

rekin? Njptshale?

Book 1: prog. 9 landmasses

- X 1) Gonzar (largest in west, ice in N & NW)
- X 2) Bizloth (e of Gonzar, small village)
- X 3) Zeblin (far N, n68e, Totth) - home of potion for Samy)
- ⊙ 4) Brindar (shipbuilding, far NE, potions & goods, 2nd largest)
- X 5) Mekin (center, small, mage home, used to be mining)
- X 6) Elitoth (Totth split it in two, boating safety)
- X 7) Zylar (se of Gonzar, once wealthy, shipover to the hycaenum)
- X 8) Gizdan (home of the hycaenum)
- X 9) Gordzar (far se, sister to Gizdan, below Elitoth)

Also: underground city & lost island

- city is frozen in ice & needs to be melted
- lost island between Mekin & Elitoth, home to mystical wonders

Book 2: Seafarer's Companion

SE portion of planet, e quadrant

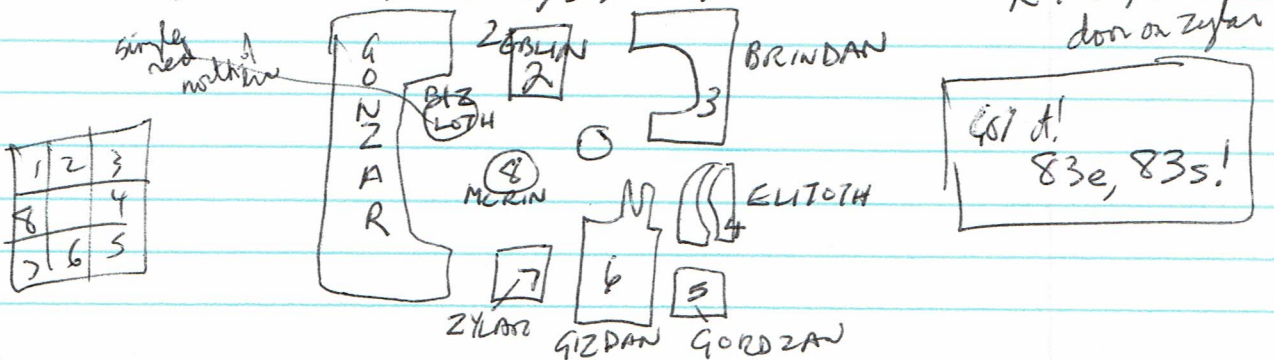
⊙e, ⊙s is stellar north pole at far NW portion of Gonzar

(0,0) 154 → - watch day & night cycle, day/night switch, estimate travel time
 126 ↓ (154e, 126s)

Approx centers: Gonzar 25e, 50s Elitoth: 133e, 63s
 Bizloth 61e, 50s Zylar: 80e, 82s
 Zeblin: 90e, 30s Gizdan: 110e, 81s
 Brindar: 133e, 30s Gordzar: 135e, 90s
 Mekin: 80e, 62s

- why do stars indicate 0-126 N&S, while southern pole is at 95s?
 Is there land beyond 95s? Or an area, underneath?

locked door on Zylar (not Y1, Y2, Y3, ~~Y4~~, R3)



Scroll 1: lightning wand [sic]

- range of 40', effective vs demons, drakes, sea dragons

Book 3: The Great Tome of Monster Lore

Grant Spiders - 10', nonpoisonous, arms, easy to kill

Skeleton: lack speed & agility, sword is good vs them

Rotworms: poison to children, swing tail, tougher than 1st two

Cyclops: eat windmills; use ranged weapon if possible

Wisp: underground only; deadly

Drake: use at least once or ranged, underground

Demon: sharp knives & blood wands of energy

Sea Dragon: deadly beam, groups; from Gonzo to Gordzan, ranged weapon & metal shield

Artifact may exist to defeat them easily

Scroll 2: - "hot rock" artifact, found in quarries & greenish reddish glow

- only mages & scholars dare handle them

- location in riddle:

"To the island where but a single red tree doth grow,
to there thou must & shovel go, to seek & dig around the
tree, therein the hot rock u shall see"

Scroll 3: "Legend of the Sunstone"

- artifact designed to fight sea dragons, looks like a large multi-colored sextant, covered & layers of gold inlay

- top & bottom in blue velvet, solid oak base.

- Mage of very high level can use like a wand

- will is converted to sun's energy \Rightarrow ~~ANY~~ sea dragons in the area are vaporized!

- armed & Sunstone, 2 good shields & a lightning wand makes one invincible.

Book 4: Weapon Master's Guide

Broadsword - fighter's weapon of choice

Mace - double mace is better than broadsword,

but best used by higher level fighter to be effective

Wooden Shield - deflect average blow; can weaken; minor value vs. cyclops or demon.

Metal Shield - much better

Combination Shielding - use both shield types for more effectiveness

magical weapons detailed elsewhere

Book 5: "Cookery Guide"

ham & eggs - pot, oil, campfire

- use ice pick on ice wall to get ice

- use ke on Bsa, talk to Ebsa, REWARD: double-mace, THIS

SAMMY - KATHNDNESS, STUFF, LOST (ISLAND is E of Merin)

- no coast, bldg & no doors

KNOWS, IN, CYCLOPS, HELP, KNOWING (spell of knowing, takes many people)

AMAZING thing there, RITUAL told him how to stop all monsters & get home.

Humans Guide to Kothlaxx

- warm by torchlight, read bath, bath in tub

- Zazontimonie power str in W; don't touch pumps (hot!)

- redium is harmful

- coal in ch too

- pink colored tile relays power to bridges & teleporter plaza

- purple tiles transfer heat

WIZARD (^{THAMES} ~~THAMES~~ GIFT, SEEING, BUT

metal shield

magic boats, anshigs, rainbows, outlaw bandit, city of glass, warrior ants, playful dragon, blonde girl, master designer of worlds, golden dragon, horse head man, kimp in tomb, lava sea, council of wizards, God-like being, great reunion & elf lass, symbols

I see a great cloaked figure shrouded in mist
I see the cloaked figure laughing at the adventurer
Behind all his quests, always, the cruel laughter... and... eh!

(Wiz possessed)

"GRANDMASTER INDIGO! WE SHALL SEE WHO THE GRANDMASTER IS!"

YE SHALL FIND TROUBLES IN THIS LAND FAR BEYOND YOUR LIMITED SKILLS TO MATCH!

WELCOME TO A REAL QUEST, FOOLISH ONE! LEARN THAT ARE NOT SO HOT AS YOU THINK!

"I GIVE YOU BUT ONE WARNING: BEWARE THE METAL WOMAN!!!"

Robot: ~~city~~ CITY, SIMPLER, MAGIC, NOW, LOOK

- if you find map, you may keep it (satellite view)

- need level 5 to use submare!

- level 7 - talk to king (who'll send you to Roth island)

Queen Hatshepsut to be restored to throne

- requires mindstone to operate

"To where the 3 great mts go, these be the ones that stand in a row;
To their base thou surely go; shovel in hand; thy dirt to throw"

→ back to king

(3 gt beside shoreland)

- for NW of Gonzar, between 2 red trees, use submare

- NEMESIS, WHO, YOU, GIVE, WHY, MINE, BEST, SURPRISED, ROSE, HERITAGE,

HOZ 2, MUCH, DM, SIMPLY, REAL, BETTER, WAITING

UTIZORK TWB: "The Shadowmaster"