

yr 100 AD, John Lennon, on his death bed, gives y a map & location of a Mayan temple

Shredded word 2:
The Mayan Harp
by CJ592

[World map] i: (map, hate) look at map. look at hate. read map [Shanklee Temple added to map]

Shanklee Temple → [Shanklee Temple] head, out, N. move head (too heavy without ~~hat~~)
N → [Ruins] altar, mausoleum, S. look at altar (had sacrifice out) look at mausoleum → iron gate

push gate (d opening, gate jam) d → [Chamber] broken gate, S, U. look at broken gate → rot
look at rot. take rot. S → [Dark passage] N, S [auth return; too dark]

// use rot on head → hole. look at hole. (put with...) // [Dark passage] light (from here)
S → [Light] Dais, N. look at dais → cloth. look at cloth (Lamp + hear by writing up a shield;

Oracle added to map) take cloth. // [World map] go to → [Far by The Sea] Oracle
give cloth to Oracle {crest belongs to Elliott in valley of Elliott's Bottom (added to map).}

Speak to Oracle [show sig / side of something]. play lute [Mystic's Wench] → book (from Oracle)
x book (black paper) give book to Oracle. (you can write inspiration for songs here.)
Oracle will buy map for 2 gp. Oracle notes rot conducts electricity. (ask alt m → QUEST.)

// go to [Elliott's Bottom] Simon, N, E, W, NW, out. speak to Simon → leaflet, fee barditor for The Eggs Factor is 1 gp.
read leaflet (can you avoid getting 2 eggs?)
W of EB → [(Gloves) Theatre] → [Auditions] bonners, stalls, W, NW, U, or. U (looked) NW (Green Room; next pass)

W → [Stage] N, E, lever. N → (door to green room broken) pull lever → [Proper room] lighting rig
rig → light bulb. x rig → put battery. take bulb. take battery. check rig → [Stage]

x light @ [Dark passage] → new song "Ray of light".
// E of EB → [Elliott's farm] sheep, N, W, D.
N of farm → [Pasture] Edison, scientific eyes, long grass. take grass.

speak to Edison (depressed) play lute: Ray of light (Edison is cheered) speak to Edison (wants to find a lighting plan,
huge swarms, always strong. should be visible from here.)
D from farm → [Sheep dip] tank, valve, bleed, U. / use grass on sheep. take gloves. (rubber & small; y can wear them)

// N of EB → [Elliott Manor] Olive Neutral - Gong, desk, S. look at desk → box key.
give cloth to Olive. speak to Olive (if you find & return E's wallet, there's a reward)

// NW of EB → [Mystic's tent] chain, Madam Maggi, table, crystal ball, painting, SE. speak to Madam (wants 1 gp)
// give map to Oracle - YES. (2 gp). / speak to Madam. YES. [What is my face put
it teddy bear is one
member?]

first bear was Snowbeams. (Snaggletooth was a stuffed otter)
good news, mighty quest, but things will n't end up well for you. (She + ball leave, cloud on chair?)
wear cloak. sit on chair (not complete?) remove cloak [we need a 'glowing crystal ball']

/speak to Simon. YES: x pass. / use pass on Bonner (Green Room bookshelves)
"W → [Green Room] Sharon Frogspawn + Bing Harbor (S, SE).
end pass. 1) must have at least 5 songs in repertoire, 2) perform only 3, 3) only the winner gets the prize.

// speak to Olive. YES. → write new song: 'Hopelessly Devoted'
 play lute: Hopelessly Devoted {Olive: wonderful, but will he ever hear it?}
 speak to Olive: Elliott will be a judge in Egypt Pecha Competition.
 give leaflet to Olive - take box key (while she is gone)
 speak to Olive: if you win, come back + I'll tell you some info on Elliott.
 // U → [Box] chains, open glasses (view of stage) look at opera glasses (read 1gp to release them)
 (using key)
 x chains → wallet. open wallet ("Elliott"). / give wallet to Olive (+1gp)
 / look at opera glasses. YES. / use opera glasses @ Pasture (new loc on World map; Edison leaves) take papers
 // go → [lightning plain] Edison, burnt patch, OUT. speak to Edison (wondersome, world)
 attract lightning. wear gloves. (quick!) use rod on patch → lightning rod. {gloves are anti-depoved directly to snail}
 speak to Edison (needs a charged battery) wear gloves. use flat on rod.
 wear gloves. take charged. speak to Edison. out. go (back)
 speak to Edison → Canon, business card. x ~~Canon~~ (battery is missing)
 read card (Birmingham added to map) (closed)
 go [Birmingham] N to Emporium, W to Alchemy, E to Barber, S to Boutique
 W to [Alchemist's Alchemy store] Alchemist, microscope, mortar and pestle
 speak to Al {lens of microscope is broken} / S → [Chic Boutique] Chic Chic, clothes rack,
 rosette, collar and belt. read note {Cuffs best in show; Chic loves dogs}
 speak to Chic {wants a well bred porch}
 // give opera glasses to Alchemist → mortar and pestle (as reward)
 use guess on mortar and pestle → green paste & bowl / use bleach on tank (already filled & water)
 // speak to Al → {needs 5 snails} x altar @ Ruins → +1 snail. speak to Oracle: ask: snails
 x hole @ Shrike Temple → +1 snail x hair @ Crypt → +1 snail → check dark & damp places
 x long grass @ Pasture → +1 snail x valve @ Sheep dig → +1 snail
 speak to Alchemist {exchanges 5 snails for 2 gp} / "ask Oracle abt Elliott. {b 49AD, brave,
 but superstitious; won't do anything without consulting his medicine} alt Edison {sing a song abt light}

Key of Light	4/10	Vain	10/10	(sum after)
Vain	10/10	MW	7/10	
Hopelessly Dev	8/10	HTS	8/10	
	<u>22</u>		<u>25</u>	→ Capital bank & records contract

Speak to Olive → Biography (only Olive + median talk to him)

give autograph to Orville (sell for 2gp)

[Bing's Barbess] Bing Harbor, chippers, red dye (costs 5gp)

Speak to Bing (he really wanted the autogr). give contract to Bing (you get the chippers)

// use chippers on sheep → plain wood. use corners of sheep → Poodle photo.

use green paste on plain wood → green wood. // give poodle photo to Cherie → get collar + band

use collar and band on sheep (can't take it to Cherie) Speak to Cherie → Dress

[Edison's electrical experiment] Edison, pictures, plasma ball, S.

remove battery. give empty circuit to Edison → +1gp. // take red hair dye. YFS (cost 5gp)

[Mystic's tent] wear wool. wear cloak. use charged battery on bulb → glowing bulb.

use glowing bulb on crystal bowl. use fake bulb on table.

sit on chair. (quack!) read bio. Fear: P1st ^{copy on pillar of stone, given to Queen Winch!} in bowl

→ bowl shatters, Magic Cap, new box on top, auto-take glowing bulb.

go → [Royal Court] Statue, N. (swooshing stone, smells of petals) N → [Palace] Queen

Speak to Queen → (Shudder followers have stolen the lamp & mean to crush it in the press. Barn is Sh of city.)

[Barn] Shudder Followers, cult leader, press, mill (can't leave) (where to wear the dress?)

// use green wood on tank → plain wood. use red dye on plain wood → red wood.

→ Broken press (Cult leader grand p!) (press breaks) (mule + others flee)

Nb. N. give cap to Queen. → WIN! You use now the Royal Mistle.

~~Epithyma~~ Carnivora Miss capture Shurmond for saving all Queens leaves.

