

Journey

- 7th party sought Astrix on Sunrise Mountain
headed by elder blacksmith Garlison
- famine + fouled water

- Party {
 - Bergon (carpenter)
 - Praxix (wizard)
 - Esher (physician)
 - Toy (apprentice food merchant)

Start @ Lavos outside provisioner. Webba is proprietor. } food, map
shelves have ^(going) foodstuffs, unusual map.

Inventory: rope

Praxix' pouch: air essence (enough for 7 or 8 spells) Elevator/Wind
earth essence (enough for nearly 10) Tremor

By map, food

Dark End Tavern (unassuming)

Minar (flicking edge; claims knowledge of Outlands + offers services)

Fork left ~~East~~ to foothills
right South to valley
cold wind from north

Praxix' legend of Wizards/Magic

- need a 3rd essence to be more powerful
- flew, but left burnt, coarse pale yellow residue on hands.

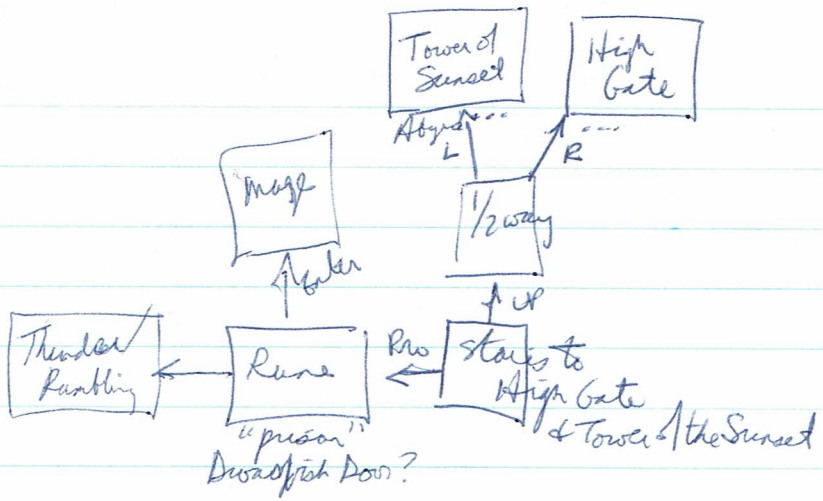
Canyon

Esher ~~attacked~~ ^{killed} by brabito; Minar appears
dreamed on a high precipice + carried by air

Legend
Flies "uzl-fer"
one of four races

High Plain

Wild Stream - sighted a great white bird
Great River (left/Downstream)



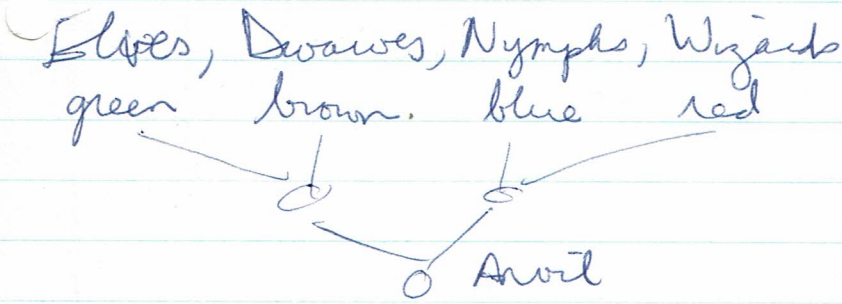
without Fire { Mud, Elevator, Tremor, Rain, Wind }
 Δ @ Δ @ Δ @ Δ @ @

Tremor ⇒ water essence

Prison - drop map (or Cost Flame)

then Elevate Bergon → Fork (e flows) → Ores + mirror!
 - 9 ores outnumbered, then we have surprise
 - tried to have Henth Flank

air + earth = Elevate



Esher Examine Lake
 green between us & lake

luns Bein hav
 (gate) (the plains)

Dun-ar-Fen
 Diggins-in-the-Gate

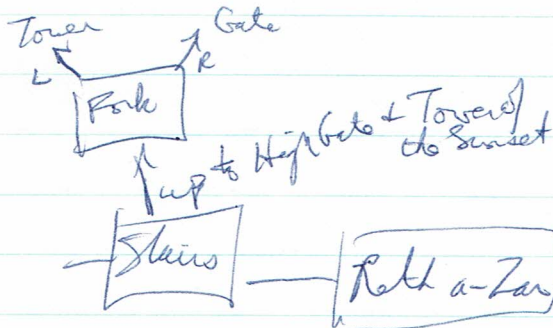
Rath a-Zar (Road Under the Mountains)

- ① Bein i-hav (gate to plains)
- ② Bein i-Fen (to forest)
- ③ Bein i-Zar (to mountains)
- ④ Bein i-han (to Heaven)

Hearth (dwarf)

{ Gates, Lovers, Elves, Ones }

Sun Towers — dwarfs built 2 on opp sides of Helms River.



"The water that heals,
 the fire reveals,
 the earth..."

♪ K/Hearth-la Av-Aquith
 Hearth is here, son of Aquith
 ♪ Valben, son of Aquith
 Come, friend

~~Smear pt~~ (L, L, L, L, L)

Lake above ridge

- Smoke to Hat

Old Man (one-eyed)

- Tell Truth - Hermit comes up

Hermit broadsword

Hermit is Garliman

bag (5 packages: 1 of each element + 5th blue-green powder^(?))

now can cast Flame, Glow, Blaze
lightning, Mud, Elevation
Tremor, Rain, Wind

Mirror doesn't surface from lake

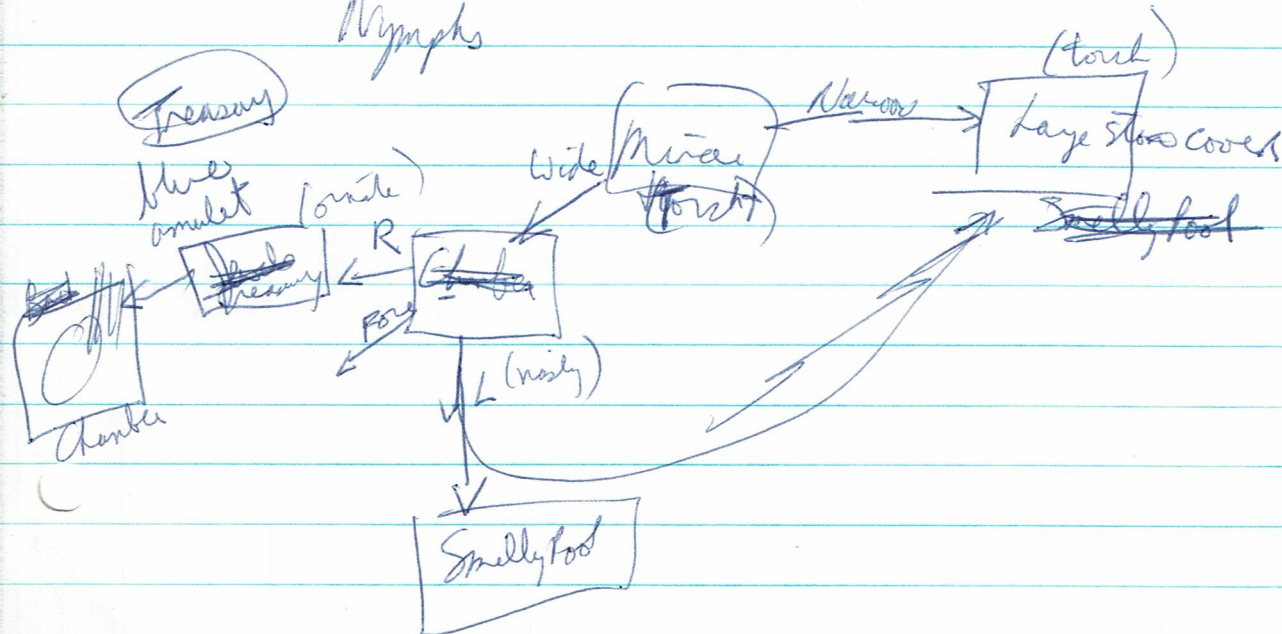
Cave

glow spell on my lights up runs

Glow [earth + fire]

Nymphs could become fish-like

Nymphs

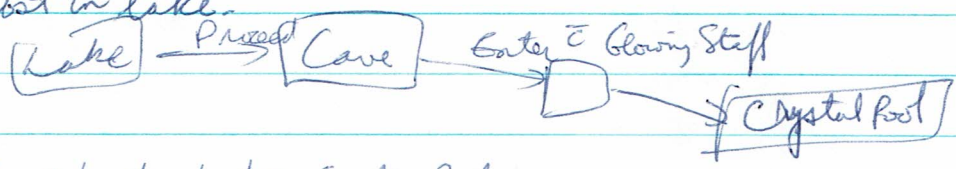


- Take map (+ food)
- get Miran (enter tavern + base Esther look around)
- Save Esther (~~check~~ Miran Scouts, Lefts, Miran Flanks, Combat)
- Climb to lake (Miran Scouts follow Snake)

Knock, Tell Truth, Miran Search)

- Esther sees gold in stream [actually Water Essence; but how to avoid Storm?]
- ~~can't proceed~~ + lose pack
- Wait till water comes at you then: Praxis Cost Elevation at Me

- Miran lost in lake.



Can take torch from Smelly Pool

Open all 3 covers, Drop amulet in ^{Treasury's} pool,
Dive in Smelly pool afterwards

@Pune (prison door)

- Proceed/Back/Enter/Cont/Ba?

Enter (left + it considers)

Left / Right

↓
Proceed/Back

↓
Proceed

Cont Floor (see ledge)

Up

Cont leveler at Berge

↓
Left/Right (glass)

→ mirror! + Ores (Henth: "Kuth en-Gelan")

Eshta (examine Ores): goes E weapons, we have surprise.

Fight

Henth flanks (Henth gone)

Combat (Berge wounded)

Combat? (Paxos wounded)

Retreat (Miraad dies)

→ Back to Prison Door.

Proceed → eastern end of Retha-Zar, Been i-Fen
(sound of thunder ahead)

Proceed - staff's magic lessened!

Proceed - cold air, acid, stink,

Back (Paxos goes solo vs. darkness monster)

Wind failed. Mud pointless.

Flare failed.

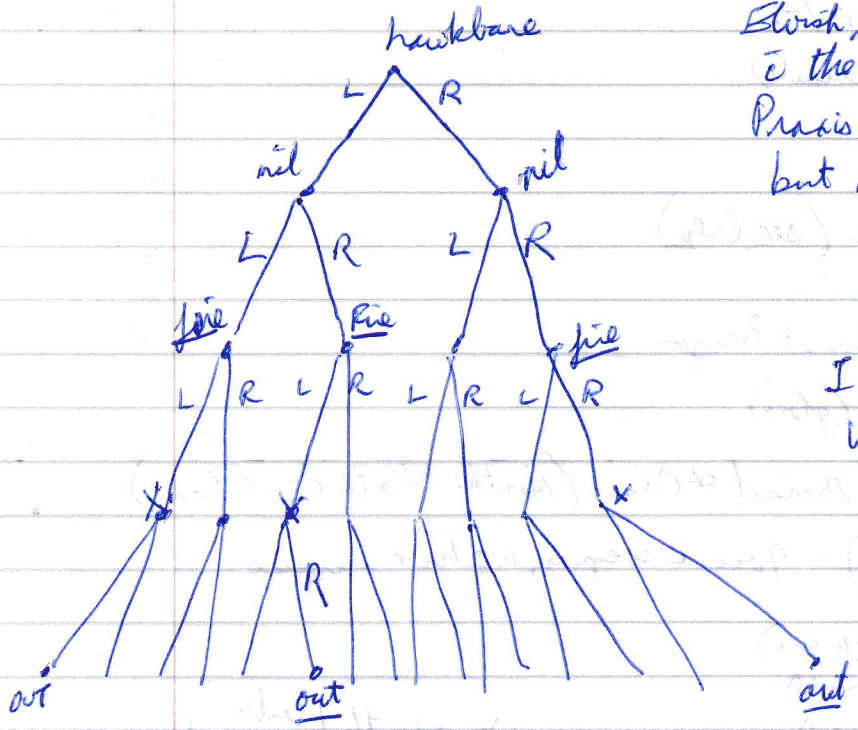
Tremor works (plus Paxos gets water essence)

Henth flanks
Paxos cont Mudd
Combat ✓
Combat ✓
Combat ✓
(Henth dies. Get Devorff
stone from Astuss)

Messigs on Elf

Praxis' maze

I don't believe I heard any of our party speaking Elvish, so I can't see how I did her communication with the Elf. It's possible, of course, that either Praxis or Henth might have known the language, but nothing they said indicated it.



(Elvish = from the forest)

I wonder if Henth knew any stories about the Glows that would help me communicate with them.

	residue
Levitation	fine green
Wind	fine green
Flare	med textured blue
Mud	med " orange

"Tag-la"
"Agiath B'ron" or "B'ran Agiath"

~~drop~~
drop something ~~is~~ created
of using Flare

5th powder blue-green

Residues have diff colors! (randomly)

- Glow (earth + fire)
- Lev (earth + air)
- Wind (air)
- Tremor (earth)

verbleichm.h

[Yes or No i;

for (i;)

#IFVS; read buffer parse; #ENDIF;

#IFVS; read buffer parse DrawStatusthere; #ENDIF;

i = parse --> 1;

if (i == YES1 -- WD or YES2 -- WD or YES3 -- WD) return;

if (i == NO1 -- WD or NO2 -- WD or NO3 -- WD) return;

L -- M(## out, 1); print ">";

Bonvole elektu C, #aux X.

To get past orcs

- Tremor works, except you lose Esher.

- Mud ~~is~~ is futile

- Tremor then combat twice leads to waterfall + vy. wounded Beyon.

regent + fire on Beyon fails

regent + water on Beyon WORKS!

Proceed -> Enter Tunnel / Follow River

Follow river (would exit the woods)

Tunnel goes to wide stair, to R (archway), to L (hole)

(at bottom of stairs at Bein-iffen)

(hear chipping rock to L)

L -> Old Mine / New Mine

in Old Mine, Praxis excalls (more)

Mine Rock (more regent, but we lose Hurth!)

- In New Mine, can get Red Rock (?)

- miner's pouch ?? What do do with it?

R -> Ornate Path / Crude Path

Crude Path (its crack Down) Praxis goes down (Jump/Retan?)

Jump (he twists his ankle) (see sees nothing, needs elevation to return)

Ornate Path (door - need key)

Plane to get them
trees.

Praxis & talking tree

L (Milky Way), Ahead (Road to Ruin), R (Garden Path)

Milky Way → waterwell (Proceed)

ex mechanism (see passage D)

path down to Dark (Praxis has no fire essence left)

(from wheel) Proceed → ruins of a castle

x water (dk green, red weeds, air bubbles)

x bridge (plank has rotted to near non-existence)

Cross (~~the~~ ^{the} bridge breaks → Proceed/Back

~~(from wheel)~~ Proceed → bridge crumbles leaving a pier at midpt.

Courtyard (to Town, Mount)

x ruins - 3 towers in fragments, only 1 is left.

Tower (Up/Down)

Up tower → man says "We meet agn!"

Accept Umber

Umber Tell Story of Castle: was Elys' home

Down → Umber's treasure cell

gingering? ~~to~~ Glow on Staff to go D from waterwheel (1 way!)

L/R/Back

L → pit & railway, window (Proceed/Down/Back)

D → mine Rock (for fire & earth essences)

(except he doesn't have the right tools)

Proceed → deep pit & railway (how to go Down?)

- Elys will get him down (but now out of Earth & air!)

- bottom of pit has pick-axe

Garden Path → ore territory, so retrace back to where Milky Way / Road to Ruin.

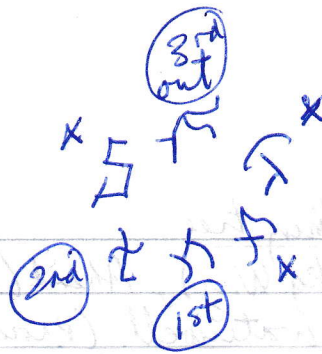
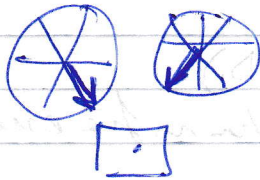
3-4 Fire, 2 Water, 3-4 earth, 2 Air, 5-6 reagent

Under Mill (to R → chest & window on ^{shallow} pit, down

Reagent + FIRE on Umber's stones → Earth Stone

(how to rescue Elys from ores?)

6 settings each
 Device: 2 dials + black button



Left Dial at (top/hub/ll/wr/lr/bot)

1st pit (bottom mine) ↓
 2nd pit (lower left mine) ↙
 3rd pit (oblitated mine) ↑

Left (lr) R (ll)

→ dull droning noise, getting stronger. ^{Wast.} Stops

3rd pit (see sunlight & avalanche)

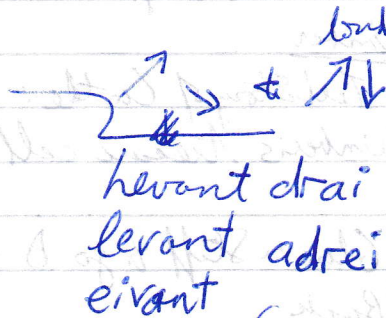
- ~~down~~ falling or jumping would be certain death.

Left at ↓ (suc)
 Right at ↙ (dead)
 1st pit goes to 2nd?

(while downing, can move 2c)

"Vendeli Breth" (Cedic cries)

L R (to depend axe)
 ↙ ↓ (param 2 to 1st)



hevont drai
 levont adrei
 eivant

(Klar'ana) = life passage

Loem?

Loem ara sequil hevont drai nons trivi azan-lam
 please only say door open to enter storage room
 entrance

July 4th (was in gate) (inside gate → magical essence of water, air + earth)

- Wind distracted to ones (which Praxis return) but Gsher still dies
 (Tremor, thumblevohin)

July 4th (pactores)

Vault "Herein the Legacy of Duwaves"

recap to PIRG or vault
 to open it → coffin

Garlimon

- The water that heals...
 - The fire reveals...
 - Ester has ~~been~~ home for Huith (in forest)
 - Then Beren is trapped by Orcs
 - (How did Miner disappear?)
 - Huith thinks B is in one of the tents
 - Take Iron (red rock is unusable; reagent also off rock)
 - use red rock to become invisible
(Use Red Rock or Run For It)
 - orcs may have seen P's signal too
- The Anvil is on Misty Isle to the south. (e: \ jinyb. su)

- find a reder (Proceed/Huith...?)

- (a combo of essences will create fog or mist?)
- Max water with air → sense shadow went south
- escape rain into cave (+ meet Umber) Leave/Stay
 - Leave → discover mudways in puddles & retreat
 - mudways feed when day + flooded; never see one at night

Examine pouch/ U's sack (when he's asleep)

- Praxis takes some black stone & crushes it. → black reagent

black reagent + AIR → ~~disappears~~ on staff → despair

black reagent + GARTH on staff → cold

black reagent + FIRE on staff → darkness

Proceed → town of Zar (Proceed/ Curio Shop/ Emporium)
(lypta) (closed for it)

(black reagent disappears if try to use it away from Umber)

- Praxis wants gray stone (a reagent)
- Buy (wants 50 sp)
options to steal / Trade / Sell
- Can Trade spyglasses for gray stone

Tavern / Inn / Wharf / Back
 in Tavern - other table talking of us.

at Wharf suggest a few captives? or some particular captives? YES/NO
 Elfentide / South Seas ^{to name a capt}

Elfentide - trowth (he says he's no food)
 South Seas - Steggy offers (Accept/Consider)

Have Post Invisibility on me. Eavesdrop

- innkeepers will be reliable. waterfront captives
- all except drunkard Merezzi (one man will rot in 3 days)

Merezzi is on Zephyr (3rd pier, 4th boat to left)

- M will take you as far as Estril. Get another boat from there

grey + fire on innkeeper -> control spell?

mix grey + fire. Then cast them. Use mix on sheriff.

Cast levitation to spot island.

Big Bad Guy zaps Praxis
 reagents + 8 other bags

Need to cast lightning (fire + water)

Blw	E+A	fire green	
Mud	E+W	red orange	fire blue + coarse blue
Flur	F+A	med blue	A

6e

FIRE WATER AIR	fine white	Eld (earth + air)	fire green	fire blue + fire + yell
	coarse white	Mud (earth + water)	med orange	coarse red + fire yell
	fine yellow	Flur (fire + air)	red blue	fine blue + coarse white
	coarse yellow			
	fine blue			
	coarse blue			
	fine red			
	coarse red			
	(fine blue)			
			WATER + FIRE + pure EARTH	fine yellow
		coarse red coarse blue		

grey + AIR does smthg?

Praxis has

- Water essence (7-8 spells)
- Earth " (7-8 spells)
- Fire " (3-4 spells)
- Air " (5-6 spells)

Spells

- Elevation
- Flare
- Glow
- Blaze
- lightning
- Mud
- Tremor
- Rain
- Wind

Tag's Inventory

- food + shelter
- Spyglass
- map
- rope

Rain falls vs tree
last lightning at snake tree (works)

Underground

L/R/B/U (chalkbone - phos. rot)
- inhibits allergic reactions

L (red)
R (fire!)

L -
R - (stuff goes out - here up)
↳ waterfall.

- Exit
(Esha bit by Naptlang snake)
- need west flake rot

Cross Area? or Split up?

Bergon (to west)
Proceed/Return/Ex

Ex trees
Proceed, Ex trees (for)
(Bergon trapped!)

Praxis (to east)

- Proceed
- Examine stump (hollow?)
- Proceed (
- Cast Tremor (stump splits in two)
- Down
- Up/Back/Along/Ex
- Back (w. west flake!)

Tag (to N)

Stay/Proceed/Ret

- Stay/Hit/Approach/Ex worm

- Appro?
- Talk to elf
- Speak Elvish

[Tag-la b'ran-Herth] bebbled

[Tag-la] ✓
[b'ran-Herth] (meaningful, but she doesn't care)

Va'leng (she is suspicious)