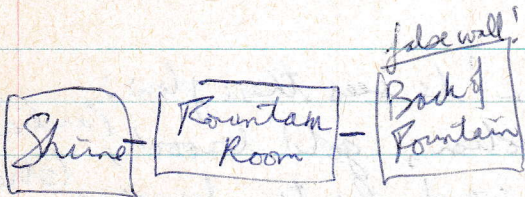
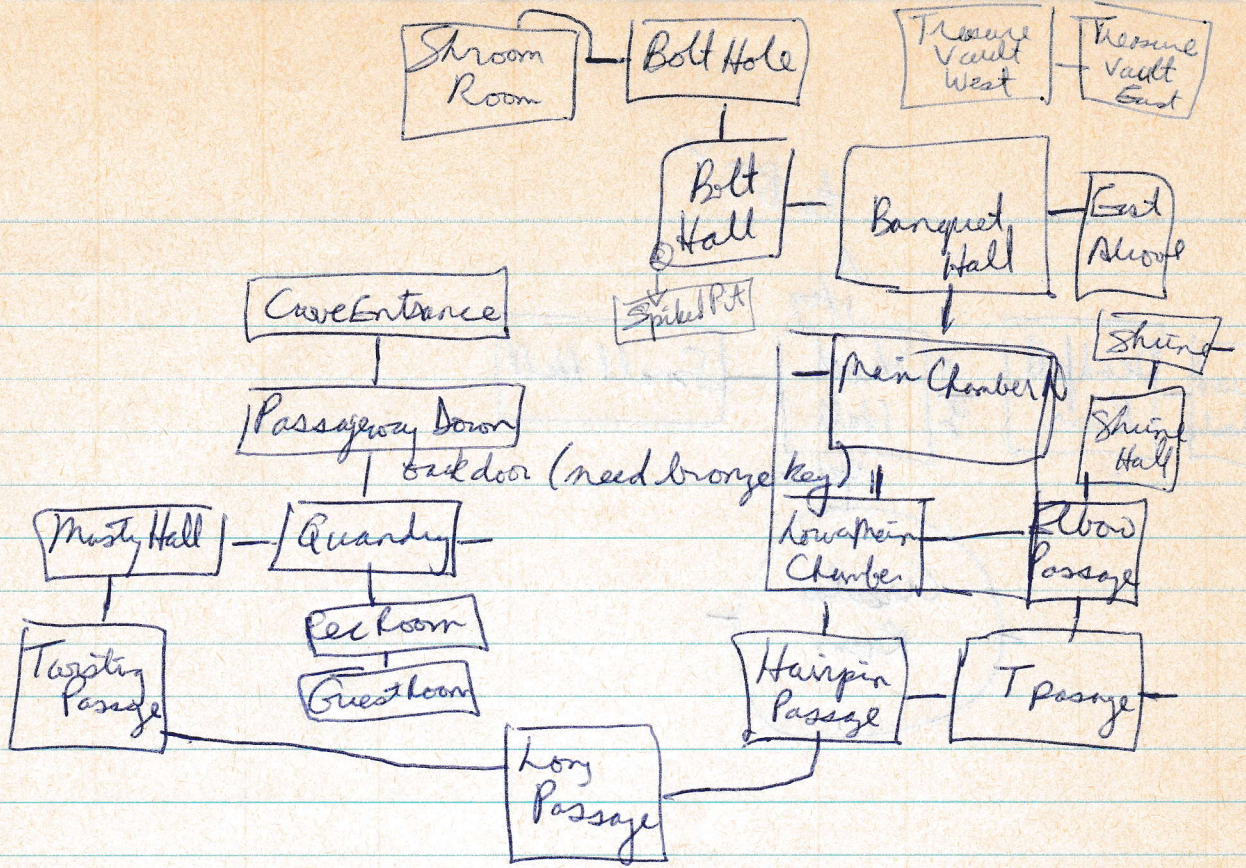
Blested Room { old iron lantern [grue can't budge it]

C5 { ancient torch

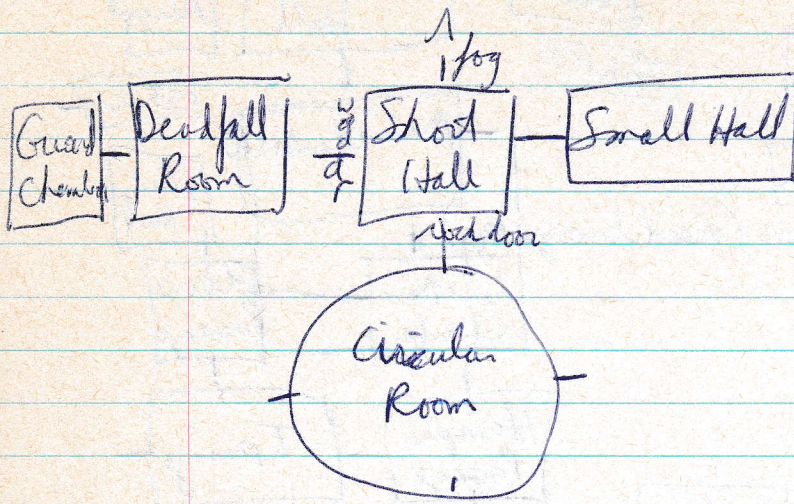
Brine Pit { grimy key  
invisible lever (pull to open pit)  
wooden war chest { large shield

D1 { Gelatinous Cube { One Faced Bwooch





to B3?



When Bruno drinks 'detect evil potion' he sees these glow:  
deerskin boots, detect evil potion, gold brooch, (arctic)  
gem of true seeing, identify ward, leather bracers, (strength)  
oak quarterstaff, old ring, sleep potion,  
small potion, thick potion  
[actually the "detect evil potion" is a mislabelled "detect magic potion"]