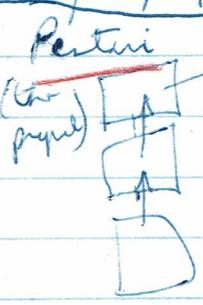
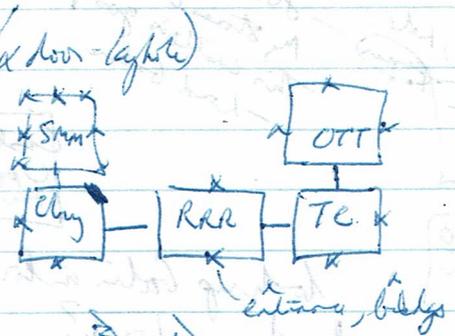


Robbed by Ian Waddell (25, 2003)

xyzzy - ise

[Clay] metal, mounds N, settlement B, door N6.
 n [Scrap Metal Mountain] pamphlet. metal
 [Rusty Robot Repository] Scuffy on porch (axe, no legs)
 e [Town (the)] n [Oldie Towne Tavern] Junior
 open Junior (key) x key (RCF) x glass
 (Scuffy not at RRR) // unlock door with key. re. (Scuffy betrayed you, end)
 ask Scuffy abt legs. ask Scuffy abt re. ask S abt door. ask S abt axe, (hit or kiss Scuffy) out
 give pamphlet to scuffy. scuffy, e.



entertainment. city → [Entrance Hall] + Spto, e hit, n stairs
 e [Library] books, cases, Morden, copy of The hege and life of Pectari. take both
 x legends. wizard, hi. both up morden in lore. (guild, bestwing wizard)
 x chairs. ask wizard abt library (Wizard + Pectari needs you) (or Guild)
 n. n (not u.) [Main Hall] stairs U, G, W, scull { Luminous - light }
 ask (give Tech? Pectari? Expired)

Lore
 morden
 wizards
 Pectari
 magic
 Vamvermew

Pectari { cities: Bestwin, Kent, York, Eddington, Delphin } ^{capital}

{ dukes, kings, Quondom Ocean }

ask wizard abt need. { Vamvermew is in Duke's castle; "covert" will take you to castle, but no magic will work in castle } ask wiz abt vam. ask wiz abt castle

look of van in lore { Dark one, fire from sky, illness, outcast elf?, master of armies + magic }

(not allowed in visit past main Hall. Luminous. (sword brightens)

covert → [Castle] N, S, G, W. N [Main Hall] books, tapestries, pygma N, E, W

N [Main Hall, by the fireplace] fireplace (glit?) { Dark Elf walks in } with black sword
 he leaves room, which dir?



Candle Ends
 wood break seal (4th)
 gate, seal

Run (attitud), party