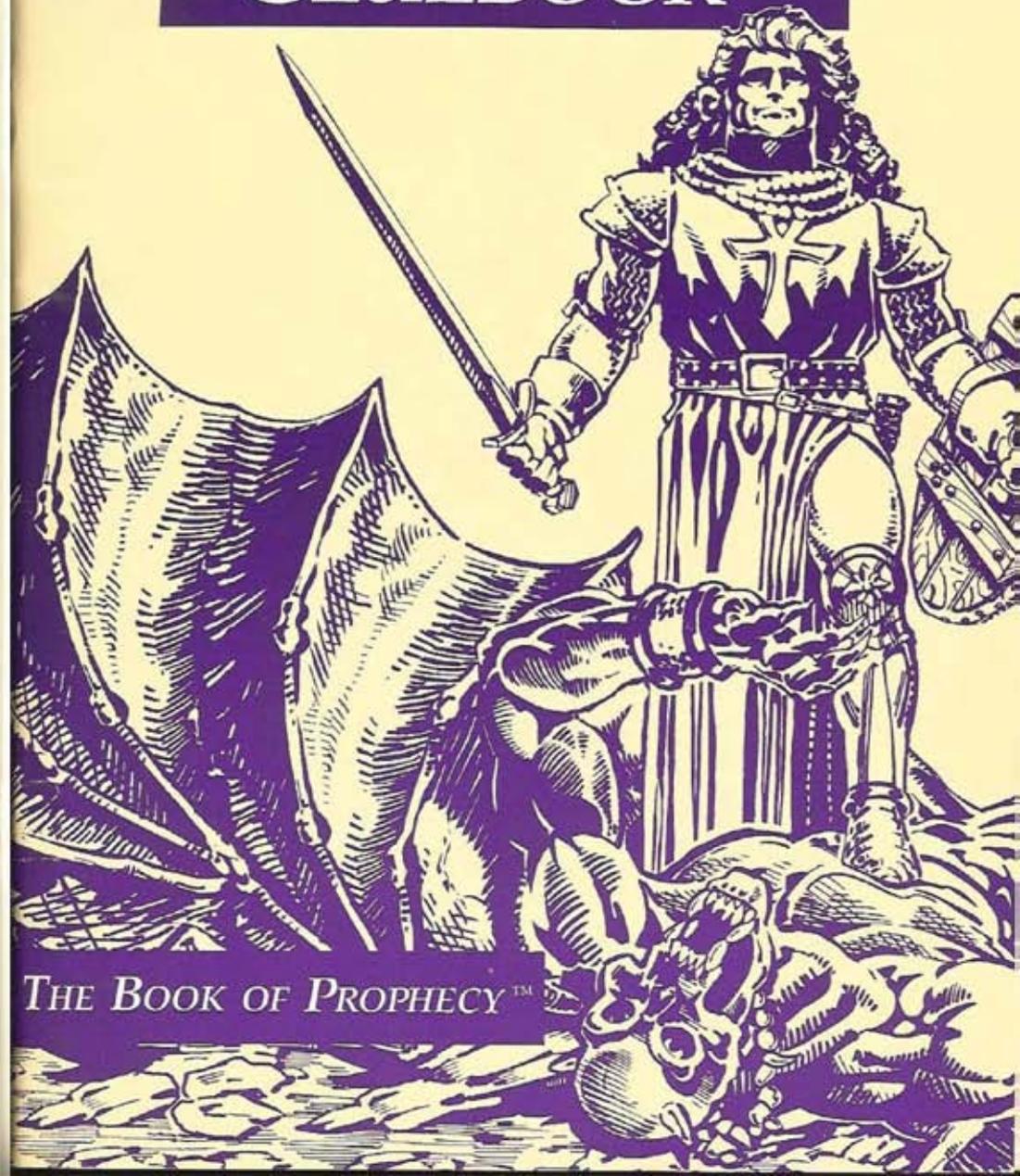


Ultima® VI CLUEBOOK



THE BOOK OF PROPHECY™

 **ORIGIN™**

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Ultima® VI

The False Prophet™

CLUEBOOK

THE BOOK OF PROPHECY™

by Dr. Cat

Based on a game by Lord British

Gargish Language created by Herman Miller

Cartography by Jeff Dee

Book Layout/Design by Craig Miller

This cluebook is based on the IBM-PC/Tandy version of *Ultima VI*. Some game features described in the pages that follow may vary slightly in versions of the game designed for other computer systems. However, all game solutions apply regardless of your computer system.

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INTRODUCTION

Greetings, most noble Avatar, and I hope this finds you in good health. Herein are gathered maps and notes that might aid you in your quest. How did I come to be writing this? Well you might ask — over the last fortnight I've often found myself asking the same question.

It started in a tavern, as I find most things in life do (all those worth mentioning, in any event). I was leaning back, enjoying a nice cold mug of Frasier's Folly, when up walks this gypsy, name of Tainith.

"Mandrake," says she, "through the casting of my tiles I have foreseen that the Avatar will soon come once more unto our land. We must proffer what we can in the way of assistance."

(Tainith really talks like that.)

"Well and good," I replied, "but what has that to do with me?"

"The portents show that the quest to save Britannia from the gargoyles will span the entire realm. Much has changed since the banishment of Blackthorn. The Avatar may need a more thorough knowledge of the land and its people than Lord British can provide. You are the one who must write of these things — the tiles have shown it."

"Sounds like a lot of work," said I, and took a deep draught of ale, to help me think. "Perhaps you might ask a more industrious soul than myself."

"No other has travelled as widely as you, nor knows the people of Britannia so well."

I always enjoy it when women flatter me. I still wasn't convinced, though.

"You do wish the Avatar to succeed, of course. Do you recall the revelry that followed Lord British's rescue?"

I had to admit I did, though parts of it are still rather fuzzy.

"Well, my tiles have also revealed to me that, should the Avatar complete this quest, there will be celebrations greater even than those."

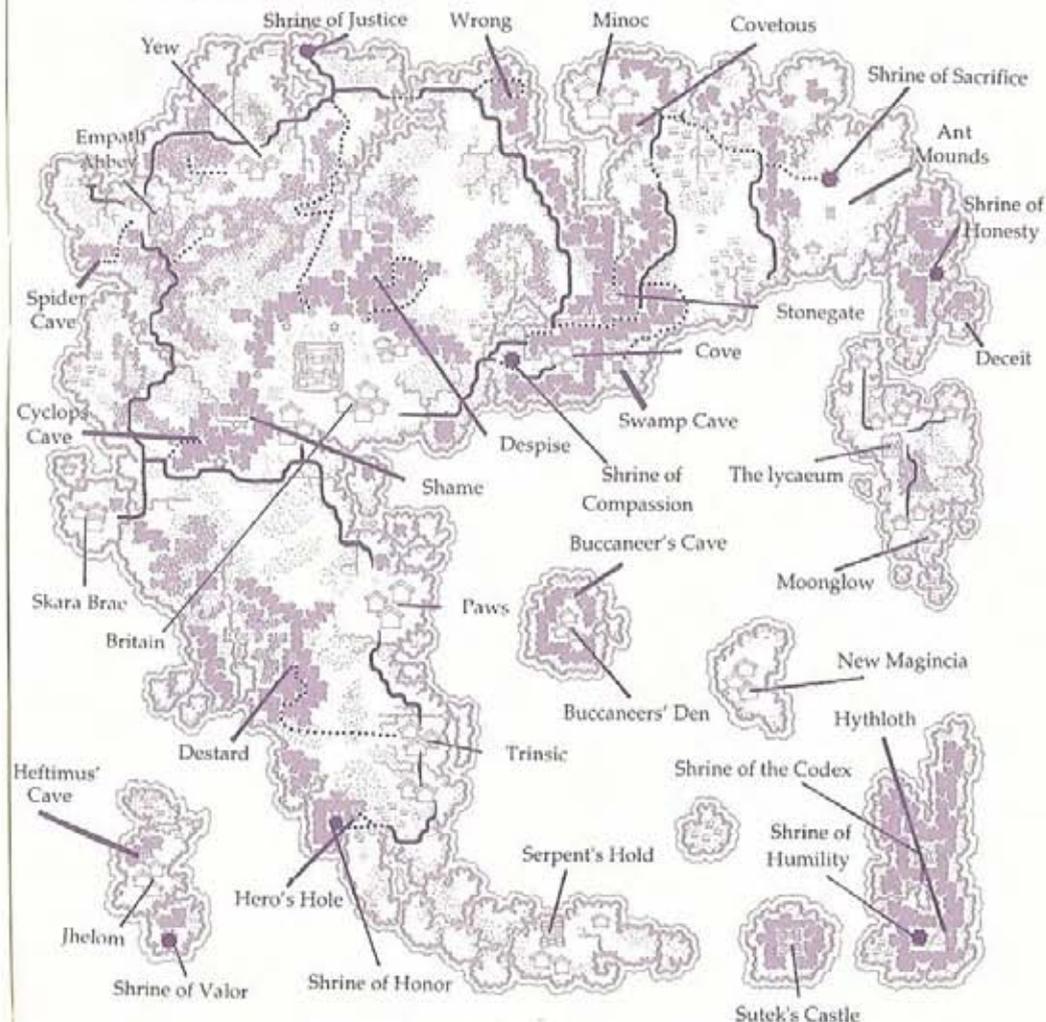
Now she had me convinced. Between my experience and her powers of prophecy, I think we've gathered together all you might need to know. Now all you have to do is go save us from the gargoyles, and we can get started with all the singing, dancing and drinking.

Mandrake

*** Be not distracted from the serious nature of your quest by Mandrake's frivolity. For before you scan these pages, I offer you a warning. Prophecy can be a double-edged sword. I have peered deeply into your future to bring you this advice, but it is not wise for anyone to know too much of their own destiny. Read only as far through these pages as you feel you must, for the further you go, the more of your fate will be revealed. Take care, Avatar, and may the moons themselves shine with favor upon your quest. ***

Tainith

BRITANNIA

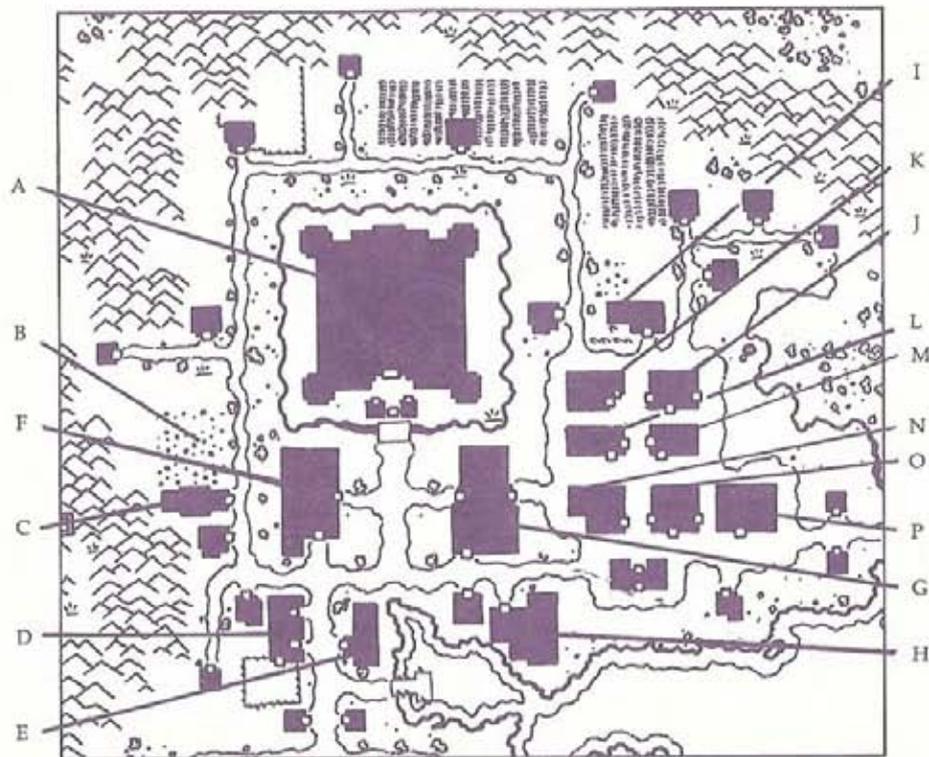


KEY TO TOWN MAPS (pp. 6-24, 61)

	Pyramid		Ford		Trellis		Lamp Post
	Shoreline		Fence		Waterwheel		Ship
	Light Forest		Circle of Stones		Logs		Swamp
	Dense Forest		Shrine		Shipwreck		Pier
	River		Mountains		Graves		Skiff
	Road		Farmlands		Dungeon		Guillotine
	Building				Entrance		Stocks, Signpost
	Door						Well

THE TOWNS OF BRITANNIA

BRITAIN



- | | |
|----------------------------------|-------------------------|
| A. Lord British's Castle | I. The Healer's Sanctum |
| B. Royal Orchards | J. Baker |
| C. Blacksmith | K. North Star Armory |
| D. Stable | L. Weaver |
| E. The Oaken Oar | M. Fletcher |
| F. The Conservatory/Royal Museum | N. Provisioner |
| G. The Royal Mint | O. Iolo's Bows |
| H. The Wayfarer Inn | P. The Blue Boar |

Where better to start an account of Britannia than with her largest and greatest city? Home to merchants, artisans, farmers and craftsmen, as well as our beloved king, all are welcome in Britain. As Tainith reminded me, during the last great festival they lit off enough fireworks to turn night into day, and the fountains, nay, the very rivers themselves flowed red with wine! Or so do I recall it, at least. Between holidays I find the Blue Boar Tavern quite servicable, though it's nothing exceptional. Poor Anya is always looking for some miracle cure for her husband... If she mentions it, best not to get her hopes up.

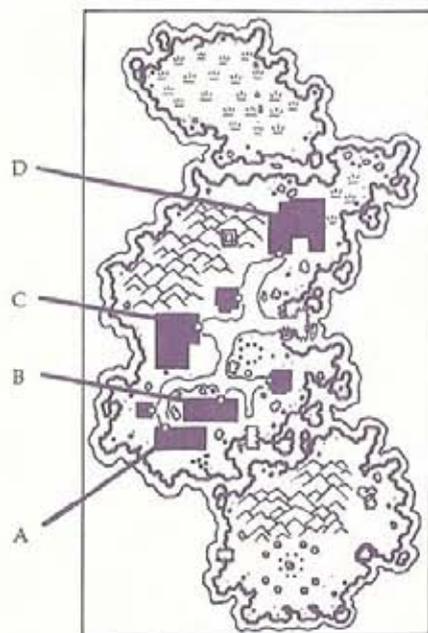
The center of town is Lord British's castle. It's surrounded by a moat, with a drawbridge that can be raised should the castle ever be besieged. None ever expected it would be needed in these times, until the gargoyles came... I hear Lord British has set aside some supplies for your personal use, should you ever return and have need of them. I'd suggest you pick those up right away. Rumor also has it there's a talking mouse in the castle, but I've never seen such. The only mouse I saw there did naught but squeak. Would that the jester had as little to say! All life's a grand comedy to him, and he likes nothing more than playing tricks on the unwary.

Just south of the castle are a couple of buildings that house government sponsored projects. One such building is the conservatory. Most bards have taken some training there, though I never did myself. I believe they teach the Mantra of Compassion, among other things. In the same building is the royal museum of oddities. Kytyn, the curator, is a fine lass, but she's already spoken for. She's sweet on chancellor Tholden, who works just across the street.

Terri at the mint, on the other hand, is singularly unattached. Of course one must drop by the mint when one has gold nuggets to exchange for coin of the realm, but I often seem to find other reasons to drop by... You might wish to go visit Nema out in the royal orchards as well. She's a cute one.

Of course Britain has the usual sorts of businesses as well. There's the Wayfarer Inn, Efram the provisioner, the North Star Armory and Iolo's Bows (run by his former apprentice Gwenneth, these days — ask her about the triple crossbow she's experimenting with). There are also some fine stables and a fletcher in town. Good old Tiberius runs the Healer's Sanctum, but he doesn't get a lot of business... He charges standard healer's guild rates, of course, while Lord British does the same job for free!

*** I foresee a time when you will need the assistance of the little mouse. Bring her some cheese, and you may persuade her to join you in your travels. Her assistance will prove invaluable. Let no harm come to her. ***

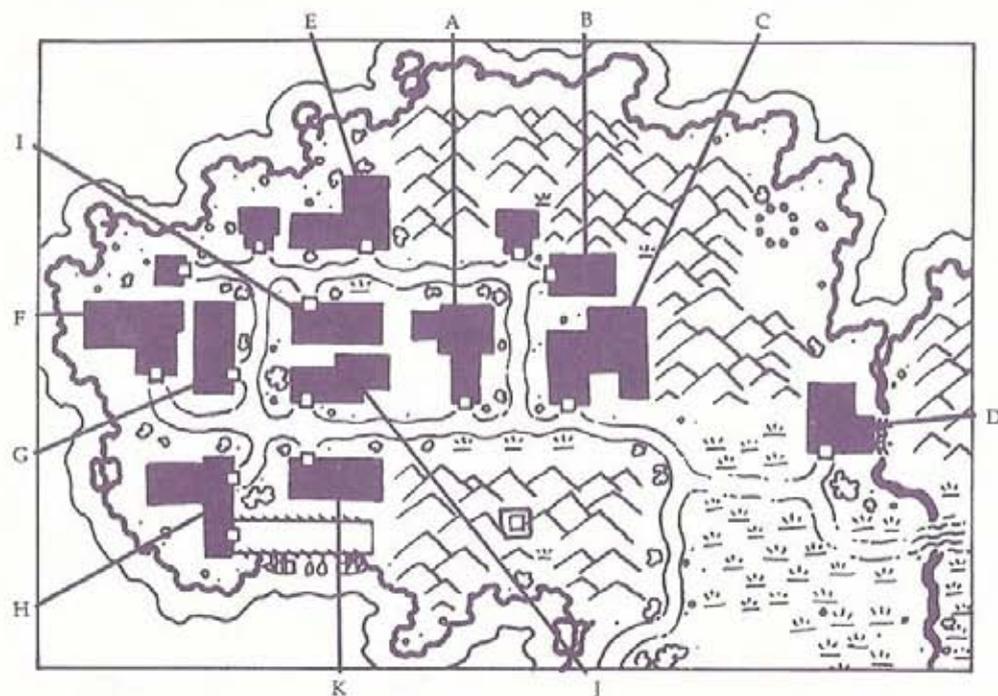


- A. Naughty Nomaan's
- B. Town Hall
- C. The Warrior's Stead Inn
- D. The Sword & Keg

Near the Shrine of Valor, this town is a favorite spot for fighters to congregate — probably second only to Serpent's Hold. Nomaan, the weaponsmith, does a healthy business, even though he spends a good deal of his time over at the Sword & Keg. It's a cheerful, lusty, down to earth sort of tavern, where the sin of moderation is rarely practiced. Bards are always welcome there, but even when none are to be found, the fighters will sing their own songs, striving to make up in loudness and enthusiasm what they lack in experience. They've worked the Mantra of Valor into one of their ballads, I hear.

Fact is, most everyone in town passes their time at the Sword & Keg, whether natives of the town, or travellers staying over at the Wayfarer Inn. About the only person you won't find in the tavern is Peer the shipwright. With his skill for woodworking, he's kept pretty busy fixing all the furniture, or making replacements when need be. Did I mention things get a little rough at the Sword & Keg? I wouldn't go there late in the evening, if I were you... When the lads get drunk enough they tire of merely boasting of their prowess in combat and prefer to show it. Nobody really gets hurt, but I like to keep myself free of unsightly bruises — purely for the benefit of the ladies, you understand. Be careful who you speak to about rats and mice as well...

*** I sense that Hestimus the beggar knows something that will be of importance to you. In the fullness of time, the subject about which you must ask him will become clear to you. ***



- A. Artisan's Guildhall
- B. Instrument Maker
- C. Governor's Mansion
- D. Sawmill
- E. Healer's Mission
- F. The Tinker's Inn
- G. Basket Weaver
- H. The Crow's Nest
- I. Glassblower
- J. Clockmaker
- K. Death Watch Armory

I suppose I should get to Minoc more often than I do, as it is the home of the artisans guild. The glassblower, the clockmaker, the basket weaver, they all go to Selganor for guidance, and I must admit I've picked up a tip or two from the man myself. Absent-minded he may be, but he knows how to coax magic out of a lute. I hear your old friend Gwenno is helping out with guild business, and Julia is living up there as well. Wouldn't be a bad place to visit if you're trying to gather together a large party.

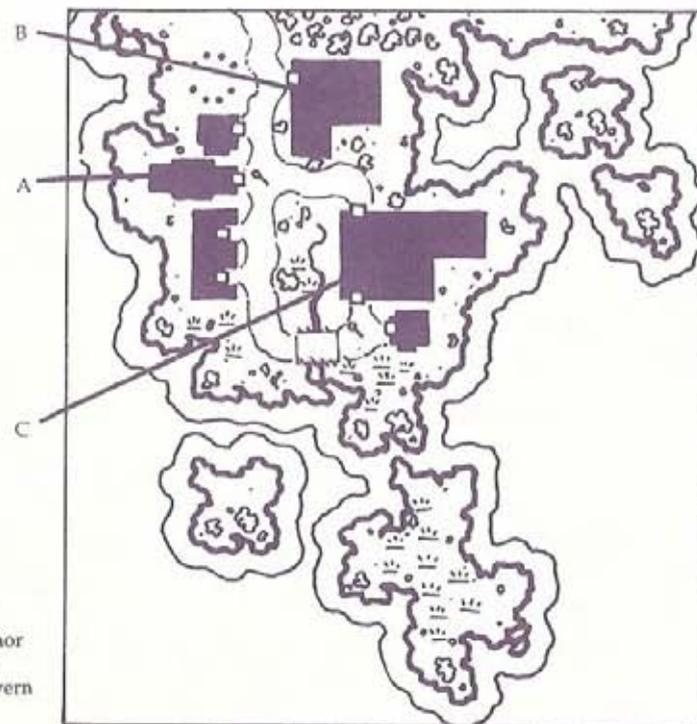
The inn is comfortable, and there are plenty of places to pick up trinkets, if you're trying to win someone's favor, I'll grant that. So why do I

visit so seldom? There's one thing missing! How can you have a town full of artists without a proper source of inspiration? I'm speaking, of course, of a tavern — something I'm afraid Minoc is sorely lacking.

They should follow the example of the merry monks of Empath Abbey. The good brothers there understand that the answers to many of life's mysteries are to be found in the depths of a good bottle of red wine. Indeed, the greatest guidance, the most sublime inspiration, are to be found at the very bottom of the bottle! I've found that in this regard, no shortcut will do. Emptying out the top part of the bottle without drinking it dilutes the experience somehow.

But such arguments fall on deaf ears in Minoc, the town of sacrifice. I tried going to Tara the healer for a hangover cure (I had had the foresight to bring a couple of full wineskins for my last visit), and instead got a lecture on how I should go meditate at the Shrine of Sacrifice out in the desert. Well, that's one mantra that will never cross my lips! I have had enough memories of my one visit to that shrine anyhow, as I'll tell you presently. Anyway, I left her with my head throbbing worse than before from the lecture! Give me Dargoth any day. Now there's a fellow who can make a hangover vanish in the wink of an eye, and smile about it too.

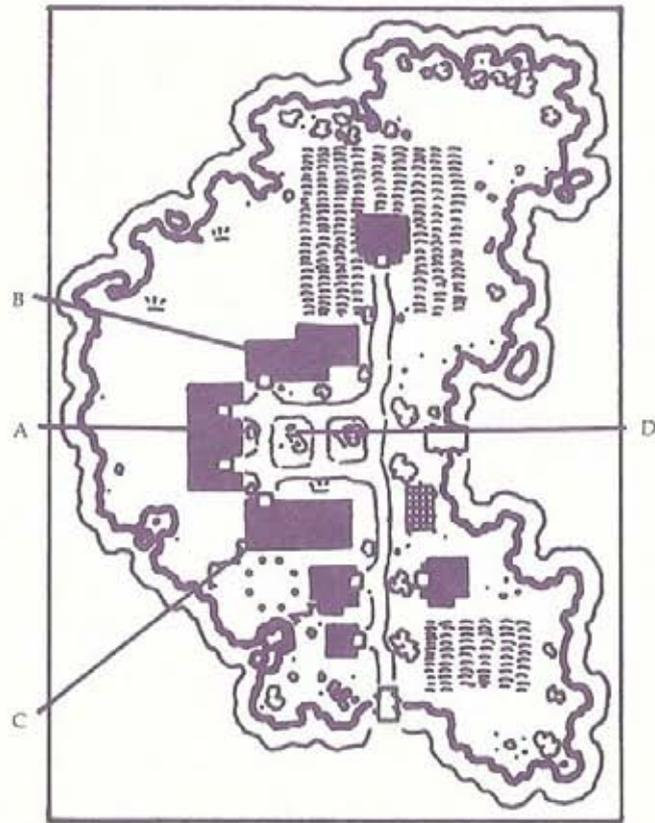
*** I feel that you must join many of the guilds of Britannia in the course of your quest. I will say more of this as the signs grow clearer to me. I also feel that Michelle may provide you with assistance in constructing something special. ***



A. Lord Aganar's Manor
B. Penumbra the Seer
C. The Blue Bottle Tavern

They call Moonglow the town of honesty. The town of drunkenness would be more to the point, if you ask me. The Blue Bottle Tavern serves the best ale you'll find anywhere. My old pal Derydlus practically lives there, and Manrel does almost as well. Him you might catch working occasionally, but nobody's perfect. There's a chap named Beyvin I used to play poker with — poor fellow was too honest to bluff! He was a decent sort, but he passed away last year under rather unfortunate circumstances... Seems he had an allergic reaction to a short piece of steel that somehow found its way between his ribs. Aganar, the so-called Lord of Moonglow, hasn't even noticed Beyvin's dead yet. He pretty much lets the town take care of itself, which suits me fine, and he's a regular at the tavern too. Anyhow, Beyvin's got a nice crypt in the secret catacombs under the tavern. Manrel slips down there when he can to pay his respects. They were cousins, and Manrel's got the only key to the crypt. There's a secret door in the Blue Bottle's pantry that leads there.

There's one other you should know about, and that's Penumbra. Nobody knows what was going on between her and Beyvin, but she always had a smile on her face when he was around. These days she mostly keeps to herself. She's a strange one, all right, and doubtless has a skeleton or two in her closet. But if you need to know the Mantra of Honesty, she's probably the only one in town sober enough to help you.



- A. Town Hall
- B. Weaver
- C. The Humble Palate
- D. The Well of Humility

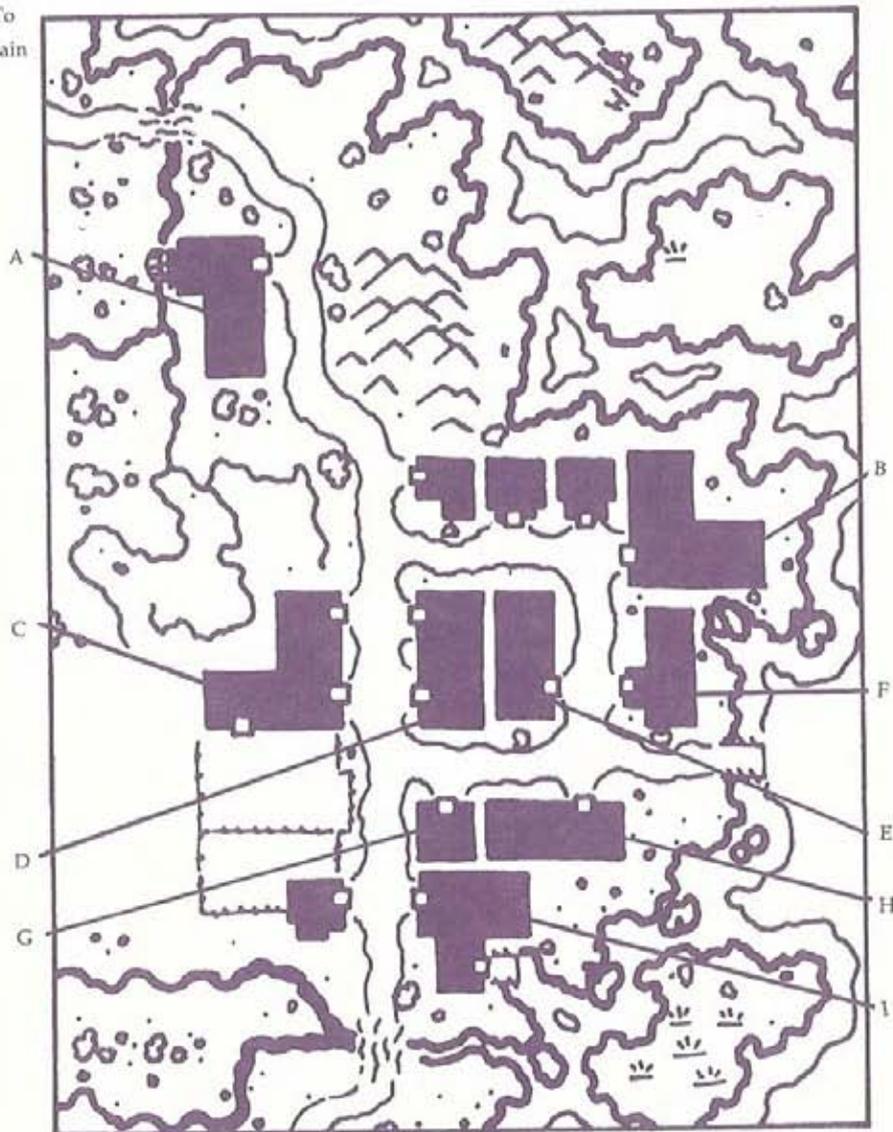
Here's an island town where they have an odd pastime. Seems everyone's always striving to be humbler than everyone else. Of course, you can't really brag about how well you're doing at that sort of thing, or you've kind of defeated the purpose, haven't you? It's a queer little place. They've got a lord who's more interested in doing magic tricks than learning how to run the place. Fortunately it doesn't need much looking after. Then there's the farmer with his hippo carvings, and the shepherd, who'll never give you a straight answer. Keeps his flock out where the moon-gate used to be, he does!

The fisherman has an interesting past — he used to be guildmaster of the Order of the Silver Serpent (that's the warriors guild). Conor's his name. It might seem a strange transformation to some, going from warrior to fisherman. But neither profession calls out to me, and I suppose one is as good as the other. Anyway, if he wants to chant the Mantra of Humility a hundred times every morning, I'll not speak against him for it. He drank me under the table once, after I'd shared dinner with him at his hut, and any man who can do that earns my respect for life!

There's a lovely young weaver there who's quite talented. If I had the money for it, and weren't a wandering soul, I'd have her weave me cloth of the finest silk, and make bedsheets fit for a king! But I live a somewhat humble life myself, and settle for whatever accommodations the road may offer. Many a clear patch of grass has served for my rest, though I prefer a bed by a fireplace, with company to keep me warm when the fire has died to ashes.

But I'm getting off the subject. I mustn't fail you by forgetting to describe the local tavern — the first and most important thing any visitor to a strange town must know. It's called the Humble Palate, and I'm afraid it's not a very lively spot. The food is excellent, but Dunbar doesn't take much care in selecting the spirits he serves. Still, the prices aren't bad, and the service is friendly. Certainly worth a visit while you're in town. Of course, I've never found a tavern that wasn't...

*** You will need a magic shield to complete your quest. There is one on this island. Whether you should steal this one, or follow a longer yet more virtuous path to acquire another, is not for me to say. ***

To
Britain

To Trinsic

- A. Flour Mill
- B. The Cat's Lair
- C. Dairy
- D. Slaughterhouse
- E. Seamstress
- F. Weaver
- G. Rope Maker
- H. Thread Maker
- I. The Sweet Dreams Inn

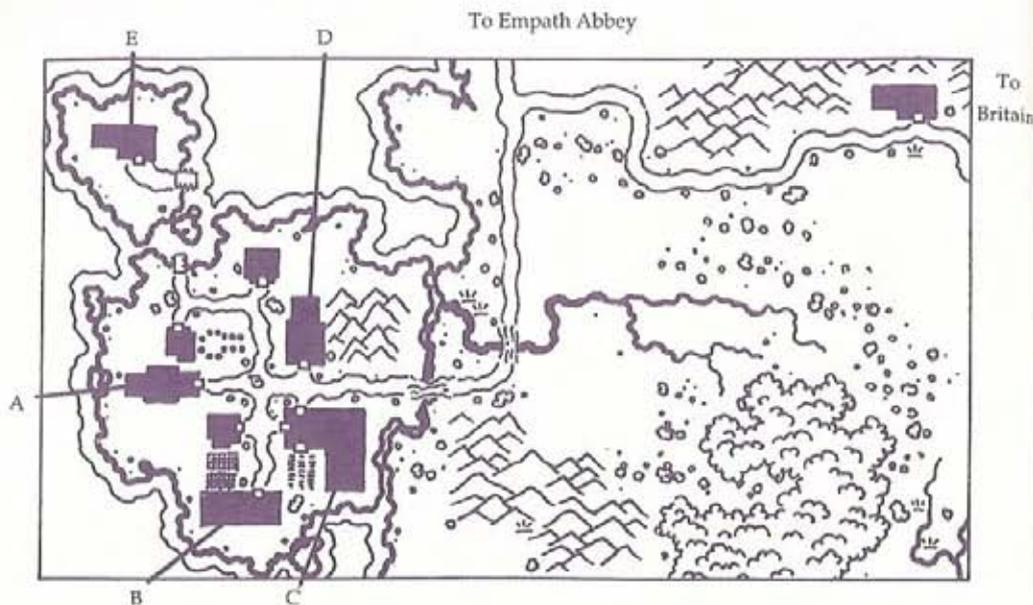
Now here's a town not burdened with the chanting of mantras and other such foolishness. The Cat's Lair Tavern is a warm, friendly place, and it's always a pleasure to visit. If they served Frasier's Folly there, and didn't have those darn Siamese cats underfoot all the time, it would be just about perfect.

This is a simple town, truth be told, with little of use to a seasoned adventurer. There are no dungeons under the town, no weapon shops, nor even idle warriors who might be willing to join you. You will find plenty of good hard-working people, though. And for any who's willing to spend some time playing the merchant, there's money to be made here as well. Buy low and sell high, as they say.

Of course you should buy a drink or two with your profits! Dr. Cat is an admirable host, and he doesn't water his drinks either. If you want to get on his good side, you could try and bring him a copy of that book he's looking for. I think the Lycaenum library might have it. I, of course, am already one of his favorite customers. Why, he likes my singing so much, he only lets me do it on special occasions, to keep the experience fresh and exciting! I'd be careful when playing him at Nim, by the way... Don't let him trick you into betting too much. You might be safer playing Flippits with Thindle and Mortude instead.

One last thing — far be it from me to gossip about my collaborator, and yet... Rumor has it a certain lady gypsy comes to visit the tavern every Thursday night, and stays long after all the other customers have gone.

*** You may have need of those who can work with silk. You will find what you need in Paws. And if there were anything going on between Dr. Cat and me, it would certainly be none of Mandrake's business! ***

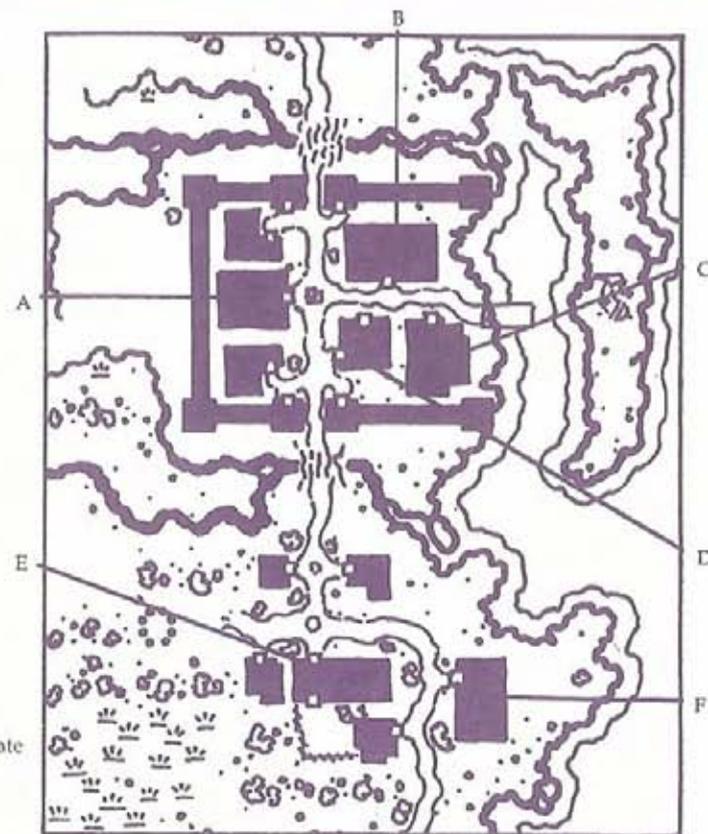


- A. Town Hall
- B. Wine Maker
- C. The Haunting Inn
- D. Dezana the Healer
- E. Horance the Alchemist

This was a sleepy little fishing town, but it hasn't been quite the same since poor old Quenton was murdered. I think that fellow Michael did it. He lives a fair ways outside of town, and mostly keeps to himself. Anyhow, nobody's been able to prove anything, and things have settled down into a routine again — just changed a bit, without Quenton around. I think by now it's best to leave things the way they are, and not go stirring up old wounds.

The most annoying thing about Skara Brae is that book you find all over the place. Maybe it is the city of spirituality, but I don't want to be reading about the mantra every time I stay over there for a good honest night's rest. I think Gideon's behind leaving those books all over the town. If you ask me, Stivius has done a lot more for the place — he's the one who put the "spirit" in "spirituality." He let me tour his wine cellar once — surely the best stocked in all Britannia! It was a meaningful experience, I can tell you...

*** Horance the alchemist lives on an island just north of Skara Brae. He specializes in selling attack spells. ***



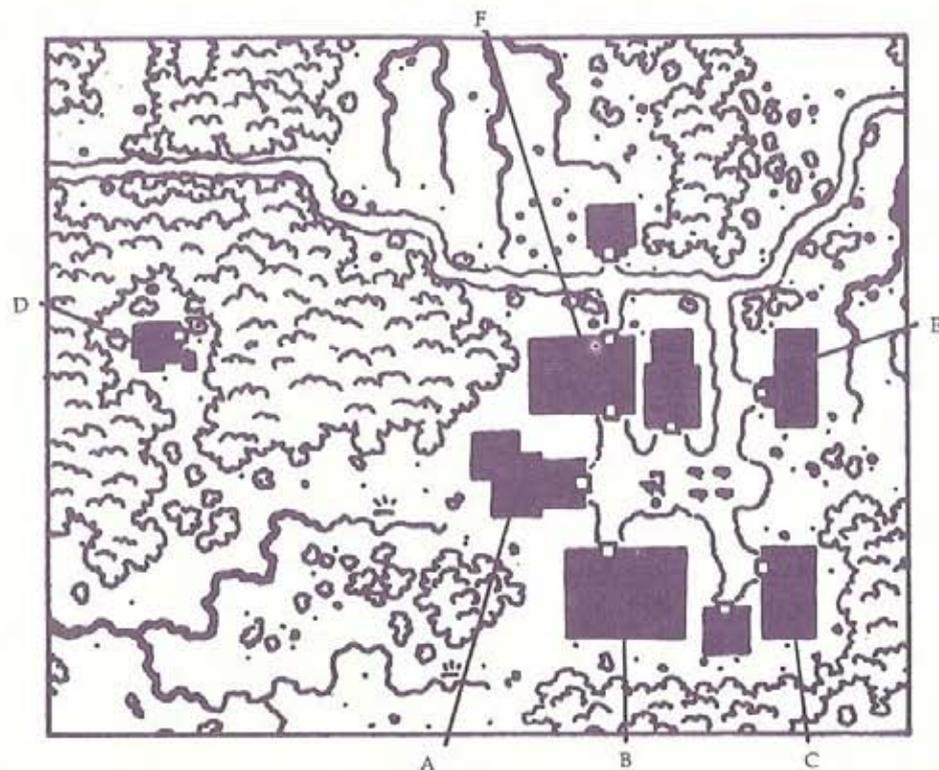
- A. The Mayor's House
- B. The Fool's Pair o' Dice
- C. The Paladin's Protectorate
- D. Blacksmith
- E. Stables
- F. Wounds of Honor

This is a pretty uptight place. They claim to be the city of Honor, but the folk there don't seem to put much faith in the honor of outsiders. There's a big wall around the place, and guards patrolling everywhere. Maybe the lack of trust there has something to do with the tales I hear that Whitsaber has a secret past. Where an old scoundrel like him learned the Mantra of Honor I can't imagine.

Some folk live outside the wall — my dear friend Immanuelle, for one. She runs the finest stable you'll ever see, and I won't deny we've done a little horsing around, on occasion...

There's an armory in Trinsic that sells some of the best weapons and armor money can buy, and a healer to patch you up after you go out and test it. Most important, though, the Fool's Pair O' Dice has the lowest priced mead available, and it's quite palatable.

*** Sandy can tell you more of Whitsaber's secret, if you do him a favor first. ***



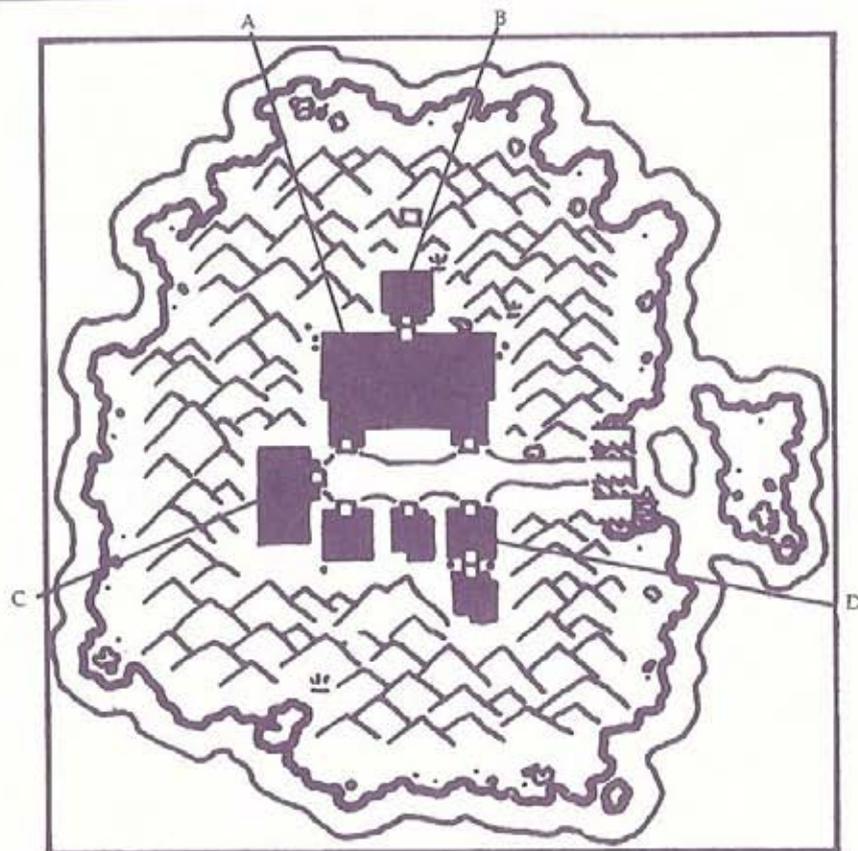
- A. The High Court
- B. Prison
- C. Arms of Justice
- D. Logger
- E. Tailor
- F. The Slaughtered Lamb

Lady Lenora governs Yew with an iron hand, and runs its courts much the same way. I think her parents spent too much time drilling the Mantra of Justice into her head when she was a child. She's thrown poor Boskin into jail, and put Sinjen in the stocks. At least Boskin has a kind keeper — Pridgarm belongs out on a porch playing checkers somewhere, not running a prison. He lets most of his prisoners "escape," and if Boskin's crime weren't so serious he'd have done the same. As for Sinjen, well, perhaps folk won't worry so much about keeping their daughters away from him for a while. He can hardly do much damage — not while he's in the stocks, at least.

Now, the Slaughtered Lamb is one tavern I'm none too eager to see again soon. Don't get me wrong — the food and drink are fine, and the service good enough. But I lost a bet to Andrea over an arm-wrestling match, and the debt is not one to be paid in coin. Just the thought of it is enough to drive a man to drink. Which is no great feat in my case, but still...

Not much else in town. Yew does supply some very fine wood for making furniture and such. The logger, big Ben Hurleson, lives just a little ways outside town. Most of the logs are shipped to the sawmill at Minoc for cutting.

*** If you speak with Boskin, take what he says with a grain of salt. Discuss what he tells you with Lenora before taking any definite action. ***

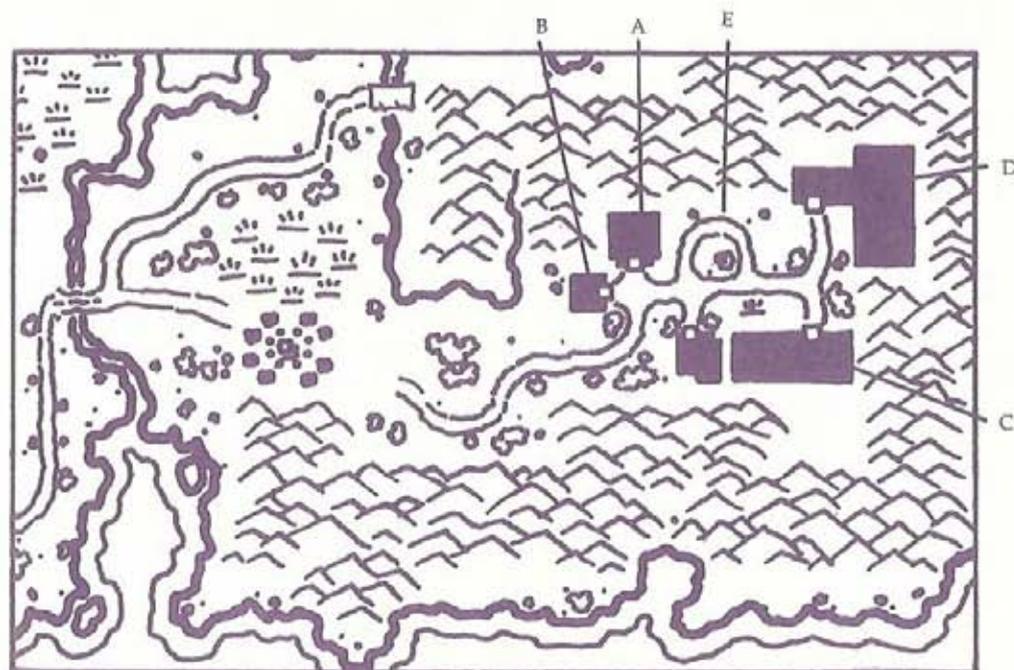


- A. The Fallen Virgin Tavern/King's Ransom Inn
- B. Budo the Provisioner
- C. Buccaneer's Booty
- D. The Rusty Bucket

Though hardly the notorious den of pirates and thieves it once was, there are still some suspicious goings on in Buccaneer's Den. Of course, if Budo were to be giving discounts to members of a certain guild, such as one Homer might belong to, I wouldn't know a thing about it. I prefer to follow Patrick's example, and cultivate a certain ignorance of affairs that don't concern me. It is odd how you have to go through a secret door in the tavern to reach Budo's shop, though...

Speaking of the tavern, the Fallen Virgin is one of the rowdiest there is! Of course, that's to be expected, with all the sailors gathering there when their ships are at anchor. They're always ready to pick a fight. Perhaps you'll find some willing to go adventuring with you.

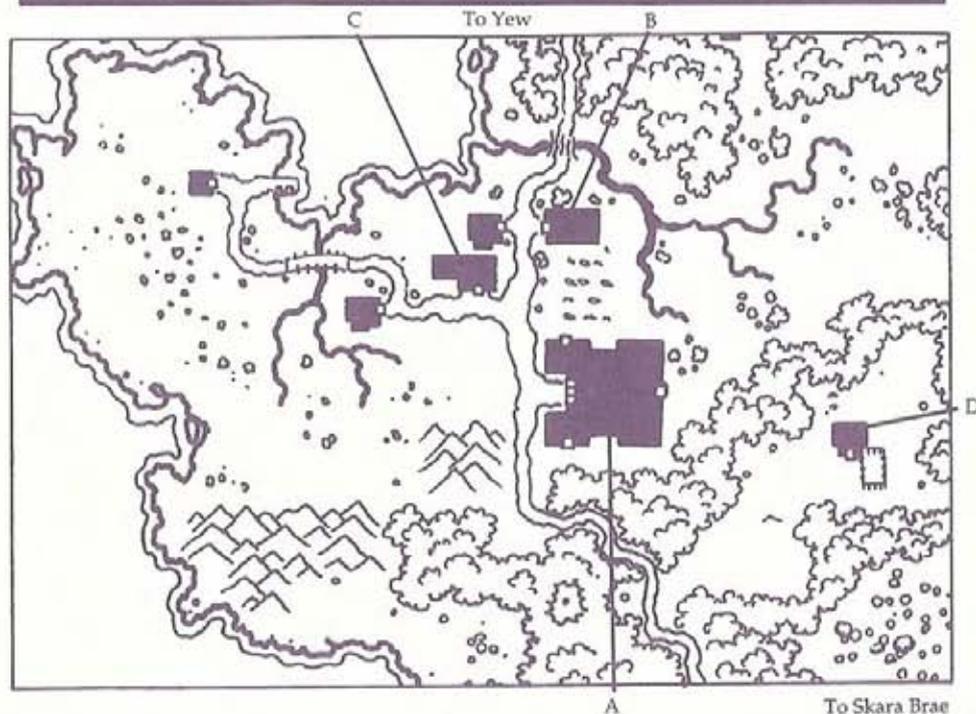
** I feel that Homer has knowledge of something which Mariah has need of. **



- A. Viscount Ahrmand's Residence
- B. The Well of Good Fortune
- C. Sasha the Healer
- D. Rudyom the Mage
- E. The Traveller's Shrine

This is a small retreat, dedicated to the art of healing. I believe Sasha has some men under her care who have first-hand experience with the gargoyles. You should talk to them, if they're well enough for it. Make sure you visit the shrine of the grapes while you're in town, and if you go to see Rudyom, look out for his pet!

** Rudyom specializes in selling spells related to healing. **



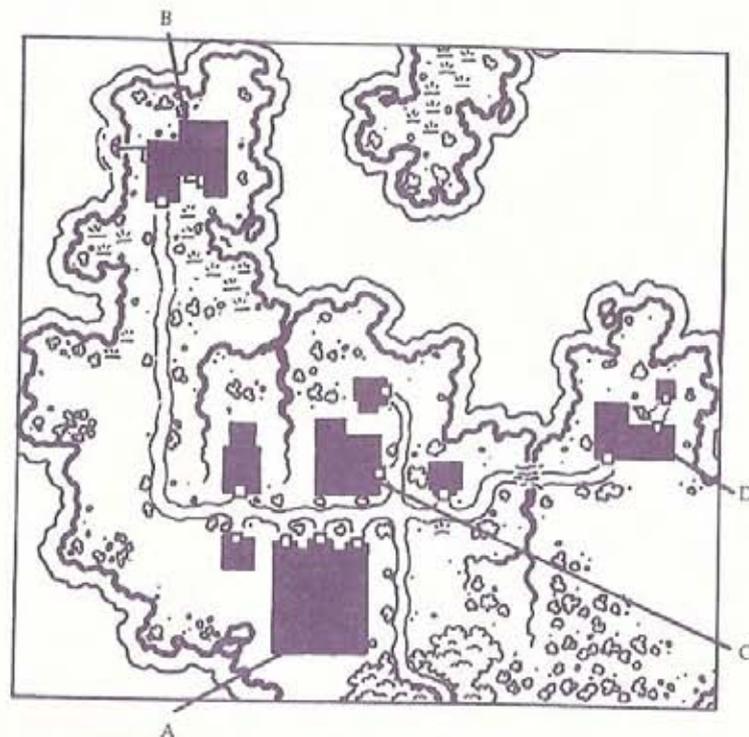
- A. The Brotherhood of the Rose
- B. Undertaker
- C. Stephanie the Healer
- D. Iolo's Hut

Here's one of the places that make it a pleasure indeed to live in Britannia. The monks make fine wines there, and also keep bees to supply honey for making mead. Truly, these monks are guided by divine spirits. (And I know divine spirits when I taste them!)

The Flame of Love is kept here as well. It must have some effect on sweet Stephanie, for she charges less than the standard healer's guild rates, though they've given her a great deal of trouble over it. The flame seems to have less effect on the mortician and his gravedigger. They've been squabbling for weeks; perhaps you can do something to clear it up.

The Abbey is a popular place to be buried, by the way, with the largest cemetery I know of. I've already made out a will specifying that I wish to be buried there — in a cask of their finest red wine! I hear tell that Sionnach, one of my fellow bards, is in the habit of meeting the widow Sylaina in the graveyard at midnight... I guess there's a certain romance to it, if you go for that sort of thing.

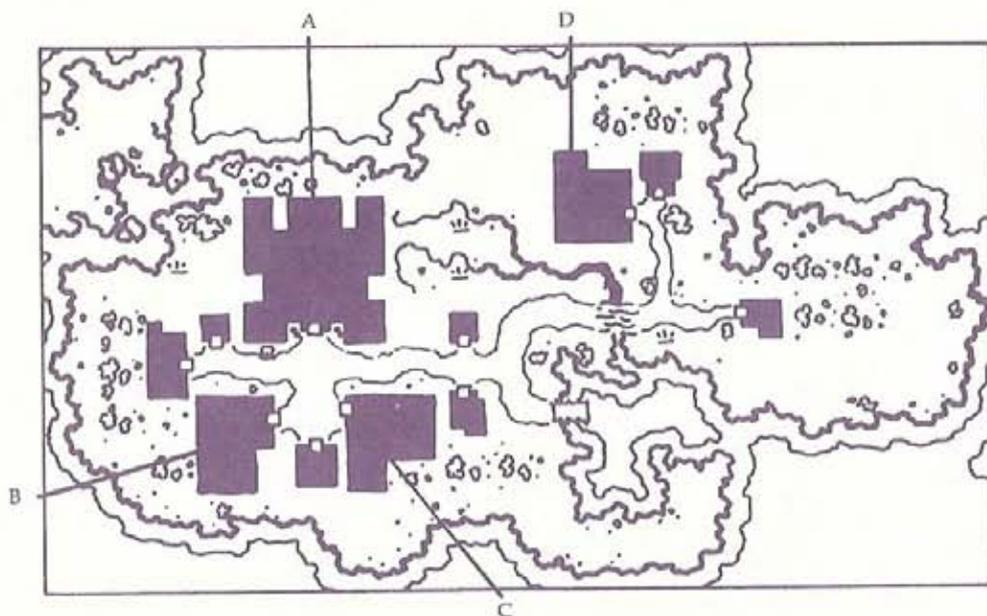
*** For reasons unclear to me, it is important for you to know that Sylaina's late husband was a pirate. ***



- A. The Lycaenum
- B. Xiao the Mage
- C. Dargoth the Healer
- D. Observatory

Dedicated to the pursuit of truth, this small community is rather dull. I must admit a certain fondness for the scholar-mage Mariah, but I'm afraid I don't suit her fancy. At least you can always get a straight answer out of her. Don't even bother talking to Thariand — he's full of nonsense as far as I'm concerned. The astronomer is little better; he lives for his star-gazing, and for grinding ever fancier lenses for his telescope. Dargoth, at least, is a down-to-earth sort of fellow, the sort of man I can understand. But there's no strong drink to be had anywhere around. The road south to Moonglow is the finest attraction in town, as far as I'm concerned.

*** It is crucial that you show Mariah the gargoyle book as soon as possible. Xiao lives to the northwest. She specializes in selling general purpose spells, and also sells eighth level spells to those who prove themselves worthy. Speaking with a wisp should provide the key. You may find it easier to find one at night. ***



- A. Serpent's Hold
- B. Siege Crafters
- C. Salle de Loubet
- D. The Griffon's Den

The castle of courage, this hold is home to the Order of the Silver Serpent. That's the warriors guild — they go in for fancy language, which is great for making small feats of bravery seem more impressive. The tavern is a fair distance from the hold proper, but that's probably a good thing, with all those walking tin cans running around. Wouldn't do to have them bumping into each other all the time. Surely you'll be able to recruit some warriors there, if you feel the need. Oh, there's a pirate that lives out near the tavern, by the way. But she's a sourpuss, and hardly worth visiting. One who is worth visiting is the swordsman, Loubet, trainer of some of Britannia's finest fighters. He's a joy to watch (though he works his students far too hard to suit me).

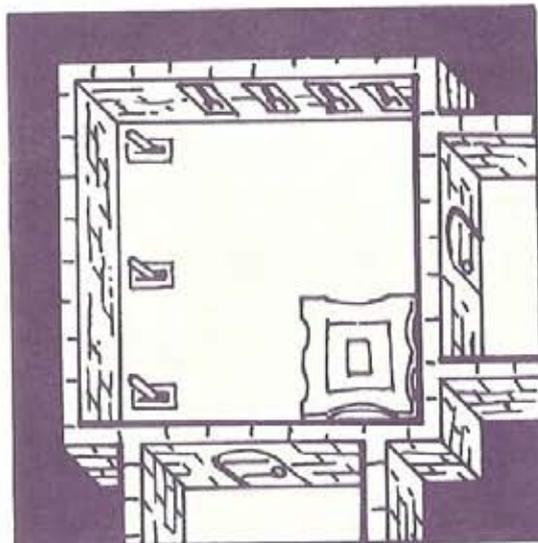
*** I sense that this "sourpuss" pirate is well worth visiting. Why, I cannot say. As for Loubet, train with him and your dexterity will improve. ***

CAVES AND DUNGEONS

MAP KEY

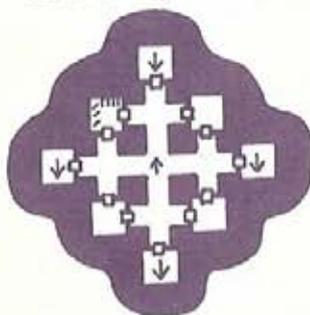
	Ladder Up		Pillar
	Ladder Down		Statue
	Obstacle (Stalagmite, Brazier)		Room, Building
	Door		Puddle
	Water		Secret Door
	Lava		Obstacle
	Bone Arch		Swamp
	Hole Down		Pier
	Geyser		Skiff
	River		Guillotine
	Spiderweb		Stocks, Signpost
	Bridge		Well
	Trap (Field, Spikes, Bear Trap)		Logs
	Cage		Shipwreck
	Grave		Graves
	Switch		Dungeon Entrance
	Lever		Lamp Post
	Platform		Ship

SUTEK'S CASTLE

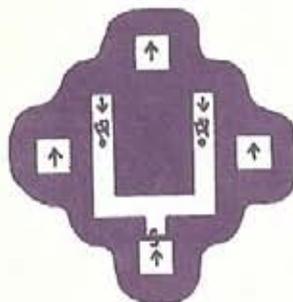


Level 1 (expanded view)

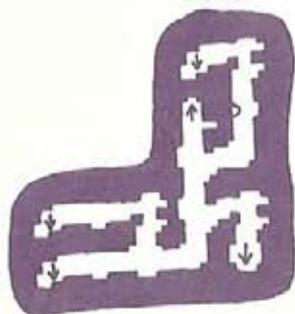
Level 1 (see expanded view)



Level 2



Level 3

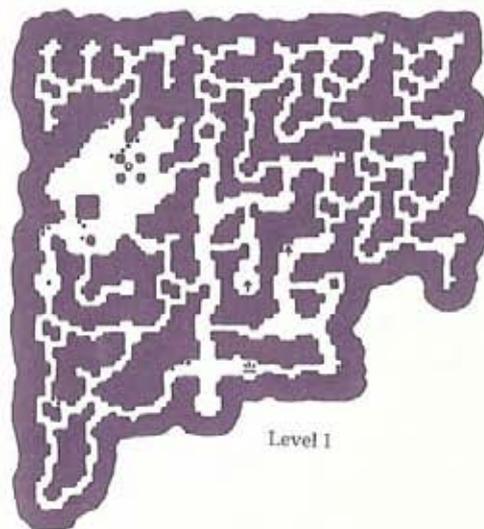


Level 4

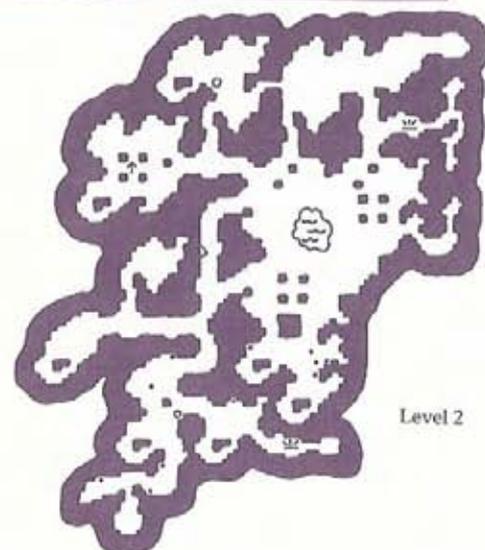


I almost ended up on one of Sutek's work crews, a job which always proves fatal, from what I hear. If you ever speak with this lunatic, humor him to avoid his wrath, then sneak off quietly when you can. He's had slaves dig a four level dungeon beneath his castle, and some of their bodies are down there still. Oh, keep an eye out for his deadly "pets" as well.

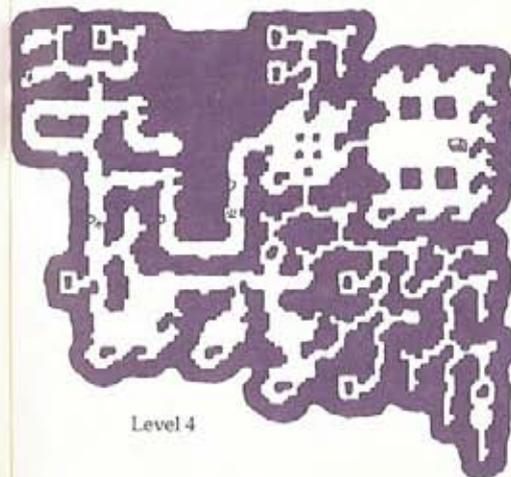
THE ANT MOUND



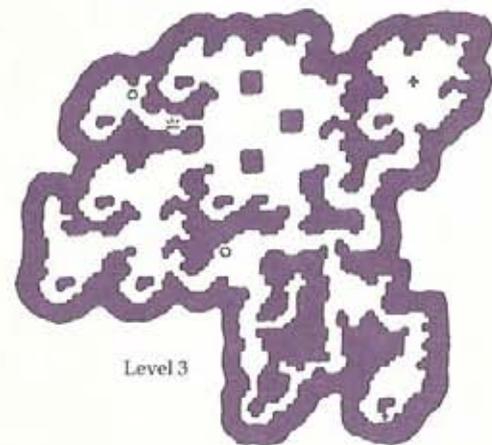
Level 1



Level 2



Level 4



Level 3

Now, my friends will tell you that I was drunk and imagined the whole thing, but I really was all the way down to the bottom of this place. It all started out at the Shrine of Sacrifice. Don't ask me how I got there. That's a long story in itself, and one I don't like to think about. Anyhow, a band of brigands decided it would be best if I were to sacrifice all my drinking water, and my wineskin as well, to say nothing of my horse and the gold I was carrying. I tried to make it out of the desert on foot, but was already thirsty when they surprised me at the shrine, and I soon collapsed from the heat.

I woke up someplace cool and dark, and when I struck a light there were giant ants everywhere. Now, some say there's a fairy godmother who looks out for all bards. If there is, I'm sure she was working overtime that day. Not only had I recently received a ring of invisibility as a gift from a lady friend, but I had managed to sneak it into my boot before the brigands noticed it. I put that ring on in a mighty big hurry, I can tell you!

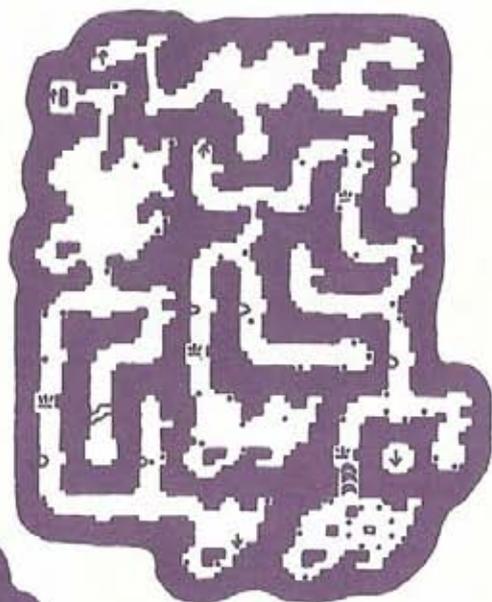
Once I was safe, I got curious, so I started exploring. Seems I was in the Queen's chamber, brought down as food or something. There was a fellow over in the corner who hadn't been as lucky as me. On the third level up, I found a big trash heap full of things the ants didn't care to eat, I suppose. As I moved on, I saw workers scurrying around everywhere, moving around bits of trash, digging new tunnels... It's like an underground city. Up on the second level I found one of their food storage chambers. It seems they really like grapes, which makes them creatures after my own heart, in a way. I prefer mine fermented, but there's no accounting for tastes. The grapes seemed fresh enough, so I ate all I could and then stuffed my pockets with more. 'Twas enough to see me out of the desert alive, thank the fates. I also found a small pond down there, and there were nightshade mushrooms everywhere. I was just starting to figure out the pattern of tunnels on the first level when my invisibility wore off, and I had to make a run for it. I tell you, it was an experience I'll never forget.

*** Though they will attack you to protect their home, there is no evil about the giant ants. If you would spare their queen, that would be an act of great compassion. ***

BUCCANEER'S CAVE



Level 1



Level 2

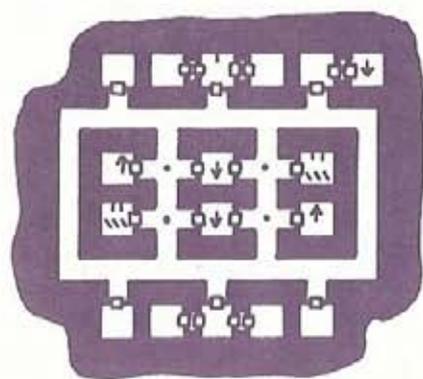


Level 3

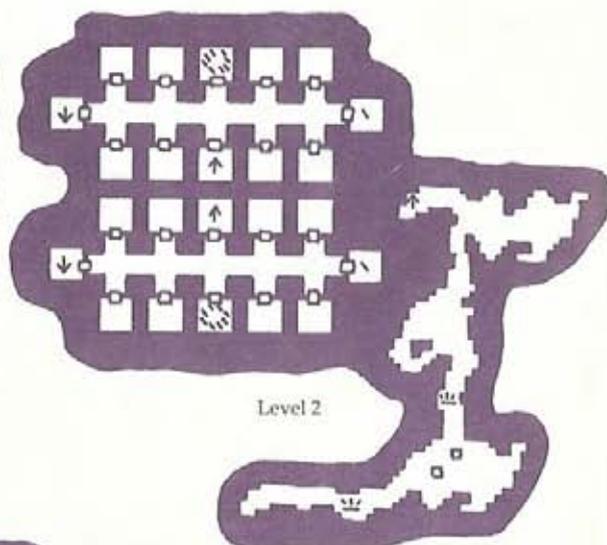
To Sewers

I had to go through this cave once, but I don't know if I could manage it again. Some gremlins stole all my food before I'd gotten far, and that's not the worst of it. While I was wandering around, looking for the tunnel that leads to the sewers, I ran into just about every sort of monster imaginable. Gazers, mongbats, drakes... I think I even saw a daemon, but I can't be sure. I was too busy running away at the time to get a good look. If you love fighting, this place might be your idea of heaven, but it's not for me.

*** I see a chest on the second level in which you may find a magic bow and a glass sword. ***

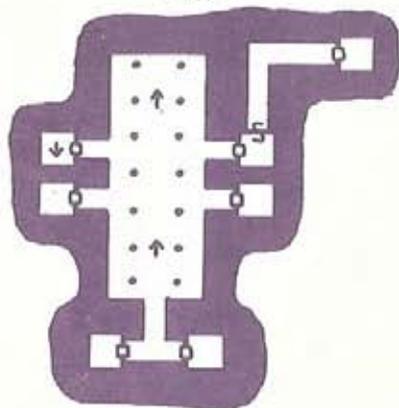


Level 1



Level 2

Level 3



Level 4

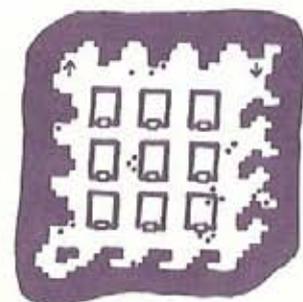


I spent the night in Covetous on a bet once. Selganor didn't think I'd have the nerve. Covetous connects up with the dungeon Wrong now, and they're pretty much one and the same. Now, normally, I'm not the sort who takes to the idea of wandering around in dungeons when it can be avoided, not even when there's money involved. But I'd heard rumors about Covetous before, about the monsters down there being all caged up, and unable to hurt you unless you wander too close. And bust a lute-string if those rumors weren't true — at least, on the first two levels. I heard some nasty sounds drifting up from the ladder that led down further, and I decided not to venture any further. I saw some people imprisoned down there as well, but I didn't take any chances with them. Who am I to say that whoever locked 'em up didn't know what he was doing better than I?

*** On the third level there is a secret door you must seek. ***



Level 1



Level 2



Level 3

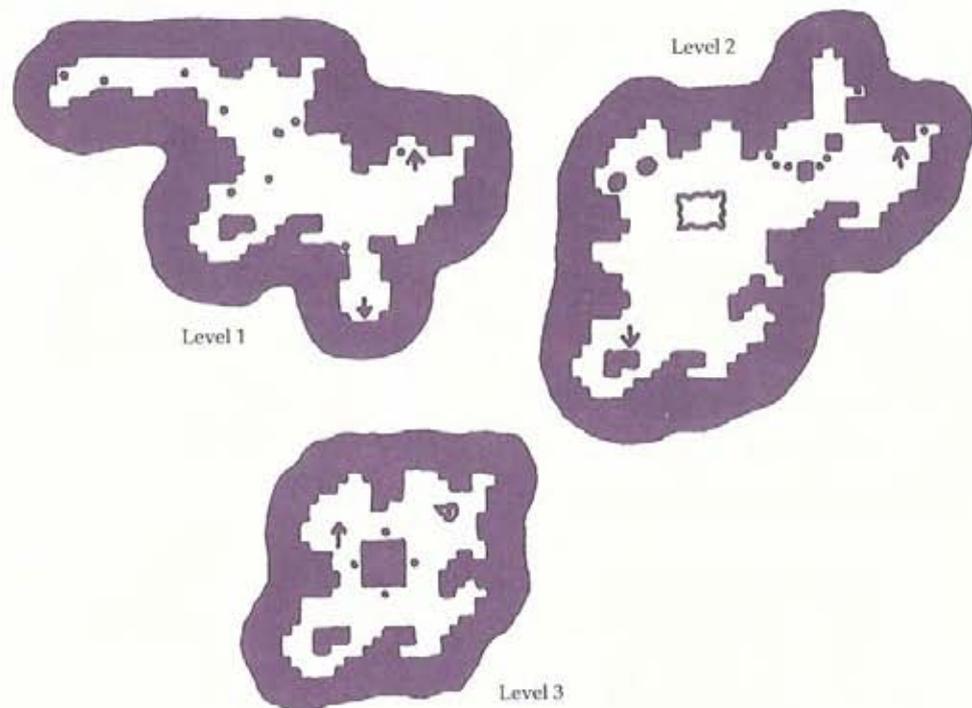


Level 4

This is where they buried my pal Beyvin, and my old master, Cantrell. You can get here through the Blue Bottle Tavern, or a ladder in Xiao's house. Don't ask me what she does down there... Maybe it has something to do with her experiments.

I don't go down to pay my respects much, these days. The place is too dank and slimy for my tastes. I know a lot of the bodies down there still have some of their worldly possessions buried with them. As to whether it's best to respect the dead, leaving them undisturbed, or put the needs of the living first, taking whatever might aid your quest — well, that's a moral dilemma I'll let you decide on for yourself. If you find your way down to the fourth level, though, that's another matter. I haven't been there, but I hear that before the unification of Britannia, the treasure chambers of the rulers of Moonglow were there. If some of that old forgotten horde still lies there after all these years, surely it would do no harm to bring it out for some fresh air and sunlight.

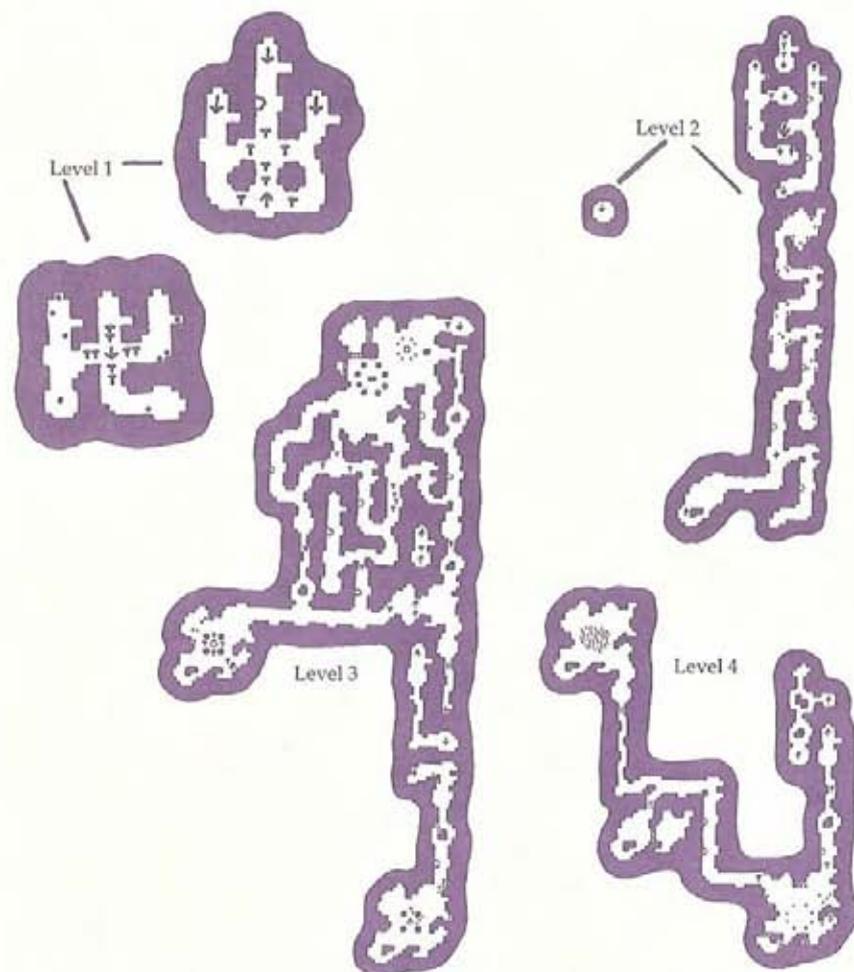
*** Whosoever shall search this place with care will find magical wands that grant mastery over the element of fire. ***



This is a simple place, home to a small tribe of cyclops. I wandered in there once, thinking it deserted and a good place to take shelter on a rainy night. The cyclopes don't speak our tongue, so when they found me I started playing a song on my lute. Lucky for me, they liked it, and started clapping their hands with glee and hopping around to the tune. You should have heard the ground shake!

When I was finished playing, they took me down to the bottom level and shoved some meat and fish at me. The food didn't smell too fresh, but I put it in my pack anyway. It didn't seem a good time to be perceived as ungrateful. I was baffled by the huge stockpile of powder kegs down there at first. Were they preparing for a siege? When we went back upstairs and I watched them eat, the answer became obvious. They were using the kegs like pepper shakers, shaking the stuff on their food for flavor! One of the younger ones liked to sprinkle the powder into the cooking fire and watch it sizzle. I'm just glad he didn't blow us all up.

After they finished eating, the cyclopes made it clear they wanted me to play some more. So I kept at it until they all fell asleep. By that time it had stopped raining, so I slipped away and found someplace safer and quieter to sleep.

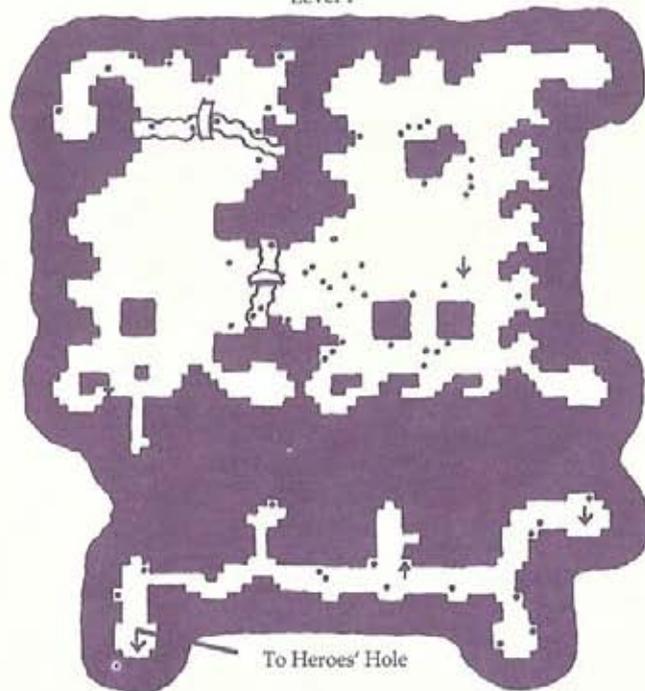


I got this map from a fellow in Serpent's Hold. He said that the dungeon was filled with traps, and worse besides. Corpser's live down there that'll grab you by the feet and drag you under. There's also a strange society of evil wizards, shunned by all decent folk, who call Deceit home. Rumor has it they perform experiments on children...

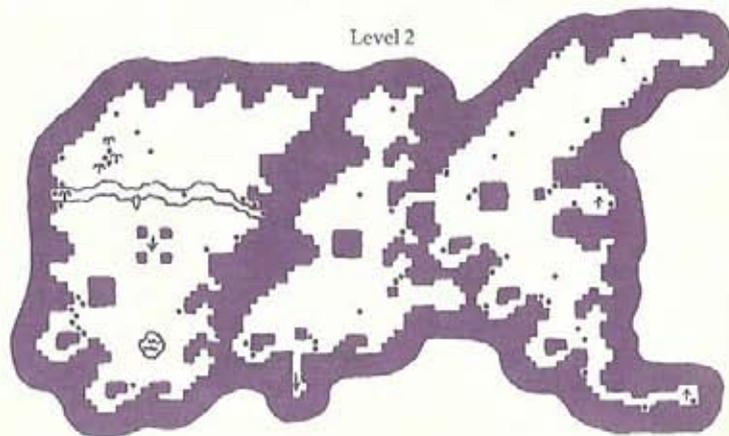
*** The Reveal spell will make plain the whereabouts of traps, so you can move them out of your way. And yet it may be best that you not venture into this dungeon at all. It is an evil place, and I sense precious little in the way of treasure in it. There is a magic staff somewhere on the 4th level, though, of that I am certain. It is on the body of a mage who was slain, along with his two companions, by savage beasts. ***

DESPISE

Level 1

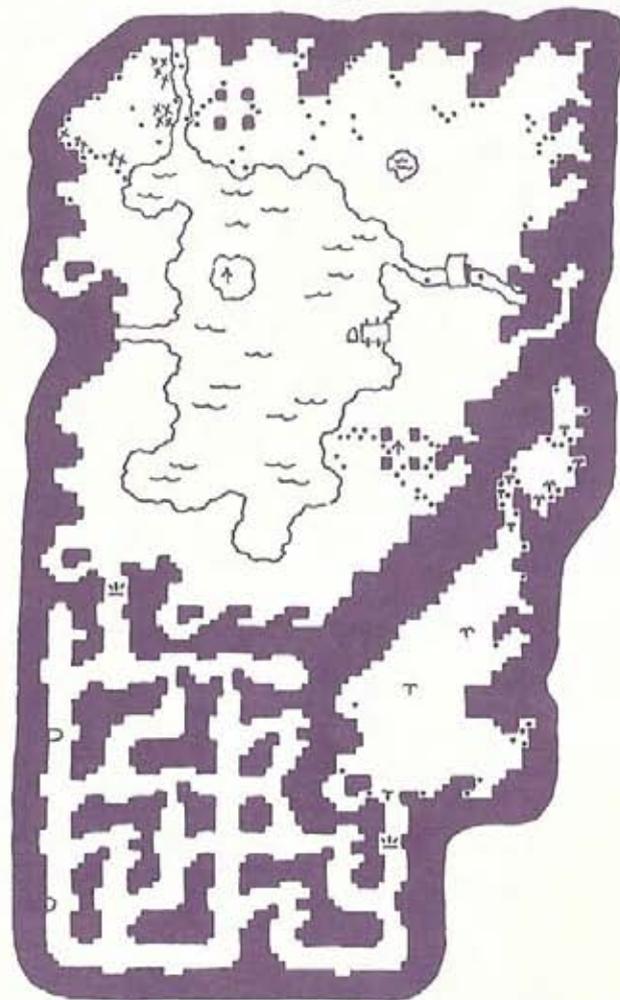


Level 2



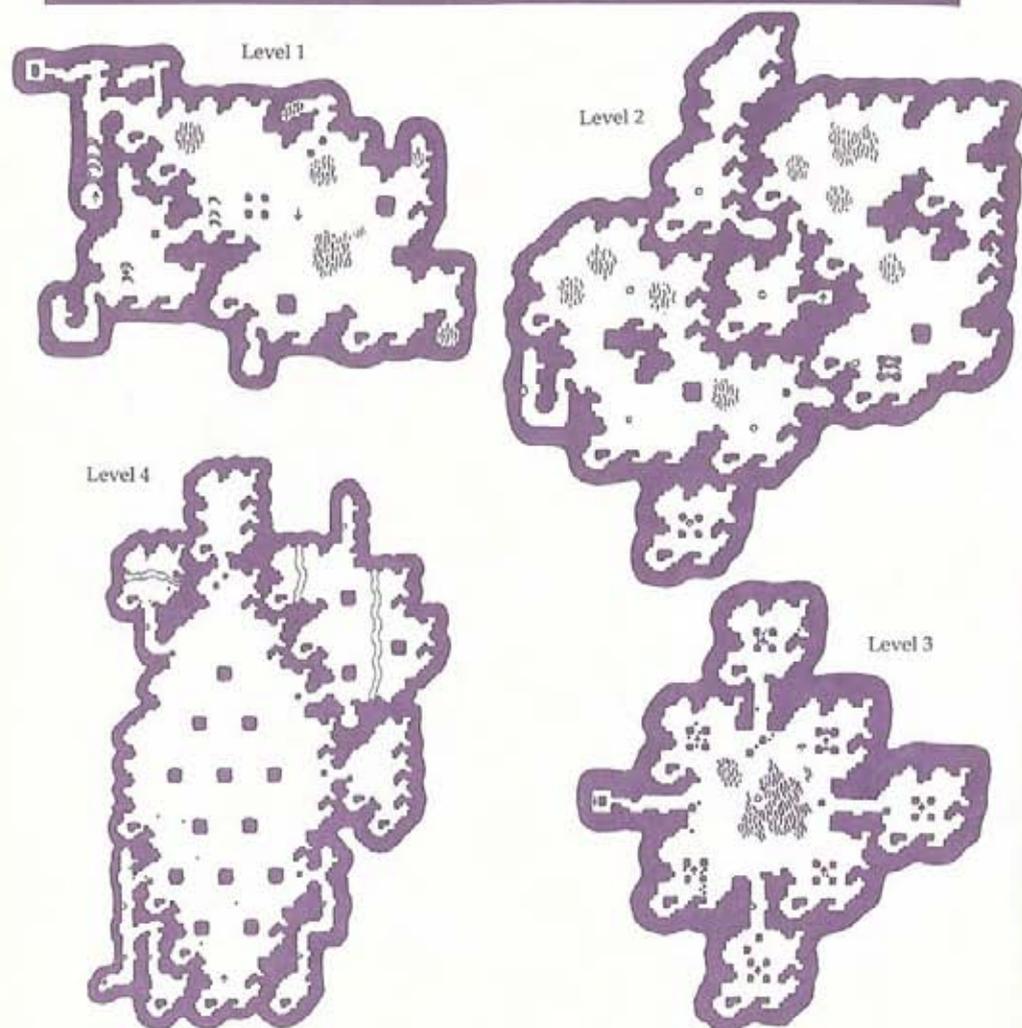
This old mine still provides much of the gold for the mint at Britain, so be sure to take a pick and shovel if you go to explore it. A good supply of weapons and armor wouldn't hurt either, as quite a few varieties of wild animals and monsters make their homes in Despise.

Level 3



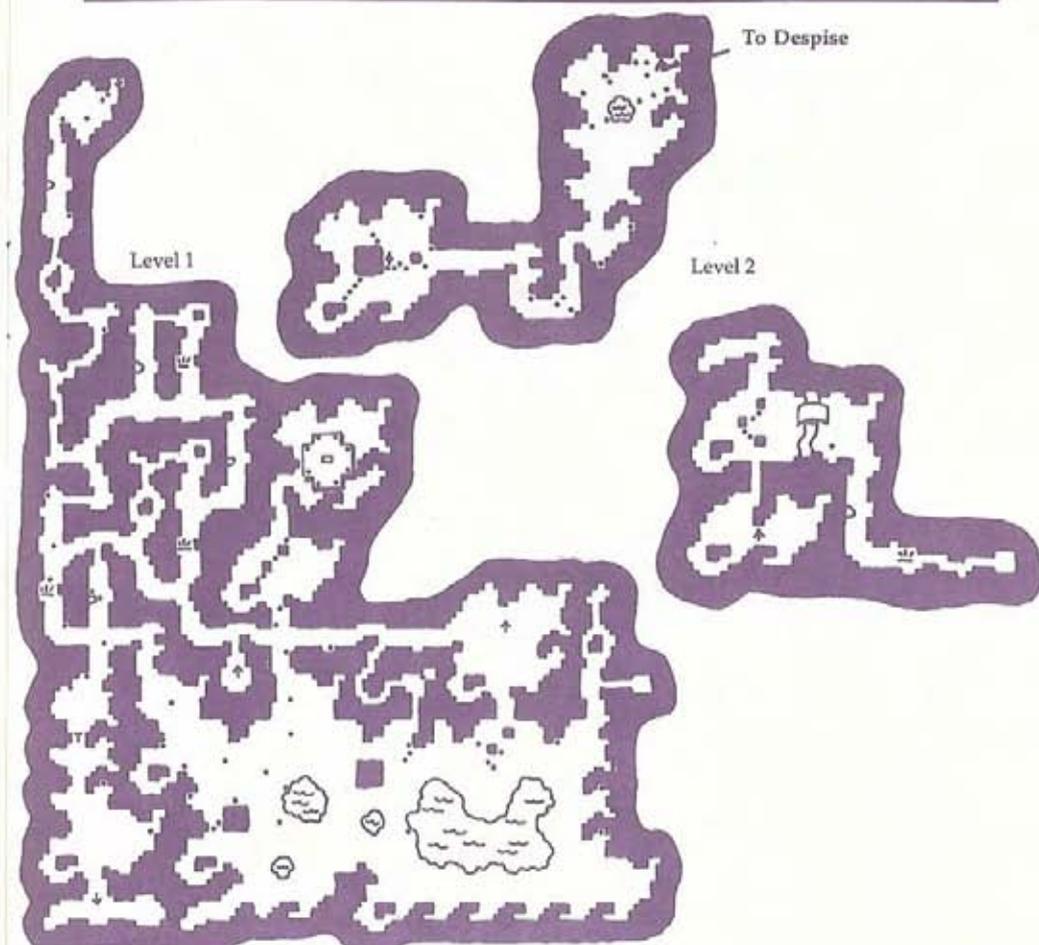
Actually, if you can find a good spot to mine without going in very deep, you can avoid the worst of them. There is an underground lake down at the bottom that I hear may be the largest of its kind in the whole world. I haven't been down that far, nor would I care to carry a skiff such a distance. Such exertions are more properly undergone by warriors than a delicate soul such as myself.

*** The small island in the lake bears a ladder leading upward. In exploring the chamber it leads to, knowledge of the proper usage of the Vanish and Reappear spells may prove to be valuable. ***



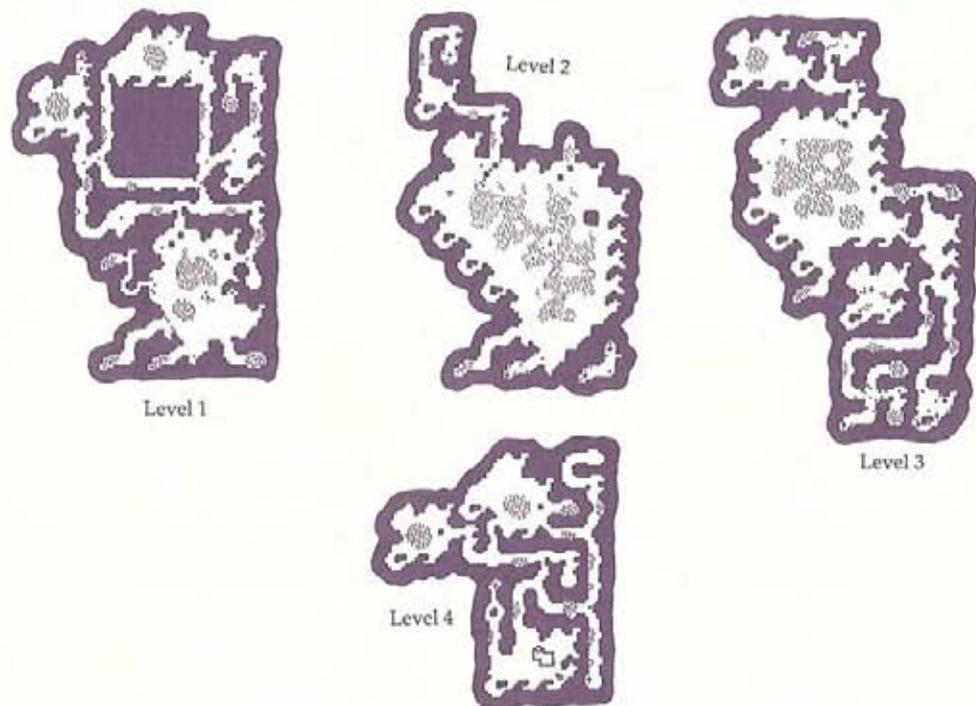
I prepared this map with the assistance of Gertan, one of the few people foolish enough to brave the depths of Destard. Everybody knows this is the lair of the dragons. Gertan has a thing about dragons, though. Says there are drakes down there too, to eat up anything too small for the dragons to bother with. Legend has it there's an egg chamber on the fourth level, but I don't think anyone's ever gotten that far and lived to tell about it.

*** In the egg chamber are many magical treasures, as well as the next generation of young dragons yet unhatched. Two cooks will ask you to bring them dragon eggs. 'Twould be well if you take only what you need, and leave the other eggs undisturbed. ***



Now here's someplace I've never been, and never will be if I can help it! Some of the would-be heroes from Serpent's Hold sometimes journey here to test themselves. They just want something to brag about back at the Hold, no doubt. One of the ones who actually made it back provided me with this map. From what I hear, the place is aptly named — though not deep, it features enough of a variety of monsters to satisfy just about any hero. Alligators, reapers, acid slugs... I've heard tales of an enormous hydra down there, and a vile necromancer as well — with his servants, living and unliving both. A fine test for a valiant warrior, perhaps, but no place for a carefree bard like myself. I hear there's an underground connection to the dungeon Despise, but that place is no vacation spot either...

*** I can see nothing of your future in this dungeon. If any important part of your quest indeed lies here, it is concealed from my view. ***

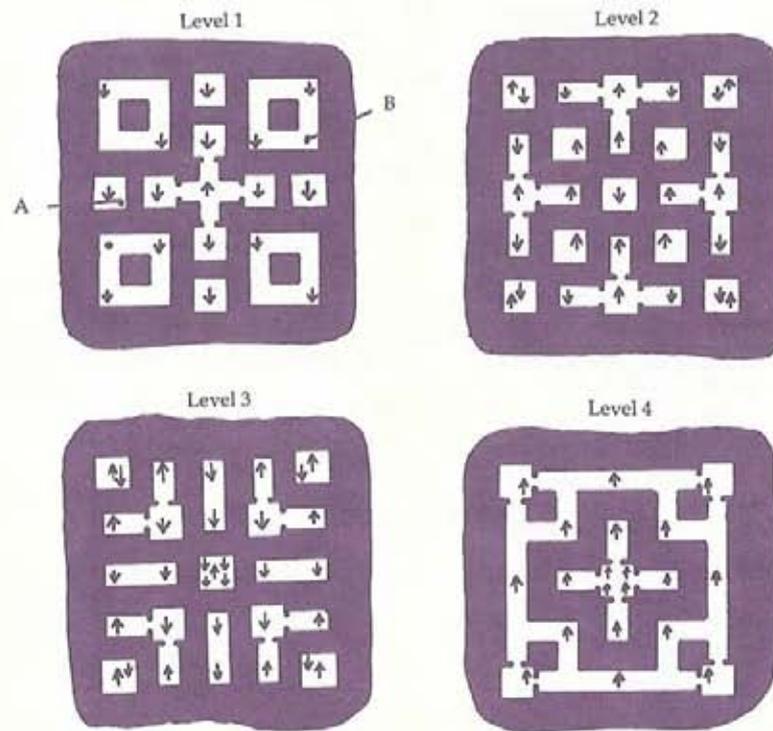


Hythloth — that's an ugly word, almost as ugly as the memories it brings back for me. When I was escaping from the gargoyles, I bumped into a pair of rogues who'd just looted one of those big pyramids they have down there. Morwin and Daglar, they called themselves. Making our escape together seemed like the obvious thing to do. If I'd known them better, though, I'd have run back the way I came and taken my chances with the gargoyles...

Once we managed to sneak into Hythloth, they showed their true faces. They decided I should walk in front of the whole way, in case of traps, and they backed up the notion with drawn swords. Lucky for me there were no traps down there. What's worse, though, they also thought it best that they should lighten my load by about the weight of my wineskin, the contents of which they disposed of between them — not even a drop for me!

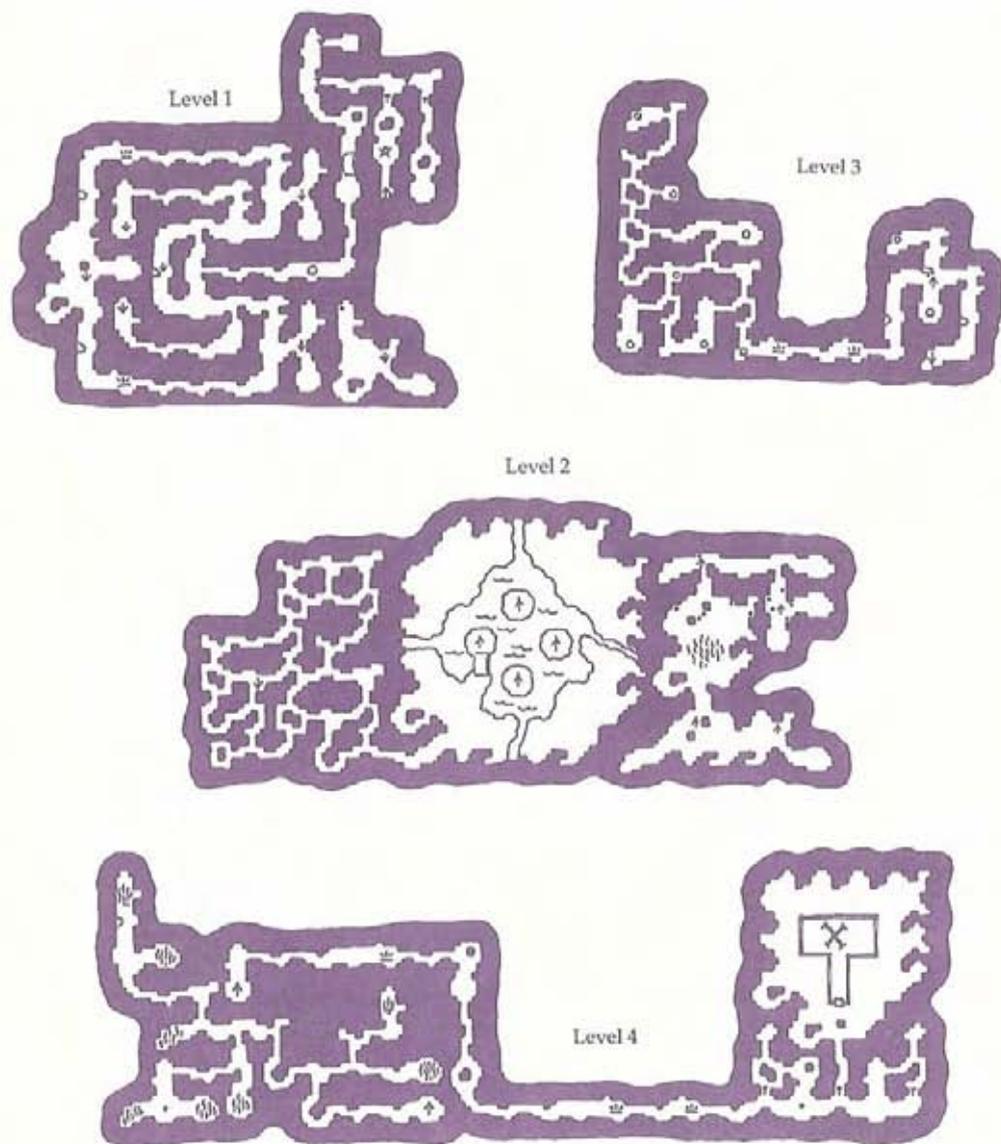
Truth be told, I don't remember many details of the dismal caverns we climbed through. Between the bickering of my "companions," and running from vile beasts, I was pretty distracted. I did see a hut down there, which could be where Captain John is staying these days. He'd have to be crazy, though. Volcanic activity seems to have chased off most of the monsters that used to dwell in Hythloth, but the drakes and dragons seem to thrive on it. Mayhap they eat lava to replenish their inner fires.

*** Captain John has precious information to share with you, if you will but seek him out. ***



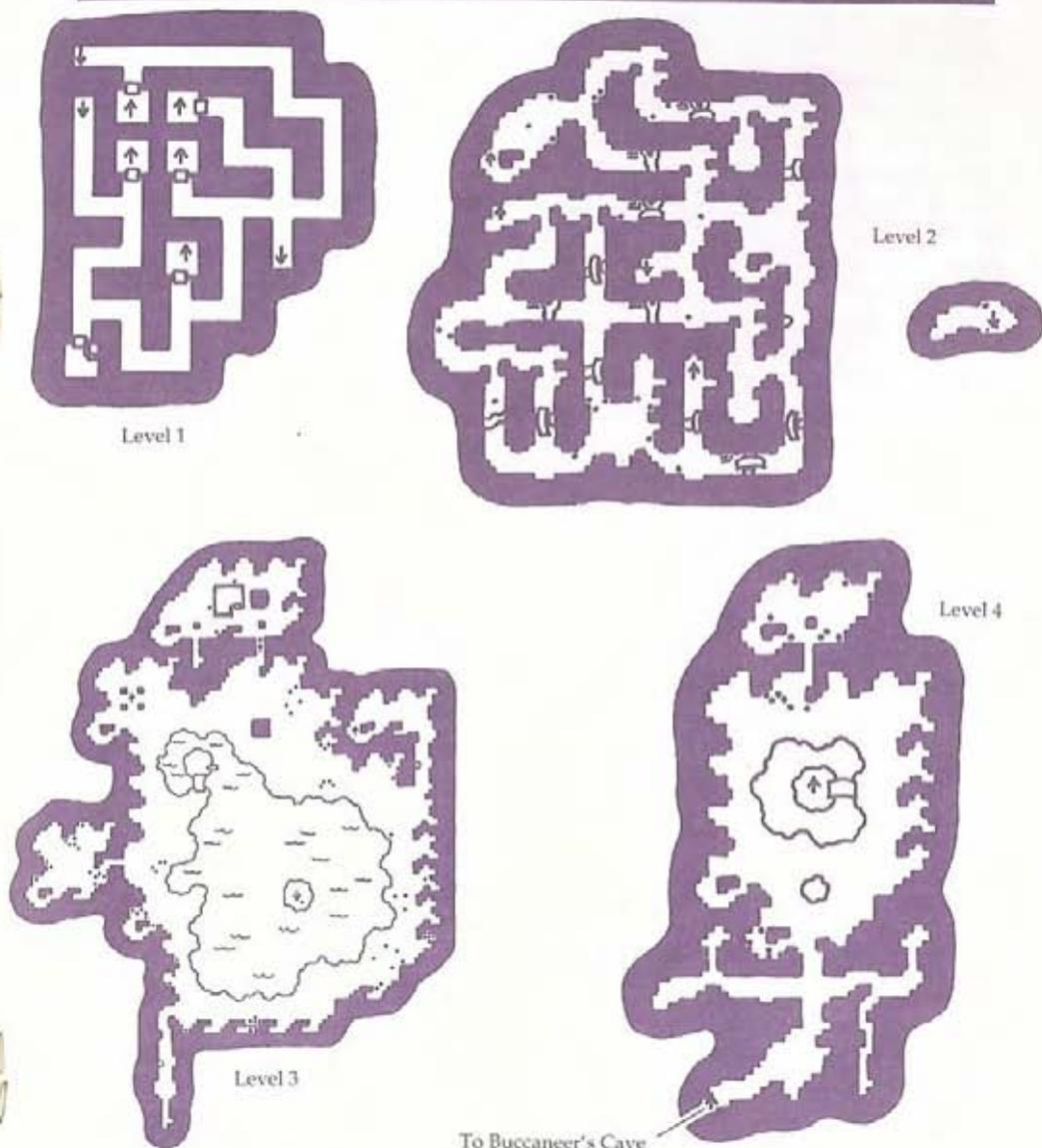
Under the Lycaean there are more books than you'll find anywhere else in Britannia. And more dust as well! Trouble is, the place was never really planned out. Whenever they needed more space, they just dug out another room somewhere and put in shelves. These days the scholars call it "the maze" more than they call it a library. The books aren't kept in any particular order either. Rumor has it the scribe Shalineth went down there twenty years ago looking for a particular volume, and hasn't been seen nor heard from since. I went looking for a book of bawdy ballads, and never did find it. Fortunately, I left a trail so I could find my way back out again! I did run across a copy of *The Wizard of Oz* at the spot marked "A" on the map. I've heard Lord British has offered a reward to anyone who finds him a copy of it — some gems or something. You might also look for a copy of *Sniltwit's Big Book of Boardgame Strategy* down there. Dr. Cat said he'd tear up my tab if I brought him that book, but I'm not going down there again. The musty air is bad for my throat, and a bard's throat is his livelihood. That's why I always keep mine well lubricated...

*** My dreams have shown me that *The Lost Book of Mantras* is connected with the *Wisps* somehow. You may find it at the location marked "B" on the map. ***



I can't tell you too much about this place. An old pirate gave me this map and said there was a great treasure buried there. Lot of good it does having a map without knowing where the cave is! I think he made the whole thing up, just to have a good story to exchange for drinks at the tavern.

*** Finding this cave will prove vital to your quest. There is one at Buccaneer's Den who has knowledge of it. ***



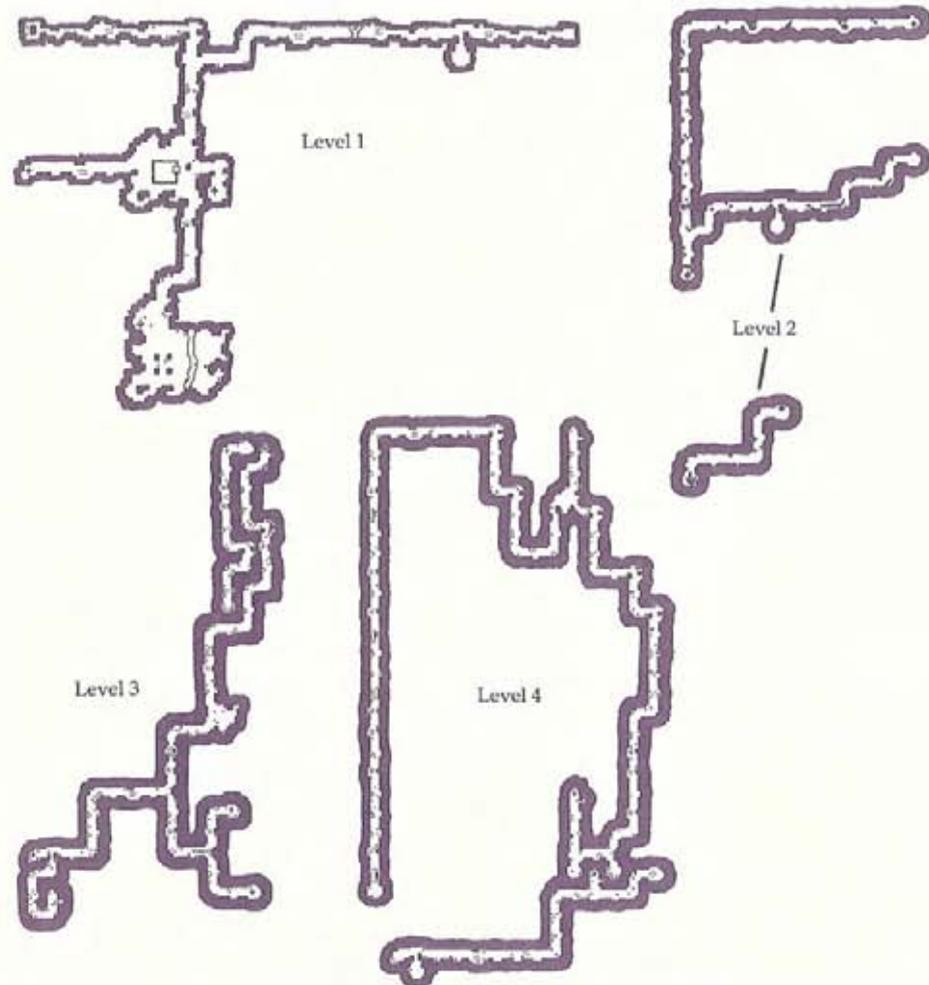
Lord British thought it would be a good idea to develop a system of sewers in Britain. It's getting to be a very big city, and he wants to keep things sanitary. He didn't realize the tunnels would turn into a breeding ground for monsters! I guess the rats and slime feed on the garbage that gets washed down there. But there's worse monsters than them. Seems the tunnels connect to a natural network of caverns that lead all the way to Buccaneer's Den, right under the sea herself!

Now, I used to go down under the castle several times — whenever I needed someplace private to take ladies who couldn't afford to be seen with me. Daros always knew when I was down there, but an occasional gold coin or two was enough to get him to mind his own business. One day, I found myself in Buccaneer's Den, with no money, no boat, and rather more to explain to a band of angry pirates than I felt prepared to deal with. I felt it prudent at the time to sneak through Buccaneer's Cave into the sewers. I hope that's not a stunt I'll have to pull again. There are trolls, bats, headlesses, gremlins, and cyclopes down there — even a sea serpent or two! I was lucky I found a skiff on the third level near the ladder, because I wouldn't relish the thought of swimming in the sewerwater. That skiff might still be there if you went looking. I left it by the island with the bridge leading out to it.

A lady named Phoenix lives down on the third level as well. She's a fine figure of a woman, and got a pretty nice place set up down there. A bit too aloof for my tastes, though. Perhaps it has to do with the belt I saw her wearing. "Outsiders" aren't supposed to know, but I recognize the sign of membership in the thieves guild when I see it. I left her boudoir in rather a hurry after she tried to part my hair with a dagger. It'd serve her right if you were to steal back some of those fancy things from her. She had some nice looking treasure stored out behind her house.

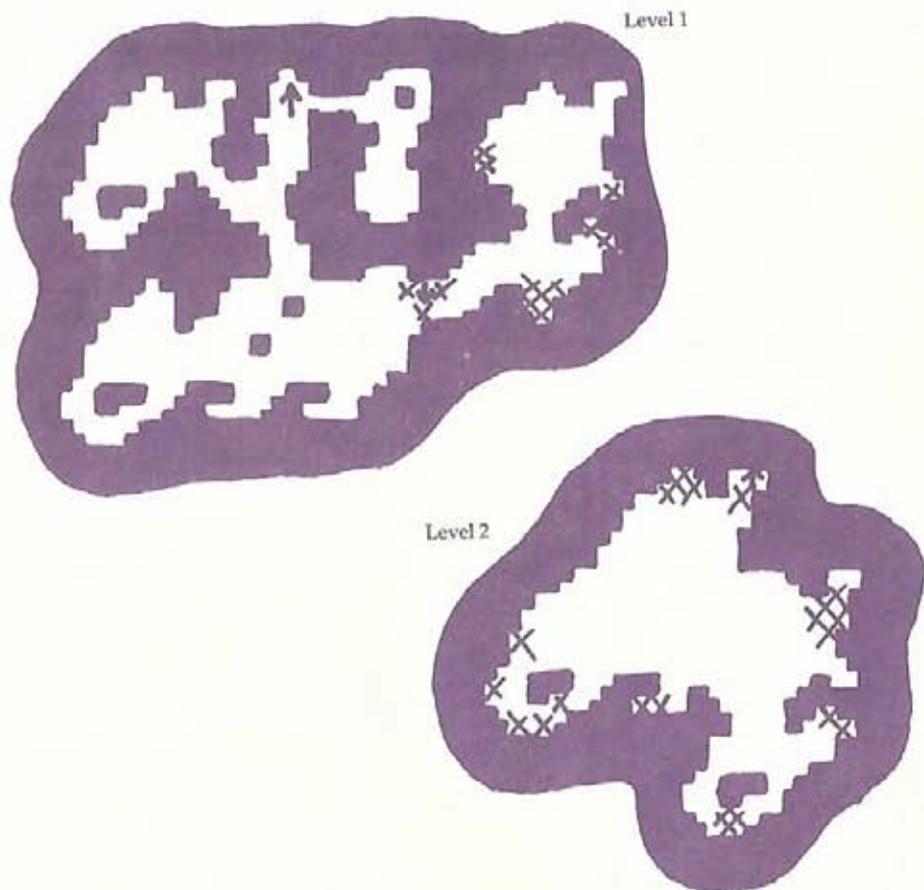
Anyway, by the time I got back to the part of the sewers I knew, I was so eager to get back to the surface I didn't worry too much about which ladder to take. Ended up in a closet in the Wayfarer Inn. Just my luck, it was in one of the occupied rooms. "Don't mind me," I said to the couple that was staying there, but I imagine they probably did. I didn't stick around to find out.

*** You may find some potent magical items in Phoenix's treasure chests — but be wary of the traps she has placed to protect them. ***



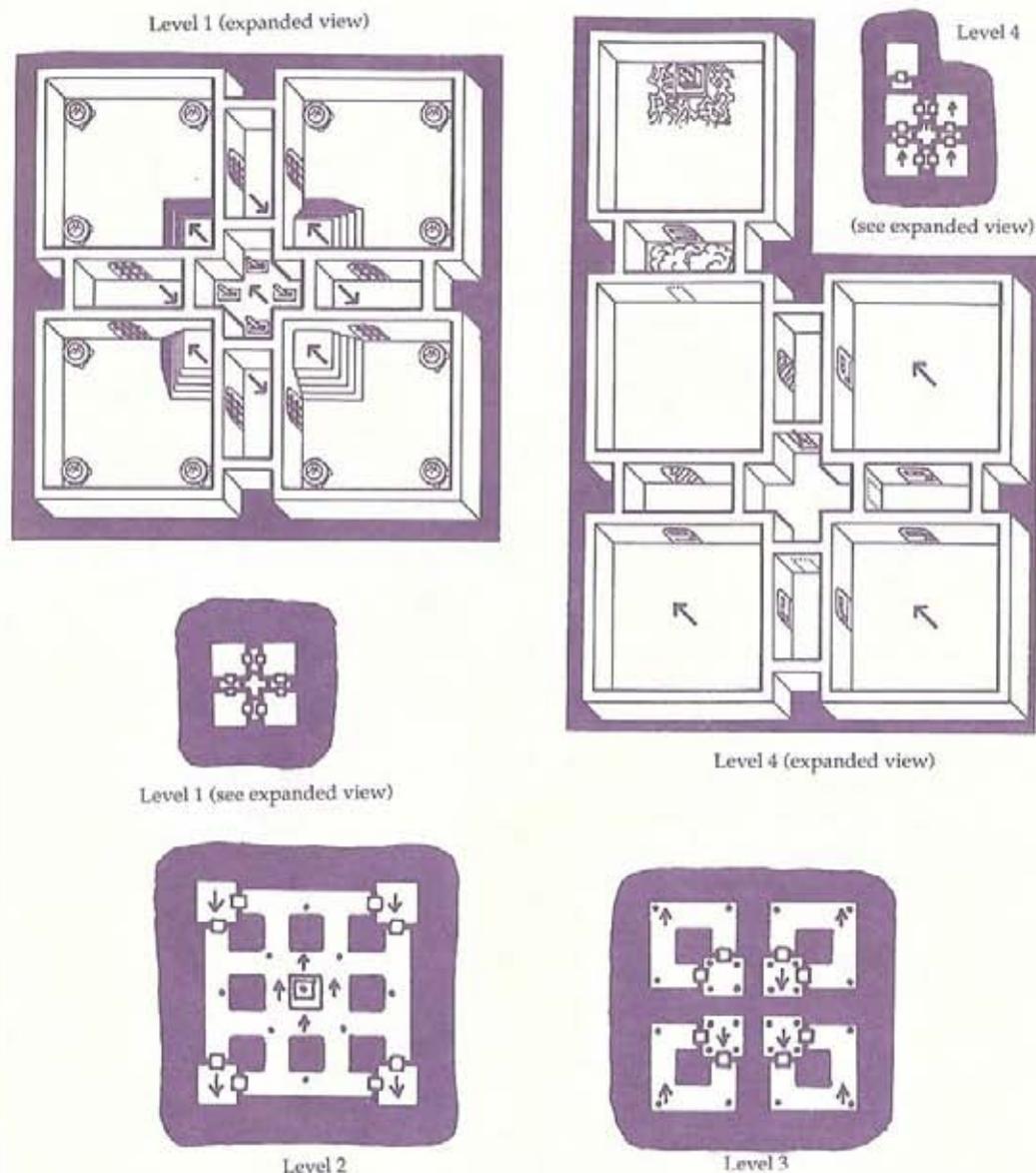
Now this is my kind of dungeon. Not that I'm normally interested in going into dungeons at all, but this was different. Sionnach convinced me to go down there looking for gold with him, and I have to admit, he was right. There were nuggets of it just lying around on the ground all over, and more to be found with shovel or pick. True, there were bats and rats and a few alligators down there, but we didn't have too much trouble. And we both had swamp boots for wading through the muddy parts. It was a most profitable excursion, and I had quite a nice visit with Terri at the mint in Britain afterwards.

*** At the very bottom of this dungeon, someone wanders lost and hungry. He needs your help. ***



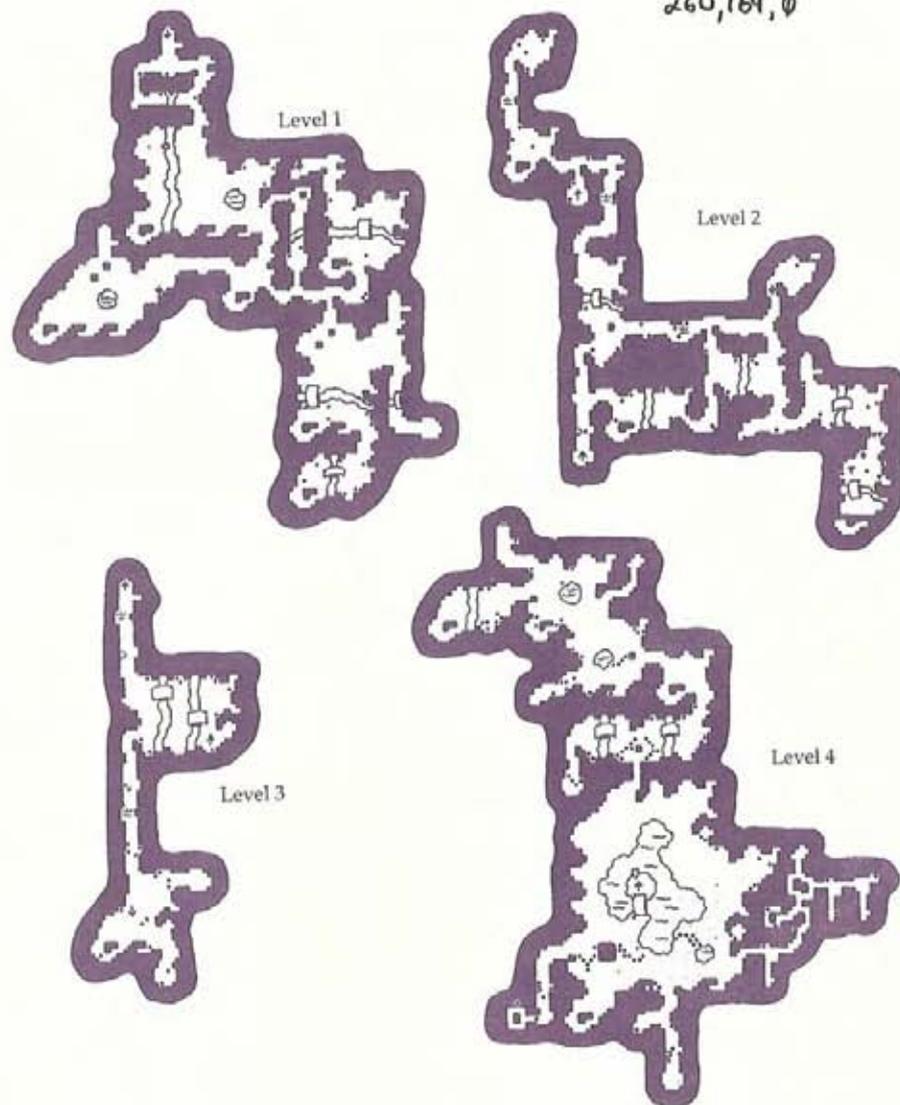
By now you probably think I'm going to tell you some romantic story about how I found myself trapped in a spider web, but managed to draw my dagger, cut myself free, and escape. Well it's just not so. It was Johann who did that, and he told me all about it. Apparently the webs aren't too hard to hack through if you've got a good weapon, and as long as there aren't any spiders gnawing on your leg while you try it. Johann said it looked like some of the bodies down there still had equipment on them, but he didn't want to stick around and check because the spiders might come back. Myself, I feel that you should always search bodies, whether you killed them yourself or not. You never know when a bottle of wine might be languishing somewhere, just begging for someone who could appreciate it to come along.

*** The spiders in this cave can provide you with an inexhaustible supply of spidersilk, of high enough quality to be suitable for spellcasting. ***



There's a couple of cyclopes living at Stonegate these days that have somehow learned our language. Maybe it's from the little kid I saw there. Anyway, I'm sure they haven't done anything to change the basement, so these old plans of it I found are probably accurate. I doubt there's much down there, though. The cyclopes just use it for storage, and they don't have much in the way of possessions.

260,169,0



This used to be Geoffrey's favorite place to go adventuring, back before he was made Captain of the Guard. Most people don't know about the place, which, according to Geoffrey, keeps the place "unspoiled." I'd say "infested with monsters," but everyone's got a right to their own opinion. I have heard that there are some lovely rock formations down there. Perhaps if you come out of the place alive you can tell me about them someday.

*** The mage Tirnoth perished in this cavern, slain by giant scorpions. Britannia is truly poorer for his loss. ***

ITEMS

There's plenty of equipment that's useful to have when you're travelling around Britannia. Even a peaceful fellow like myself can run into all manner of strange mishaps. Here are some of the things you may need to know about.

MAGIC GEMS

Terribly useful items. They'll help you find your way when you're lost, and can occasionally reveal the presence of hidden chambers as well.

MOONSTONES

Like potions, moonstones come in eight flavors. If you can get hold of one of them, they can prove quite valuable. If you learn the *gate travel* spell, then you can bury a moonstone anyplace you like, and you'll be able to travel to that spot instantly whenever you need to. You can travel from one moonstone to another without the spell, but you need to watch the phases of the moons to do that dependably.

POTIONS

Now for my money, the finest potion is a little of the hair of the dog that bit you. But I must admit the alchemists these days brew up some potions that are useful in a tight spot. There's a few you'd best avoid as well! I think all potions, good and bad, were discovered by some gypsy, ages ago, but I'm no member of the alchemists guild, and couldn't say for certain. What I do know is that you can tell what a potion does by its color.

Black potions turn you invisible. You'll probably be using them to slip in and steal treasure out from under the noses of dragons and trolls. I've found better uses for invisibility potions — but I'm too much the gentleman to speak of such things.

Blue potions taste pretty good — much better than red ones. They enable you to magically awaken those under the influence of the sandman. Now, personally, I find sleep only slightly less important than wine, women and song, and I can't imagine what you might want a blue potion for.

Green potions are poisonous! I wouldn't drink one on a bet.

Orange potions will put you to sleep instantly. They're mostly used by chronic insomniacs. I find that a sufficient quantity of good wine has a similar effect, and a much more agreeable flavor.

Purple potions provide magical protection from attacks for a time, enhancing whatever armor you may be wearing. They also protect against swamps, poisons, spikes, bear traps, fire and so on. Handy to have around.

Red potions will cure any form of poison, but they taste terrible! My advice is to avoid getting poisoned in the first place.

White potions grant temporary x-ray vision. I still remember the time I

drank one of these outside Terri's window. If a guard hadn't come by and chased me off, I'd probably be there still.

Yellow potions will heal you a bit, if you've been wounded. If you're going to be fighting gargoyles, you'll probably need a whole lot of these.

SEXTANTS

A sextant is a boon to any traveller. It will allow you to determine your latitude and longitude. With a good map of Britannia, you should be able to pinpoint your location very accurately.

SKIFFS

These are handy for getting around. A strong fellow like Dupre can carry one, if he's not too loaded down to start with. Having one with you is a good idea, particularly if you're exploring caves, where you may run across underground lakes or rivers.

SWAMP BOOTS

These are the first things any serious traveller should buy. Made of the finest leather, these boots are watertight, and coated with a special oil to keep them dry. They'll protect you from any of the diseases or poisons you might otherwise pick up from leeches in the swamps. Utomo the Islander, who lives in Yew, specializes in these green boots.

ARMS AND ARMOR

I've heard tell of many extraordinary items that you might find useful in your travels: magic fans that change the direction of the wind, magic rings, and other such trinkets. But you're probably more interested in hearing about implements of destruction. I know that magic armor and weapons are about the best you can get. I'm not sure whether glass swords are magic, but they always hit, and can destroy most creatures with a single blow. Of course, that's usually all you get, as they're not very durable.

Myself, I try to avoid combat. But when I can't, I always use some kind of missile weapon, and stay as far from the monsters as possible. Some monsters can't even fight back unless they get real close to you, and that's the way I like it!

Slings and boomerangs are very handy. They may not do as much damage as a crossbow, but you never have to worry about running out of ammunition. Of course, fire wands and lightning wands are the best ranged weapons, but they're mighty hard to come by.

Flasks of oil may get used up pretty quickly, but the flames can keep burning a slow enemy for quite a while. If you're clever, you can use them to set up a wall of fire between you and your foes.

Against groups of monsters, a lit powder keg can be very effective. After you light it, just drop it near your enemies, and make sure you're not too close when it goes off! Powder kegs are also handy for blasting through doors that are too strong to bash down with your sword.

THE ART OF SPELLCASTING

I don't know much about magic, but Tainith seems to think you'll need it to succeed in your quest. Never one to deny ladies, I'll turn you over to her for a while...

Certain spells are woven densely through the tapestry of your future. These crucial spells you should learn at the earliest opportunity. Unlock Magic, Dispel Field, and Peer are all of the greatest importance. Untrap, Telekinesis, Vanish, Reappear and Great Heal play major roles in your destiny as well. After that, you may have need of spells that have powerful effects on your foes, such as Disable or Kill, or spells that affect many foes at once. Explosion can be used for this, and also to blast through doors which otherwise prove obstinate.

Some other spells may help in various situations. For foes too powerful for you to oppose, Mass Invisibility or Time Stop should allow you to pass safely by. The X-ray spell, when properly used, will let you find hidden chambers with ease. Wizard Eye can be even more effective in this regard.

The Enchant spell will allow you to place some of your magical energy in a staff, allowing you to cast more spells in a single battle than you might otherwise. You may also give the enchanted staff to a companion, allowing them to make use of the spells you place therein, even though they could not normally master such magic. The enchanter, Nicodemus, who lives in the Deep Forest, will sell you the staff you need. He is a specialist, also, in selling protective magics.

Gate Travel can prove an especially valuable spell, particularly if Sherry the mouse is in your party. If you give her a moonstone, you can have her carry it through portcullises and bury it on the other side. Then, by casting a Gate Travel spell, you may join her there without having to find a lever to raise the portcullis.

One last spell must I mention. If you should learn the Armageddon spell, I pray you, under no circumstances should you use it!

I see that when you come to us again, you will have with you an Orb of the Moons, such as Lord British carries. If you have him instruct you in its use, it will prove to be immensely useful. It can save you from long journeys, transporting you instantly to any of the eight shrines or the cities of the eight virtues—or even to the other side of the world! It can also allow you to escape quickly when a battle is going against you, or to return to the surface after finding some needed item in the lower depths of a dungeon. Here is a chart of the known positions for the use of the stone, indicating where each will take you.

Moonglow	Shrine of Honesty	Britain	Shrine of Compassion	Jhelom
Shrine of Humility	Shrine of Control	Castle of Lord British	Shrine of Passion	Shrine of Valor
New Magincia	Void	Avatar	Void	Yew
Shrine of Spirituality	The Slab	Shrine of Diligence	The isle of The Avatar	Shrine of Justice
Skara Brae	Shrine of Honor	Trinsic	Shrine of Sacrifice	Minoc

One last piece of knowledge is vital to any aspiring mage, and that is how to progress through the eight circles of magic. It is only through the gathering of life's experiences that one can master more powerful magicks. Each circle is twice as difficult to attain as the one before. If one rates the life experiences of an initiate of the second circle at one hundred, then, here are the relative amounts of experience needed to achieve each successive circle.

1st 0, 2nd 100, 3rd 200, 4th 400,
5th 800, 6th 1600, 7th 3200, 8th 6400

There is an additional requirement imposed on adepts of the eighth circle. Xiao can inform you of this.

When one is ready for advancement, the proper meditation must be performed at one of the shrines of the eight virtues. If one is worthy, one's natural abilities will be augmented.

The Shrine of Honesty will raise one's intelligence.

The Shrine of Compassion will raise one's dexterity.

The Shrine of Valor will raise one's strength.

The Shrines of combined virtues will raise more than one attribute, though not as greatly.

The Shrine of Justice will raise one's intelligence and dexterity.

The Shrine of Sacrifice will raise one's dexterity and strength.

The Shrine of Honor will raise one's strength and intelligence.

The Shrine of Spirituality will raise strength, dexterity, and intelligence all.

Lastly, the Shrine of Humility is for those who prefer to live modestly, relying only on their natural abilities. It raises no attributes.

THE SHOPPER'S GUIDE TO BRITANNIA

TAVERNS

BRITAIN

(The Blue Boar)

Mead	4
Ale	3
Wine	6
Rations (mutton) ..	4
Cake	8

BUCCANEER'S DEN

(The Fallen Virgin)

Mead	5
Ale	3
Wine	4
Rations (mutton) ..	4
Ham	5

JHELOM

(The Sword & Keg)

Mead	4
Ale	3
Wine	6
Rations (mutton) ..	4
Rolls	2

MOONGLOW

(The Blue Bottle)

Mead	5
Ale	7
Wine	6
Rations (bread)	3
Baked Brie	6

NEW MAGINCIA

(The Humble Palate)

Mead	3
Ale	2
Wine	4
Rations (mutton) ..	4
Fish	3

PAWS

(The Cat's Lair)

Mead	3
Ale	2
Wine	5
Rations (mutton) ..	3
Milk	5

SERPENT'S HOLD

(The Griffon's Den)

Mead	4
Ale	4
Wine	4
Rations (mutton) ..	4
Waybread	2

TRINSIC

(The Fool's Pair o' Dice)

Mead	2
Ale	5
Wine	5
Rations (mutton) ..	4
Grapes	3

YEW

(The Slaughtered Lamb)

Mead	4
Ale	3
Wine	6
Rations (mutton) ..	4
Ribs	6

MAGICAL SUPPLIES

COVE

(Rudyom)

Reagents

Blood Moss	3
Garlic	1
Ginseng	2
Nightshade	2
Spider Silk	2
Sulfurous Ash	1

Items

Spellbook	50
-----------------	----

1st Circle Spells

Create Food	20
Douse	20
Heal	20
Ignite	20

3rd Circle Spells

Mass Awaken	60
-------------------	----

4th Circle Spells

Great Heal	80
------------------	----

5th Circle Spells

Pickpocket	100
Seance	100

8th Circle Spells

Resurrect	160
-----------------	-----

THE DEEP FOREST

(Nicodemus)

Reagents

Blood Moss	2
Garlic	1
Ginseng	1
Spider Silk	1
Sulfurous Ash	2

Items

Spellbook	45
Magic Staff	100

1st Circle Spells

Detect Trap	20
-------------------	----

2nd Circle Spells

Sleep	40
Unlock Magic	40
Untrap	40

3rd Circle Spells

Magic Lock	60
Mass Sleep	60
Protection	60
Repel Undead	60

4th Circle Spells

Conjure	80
---------------	----

5th Circle Spells

Insect Swarm	100
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6th Circle Spells

Charm	120
Confuse	120
Mass Protect	120
Web	120

7th Circle Spells

Enchant	140
Mass Invisibility	140

LYCAEUM

(Xiao)

Reagents

Black Pearl	4
Garlic	3
Ginseng	3
Mandrake Root	6
Nightshade	3
Spider Silk	3
Sulfurous Ash	3

Items

Spellbook	60
-----------------	----

1st Circle Spells

Detect Magic	25
Dispel Magic	25
Light	25

2nd Circle Spells

Infravision	50
Reappear	50
Telekinesis	50
Vanish	50

3rd Circle Spells

Dispel Field	75
Great Light	75
Peer	75

4th Circle Spells

Animate	100
Fire Field	100
Locate	100
Mass Dispel	100
Poison Field	100
Sleep Field	100
Wind Change	100

5th Circle Spells

Energy Field	125
Invisibility	125
Reveal	125
X-ray	125

6th Circle Spells

Clone	150
Negate Magic	150
Replicate	150

7th Circle Spells

Fear	175
Gate Travel	175
Wizard Eye	175

8th Circle Spells

Death Wind	200
Eclipse	200
Mass Charm	200
Mass Kill	200
Slime	200
Summon	200
Time Stop	200
Tremor	200

SKARA BRAE

(Horance)

Reagents

Black Pearl	3
Blood Moss	3
Mandrake Root	5
Nightshade	2
Spider Silk	1
Sulfurous Ash	2

Items

Spellbook	50
-----------------	----

1st Circle Spells

Harm	30
------------	----

2nd Circle Spells

Magic Arrow	60
Poison	60
Trap	60
Unlock Magic	60

3rd Circle Spells

Curse	90
Fireball	90

4th Circle Spells

Disable	120
---------------	-----

5th Circle Spells

Explosion	150
Lightning	150
Paralyze	150

6th Circle Spells

Flame Wind	180
Hail Storm	180
Poison Wind	180

7th Circle Spells

Chain Bolt	210
Energy Wind	210
Kill	210
Mass Curse	210
Wing Strike	210

WANDERING GYPSY

(Zoltan)

Reagents

Blood Moss	3
Garlic	2
Ginseng	1
Nightshade	1
Spider Silk	2
Sulfurous Ash	3

PROVISIONERS

BRITAIN

(Efram)

Torch	3
Flask of Oil	4
Gem	20
Backpack	10
Bag	3
Shovel	15
Powder Keg	30

BUCCANEER'S DEN

(Budo)

Torch	5
Flask of Oil	5
Lockpick	7
Gem	15
Backpack	10
Bag	5

Shovel

Powder Keg

HEALERS

BRITAIN

(Tiberius)

Healing	30
Curing Poison	10
Ressurrection	400

EMPATH ABBEY

(Stephanie)

Healing	25
Curing Poison	5
Ressurrection	350

LYCAEUM

(Dargoth)

Healing	30
Curing Poison	10
Ressurrection	400

MINOC

(Tara)

Healing	30
Curing Poison	10
Ressurrection	400

SKARA BRAE

(Dezana)

Healing	30
Curing Poison	10
Ressurrection	400

SHIPWRIGHTS

BRITAIN

(Arty)

Skiff	40
Ship	300

BUCCANEER'S DEN

(Fentrissa)

Skiff	25
Ship	350

JHELOM

(Peer)

Skiff	30
Ship	200

MINOC

(Trebor)

Skiff	20
Ship	250

WEAPONS

SHOPS

BRITAIN

(Iolo's Bows)

Bow	30
Crossbow	40
Sling	10
Magic Bow	300

BRITAIN

(Lynn the Fletcher)

Arrow	4/dozen
Bolt	3/dozen

BRITAIN

(North Star Armory)

Dagger	10
Spear	20
Sword	50
2-handed Sword	90
Cloth Armour	25
Chain Mail	60
Heater Shield	20
Iron Helm	20
Leather Armour	40
Plate Mail	120

BUCCANEER'S DEN

(Buccaneer's Booty)

Club	10
Dagger	10
Main Gauche	25
Oil Flask	4
Throwing Axe	20

Cloth Armor	20
Leather Armor	40
Leather Helm	10

JHELOM

(Naughty Nomaan's)

Bow	30
Club	10
Crossbow	40
Dagger	10
Oil	2
Spear	15
Spiked Shield	25
Arrow	4/dozen
Bolt	3/dozen

MINOC

(Death Watch Armory)

Dagger	10
Mace	35
Main Gauche	20
Morning Star	40
Sword	35
Chain Coif	15
Chain Mail	50
Ring Mail	35
Scale Mail	70
Winged Helm	20

SERPENT'S HOLD

(Siegecrafters)

Halberd	100
Hammer	20
Morning Star	40
Throwing Axe	15
2-handed Axe	50
Black Shield	30
Door Shield	40
Scale Mail	75
Spiked Collar	20
Spiked Helm	25
Spiked Shield	30

TRINSIC

(The Paladin's Protectorate)

Mace	35
Main Gauche	20
Sword	4
2-handed Axe	50
2-handed Hammer	55
Sword	75
Iron Helm	15
Kite Shield	25
Magic Armour	350
Magic Helm	200
Plate Mail	100

YEW

(Arms of Justice)

Club	10
Dagger	10
Spear	12
Throwing Axe	12
2-handed Axe	45
Brass Helm	20
Leather Armour	35
Leather Helm	7
Ring Mail	40
Swamp Boots	10

INNS

Britain/The Wayfarer's Inn	8/person
Jhelom/The Warrior's Stead	5/person
Minoc/The Tinker's Inn	5/person
Paws/The Sweet Dreams Inn	5/person
Skara Brae/The Haunting Inn	4/person

HORSE

MERCHANTS

Britain/Wilbur	75 gold
Trinsic/Immanuelle	60 gold

THE PROPHECY OF TAYNITH

After we put together all the maps and advice on the previous pages, Tainith performed some ritual with candles, oils and incense, and went into a trance. She told me to sit in front of her and write down everything she said, so here it is. The one thing we couldn't agree about was the part about the runes. She thought it was important for you to discover what's going on in the gargoyle world as soon as possible, but I say you might as well collect the runes up here above ground as long as you're here. And if that makes it harder for the gargoyles to teleport here and bother us, so much the better. Anyhow, I'm the one that's doing the writing, and using up enough quills to strip a goose naked doing it. So I put her prophecies about the runes first.

*** Here I have entered the very deepest of trances, to peer so far into your future, and that of our realm, that I myself was in jeopardy of being trapped in astral form forever. As it is, I bore no memory of what I saw on awakening from the trance, and have ensured with my magic that Mandrake will soon forget all of this as well. But I warn you, Avatar, be especially cautious how much you read of my prophecies. For it is said that any who should see their entire future laid out bare before them may lose the will to continue. Prophecy is best taken in small doses, when you lose your way on the path through life.***

THE RUNES

There is a juncture in your future that is uncertain. The eight moonstones must be recovered, but it is unclear whether this will be done immediately upon your arrival, or later, or perhaps last of all, right before you complete your quest. Perhaps this is for you to choose. Each moonstone has been placed at one of the eight shrines and enveloped in a field of mystic force. To release the stones, you must bring the runes to the shrines and use them, chanting the appropriate mantra for each. What Mandrake has already told you of the towns of the realm should reveal where the eight mantras can be learned.

The runes have been scattered far and wide since the days when you used them on the quest of the Avatar. But I see them, and will now reveal them to you.

The Rune of Compassion resides with the child Ariana, in the Conservatory in Britain. When you ask her to borrow it she will gladly let you, if you but get permission first from her mother Anya at the tavern.

The Rune of Justice is hidden somewhere in Yew. You must get permission from the Lady Lenora to speak with the thief, so the jailer will loan you the key you need to visit him. The thief, one Boskin by name, will make up a story about stealing to feed his children. But he has no children, as Lenora can tell you. If you tell him to his face that he lies, he will tell you what you need to know.

The Rune of Honesty lies with the bones of the late Beyvin, who once was the most honest man in all Britannia. His cousin, Manrel, in Moonglow bears the key. He will give it to you, and then you shall seek out the secret door in the pantry of the Blue Bottle Tavern. On the second level of the crypts you will find Beyvin's earthly remains, and therein the rune.

The Rune of Honor rests on a pedestal in Trinsic, in plain view of any and all who pass by. You will realize that to take the rune for the good of all Britannia is no theft, but rather an act of the highest possible honor.

The Rune of Humility is in the keeping of Lord Antonio of New Magincia. You shall tell him who is the humblest man or woman on that island, and he shall give you the rune. It is not clear to me whom you seek, but remember this: 'Tis humbler to deny one's virtue than to boast of it.

The Rune of Sacrifice is held by Selganor, the master of the artisan's guild in Minoc. He will only relinquish it to a member of the guild, and to join is no small task. First you shall visit Ben the logger, in the forest northwest of Yew. Lady Lenora knows the way. Ben will sell you a yew log. Then Aaron at the sawmill east of Minoc will make a board of it. Julia the instrument maker, also of Minoc, shall make a set of panpipes from the wood. Lastly you will learn how to play the tune "Stones" from Gwenno, and return to Selganor to show him the fruits of your labors. Then he shall let you take the rune.

The Rune of Spirituality lies in darkness somewhere in Skara Brae. A great crime was committed there — yes, a murder. It is too dark and evil a deed. I cannot see the face of the villain. But the dead man's locket holds the clue to where he kept the rune. His daughter Marney wears it now, and will show you what's inside if you ask her about her name. The rune lies in a basket, and the basket lies inside a chest in Marney's home.

The Rune of Valor lies in a mousehole in the Sword & Keg Tavern. Many of the people of Jhelom can bear witness to this. Of all you might ask, only the talking mouse, Sherry, in Britain can aid you. You may seek her in the evening, when she comes to Lord British's chamber to hear the stories he reads. She is small, and will crawl through the mousehole, get the rune, and bring it back out to you, if she be not too distracted by the scent of cheese. This may seem a small matter to you, but can be a great moral dilemma for a little mouse. She may not be able to carry rune and cheese both. If fate decrees she must sacrifice one for the other, show her your compassion.

THE PIRATE MAP

Moonstones or no, it is vital that you follow the advice of the mage Nystul. The book Iolo took from the gargoyle priest must be translated; it is vital to an understanding of how you must fulfill your quest. To accomplish this translation you will travel far, traversing the length and breadth of Britannia in search of a pirate's treasure. It will be a long, hard journey, at times fraught with peril, but this is a thing you must do.

As Nystul will tell you, the book must be shown to Mariah, at the Lycaeam. But she will understand little of the script. She has part of a tablet to translate it with, but will need the rest. You must go and ask the gypsies of the tablet, for 'twas they who brought her the part she has. But be wary of what you are told, for I see two bands of gypsies in your future, one of five members, and one of three. Both will speak of the tablet, but only one will speak the truth. When you find me with my fellow gypsies, you will know they can be trusted. Our gypsy king will tell you where to seek the tablet.

In Buccaneer's Den, you'll pick up the trail of a pirate's treasure. Homer knows of the tablet, but will trust none but a fellow member of the thieves guild. This is the most secretive of all the guilds, and the members try to keep its very existence hidden. Budo is the guildmaster. His house is hidden away behind the Fallen Virgin, near the entrance to Buccaneer's Cave. He pretends to be a simple provisioner, but mention of the guild will cause him to reveal his true nature.

Budo will send you to steal Phoenix's belt, to prove your worthiness to join the brotherhood of thieves. Phoenix lives beneath Britain, and the tunnels of Buccaneer's Cave can take you there. Have no qualms about stealing her belt — she has grown rich in her years under Britain, and can live well without need of further plunder. Though she is too crafty to be tricked out of it, and too powerful a foe to easily defeat, you can obtain her belt through the powers of magic. Rudyom of Cove will teach you the necessary incantation — the Pickpocket spell.

Once you have the belt, Homer will tell you of Captain Hawkins' buried treasure. The treasure map was divided into nine pieces, and you must seek them all out. Homer will tell you of five of them.

One of the pieces lies in a shipwreck which you will find at 71 degrees South, 15 degrees East, by sextant or Locate spell. Care must be taken, for the spirits of the crew still roam the decks, and will not yield their secrets readily.

The pirate Ybarra is to be found on the lowest level of the dungeon Shame, lost and hungry. A little food will win his cooperation.

With but a hook for a right hand, Hestimus has been reduced to begging for coins in Jhelom. He will tell you that he lost his piece of the map in the dungeon Wrong. It lies on the third level down. Seeking the secret door in the chamber of the hydra will lead you to it.

Less fortunate was Hawknose, who sought Sin'Vraal in the Dry Land. As Sin'Vraal can attest, the pirate was caught by giant ants and dragged into their mound. His body lies in the queen ant's chamber on the fourth level, the map piece still on him. I beseech you, in seeking this, to avoid the queen if you can. Her death may lead to the extinction of the giant ants. Though they be monsters indeed, yet they have their place in the grand scheme of things, and their loss would be tragic.

The cook, Sandy, in Trinsic will help you in exchange for the egg of a

Dragon. Destard, the lair of the dragons, holds the eggs you seek on the fourth level. Wisdom may lead you to gather spells and potions of invisibility before you venture down there, rather than fighting the many dragons that dwell within.

When you bring the egg to Sandy, he will tell you where to find the rest of the pieces of the map. He will tell you the truth about Lord Whitsaber. When you go to Whitsaber and speak his true name, then ask about the map, he will give it to you.

The pirate, Bonn, on Dagger Isle has lost his sanity. And yet, in his ravings, he may speak of the basement beneath his house. You will discover it beneath his harpsichord. When you move it aside, his piece of the map lies therein.

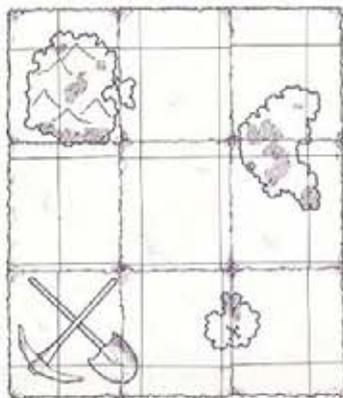
Nathaniel Moorehead is dead, but you will find his widow living near Empath Abbey, west and a little north. She will tell you that gypsies stole the piece of the map she had. 'Twas none of my kin that did this. You must find Arturos, by the side of the road just north of Trinsic. He will sell you one more part of the map.

Lastly there is Morchella, who lives east of Serpent's Hold. She seeks a magic shield. These are only borne by the members of the Order of the Silver Serpent. Koranada, over in the Hold proper, will tell you how to join. Members must have their own shields made, and Gherick at Siegecrafters will make one for you. First you must bring him a curved heater with a serpent on it, a gold nugget, and a magic gem. Then he will make your shield. Morchella will happily trade it for the map piece you need.

When you return with the eight map pieces, Homer will reveal the whereabouts of the ninth. But take care not to anger him! The map will show you which island you seek, but only Homer knows where to dig.

Following Homer's instructions will lead you to the Pirate Cave, a much larger place than he may have suggested. Despite the many false trails, you will eventually come to the chamber where the treasure is stored. The door bears a lock that you will be unable to master, and you will blast your way in instead — whether with a lit keg of powder or an Explosion spell I cannot say.

The Pirate Map



Within this chamber you will find many valuable items, some magical in nature. A chest in the corner holds a magic fan; I foresee that this item will be of great use to you. In the center lies the silver tablet you need, and the cloak sought by Homer beside it. When you bring the tablet to Mariah, she will at last be able to translate the gargoyle Book of Prophecy.

THE BALLOON

Soon after this, your quest will take you deeper under the earth than you have ever been before. For Mariah will tell you to ask Sin'Vraal of the book, and Sin'Vraal will tell you to seek knowledge on the other side of the world, where the gargoyles dwell. But there is one more task you must perform before you go. Sin'Vraal will also speak of a gargoyle temple that can only be reached through the air. Your destiny will lead you to this place, and you must be prepared for it. Few ever saw the flight of the balloon in the days when it conquered the sky, and most consider it but rumor or legend. Yet you must find those who still know of the balloonist: Isabella may be of assistance, or perhaps Selganor.

The trail of the balloonist will lead you to the castle of Sutek the Mad. Getting to him will prove no easy feat. First you must blow up the door to the castle, which is locked with a mad lock that no key could ever fit. Then the power of Telekinesis must be invoked to work the crank that will bridge the ethereal void. From there you will pass through secret doors, some hidden behind objects on the wall, magic fields, that must needs be dispelled, portcullises, magically locked doors, and strange two-headed creatures, the product of Sutek's bizarre experiments. Finally you will reach his laboratory, at the back of the castle.

Measuring carefully your words, you will learn from Sutek that the balloonist died in the dungeons beneath the castle. The ladder leading there lies but half a dozen paces south of the laboratory, and therein you will continue your search. On the first level you will find both levers and switches, but prudence would lead you to use only the latter, lest you loose powerful foes.

Taking the southern ladder will lead you to the Pushme Pullyu, a strange creature with one head that always lies, and another that always speaks truth. It knows which passage leads to your goal, and it is important that you master its riddle. If you take the wrong path, you will find yourself in Buccaneer's Cave, with a long journey ahead just to return to the Pushme Pullyu again. I cannot divine the true path, but I perceive that the key lies in one statement alone: "If you asked my partner which was best, he'd say 'East lie beasts, so go quest west.'" All else that you hear is meant just to confuse you.

On the fourth level you will find the body of the balloonist, the plans for his fabulous invention still clutched in his hands. You must take these plans from his body and use them to build yourself a balloon. Various parts must be gathered to do this:

A cauldron can be found in the sewers 'neath Britain, or in the dungeon Covetous.

Rope may be purchased from Mortude in Paws.

Michelle in Minoc will make the basket for you, if shown the plans.

Most difficult will be the making of the silk bag. First must 40 pieces of spider silk be gathered. Many can supply this, Rudyom in Cove among them. Then Arbeth of Paws must spin the silk into thread. And only Charlotte, in New Magincia, will be able to weave cloth fine enough to hold in the air for your balloon. Once you have this cloth, Marissa in Paws will be able to make the silk bag you require with ease.

Once all of these things have been gathered, you may use the plans to assemble the balloon. 'Twill be heavy, but not so much so that a single man or woman could not carry it.

THE REALM OF THE GARGOYLES

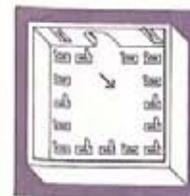
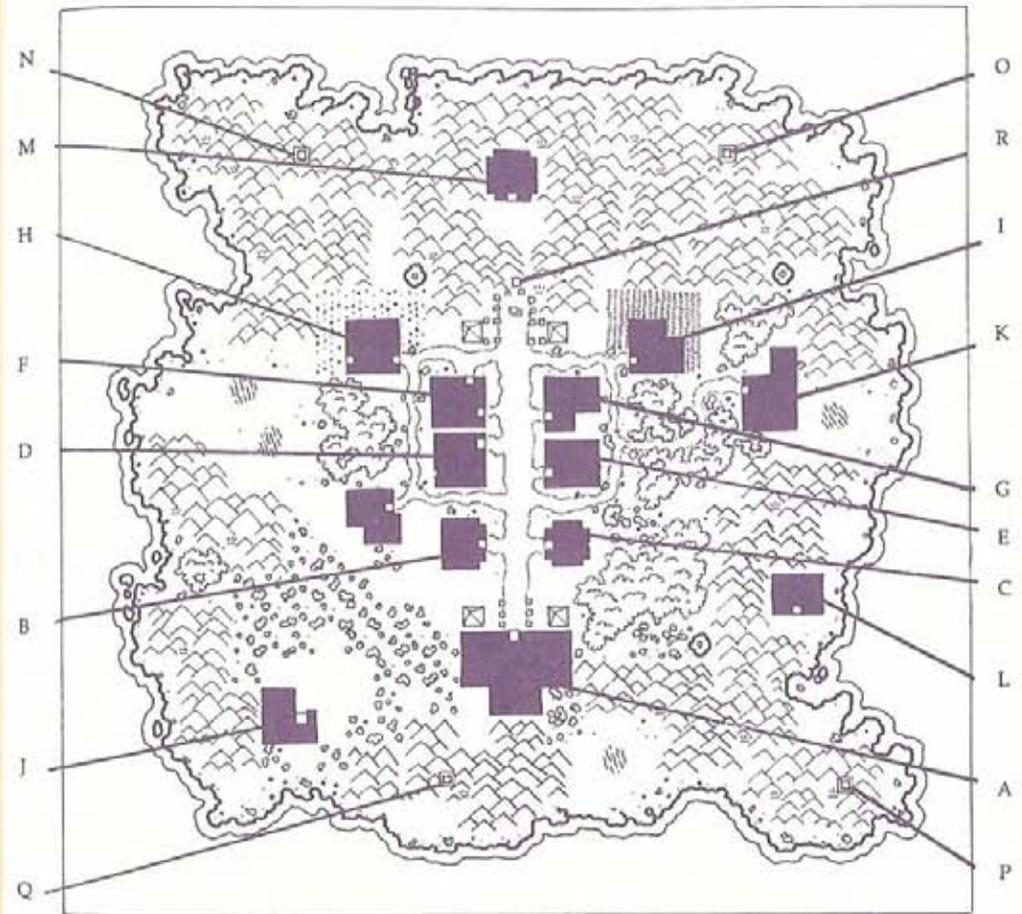
When the time comes to journey through the earth, Hythloth will provide the route. Only Hythloth goes all the way down, allowing one to emerge from a cave on the other side of the world. To succumb to temptation and use the Orb of the Moons to go there more quickly would prove unwise, for nought will you learn from the gargoyles until you learn their language. In the depths of Hythloth, just before the final ladder, you will meet Captain John, who has been studying the ways of the gargoyles. He will provide you with a scroll which you can use to learn their tongue.

The first gargoyle you will meet is young Beh Lem, who will join your party. He will guide you to his father, Valkadesh Wis-Lem. This scholarly one will give you much useful advice. He will tell you that you must surrender to Lord Draxinusom, else you cannot travel freely in the gargoyle realm. Indeed, until you do so, none there will speak with you save Valkadesh and his son.

When you surrender, you must tell Draxinusom you do so at Valkadesh's behest, to quell his doubts. I sense that a magical amulet will play an important part in your future here.

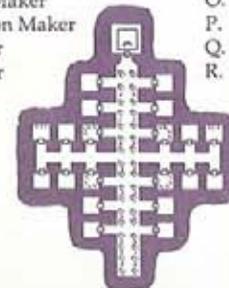
Next must you follow the other advice of Valkadesh, and ask ancient Naxatilor, the seer, of the meaning of sacrifice. He will tell you of the Vortex and direct you to read the Book of Ritual in the Hall of Knowledge. Also, you must bring him the Vortex Lens, from the central chamber of that Hall. It is broken, and will need to be repaired by the lensmaker. Though Naxatilor knows not the ritual that must be performed with it, he will tell you that a second lens will be needed, a concave one crafted by human hands. The Codex of Ultimate Wisdom will reveal the details of the ritual.

Captain Bolesh, at the healer's house, will suggest you receive a sacred quest from the gargoyle Temple of Singularity, for only thus will the guardians of the Codex allow you to pass.



Shrine of Control (expanded view)

- A. The Hall of Knowledge
- B. Lord Draxinusom
- C. Naxatilor the Seer
- D. Goodscrafter
- E. Healer
- F. Food Maker
- G. Weapon Maker
- H. Farmer
- I. Farmer
- J. Snake Charmer
- K. Lens Maker
- L. Valkadesh the Scholar
- M. The Altar of Singularity
- N. Shrine of Control
- O. Shrine of Passion
- P. Hythloth
- Q. Shrine of Diligence
- R. The Tomb of Kings



The Tomb of Kings



Shrine of Passion



Shrine of Diligence Level 1
Secret Door



Shrine of Control (see expanded view)



Shrine of Diligence Level 2

THE FINAL QUEST

A short path leads north from the gargoyles' sacrificial slab, ending in the foothills of the mountains. From the end of this path must you launch your balloon. A magic spell or item can assure you of the favorable winds from the south that you need. Across the mountains to the north lies the Temple of Singularity. Here you must speak to the triangular Altar of Singularity. If your heart is pure and your conscience clear, it will help you. Else must you visit the eight human shrines and purify yourself first.

When you tell the Altar that you seek the Codex for both races, to bring about a lasting peace, you will be sent to three catacombs to learn the Mantra of Singularity. In the Catacomb of Control you will master a complex pattern of levers to reach the shrine. In the Catacombs of Passion you will walk through lava. And to discover the shrine in the Catacombs of Diligence you will search many chambers for the secret door that leads onward and upward. In each shrine will you learn the mantra of one of the gargoyle principles. Combined together into one word, these syllables become the Mantra of Singularity. When you speak this mantra before the Altar of Singularity, it will send you on a sacred quest to the Codex.

Yet again, it is wise not to go unprepared, for then you will simply need to retrace your steps. The Vortex Cube, as mentioned in the gargoyle Book of Ritual, will prove essential at the end. The caretaker of the Hall of Knowledge is correct in guiding you to Stonegate. Only from the north can this castle be reached, taking boat, skiff or balloon down through Lost Hope Bay.

A family of cyclopes lives in Stonegate, and the father holds the key to the room where the Vortex Cube now lies. He will trade you the key for some fish. These can readily be caught by borrowing his fishing pole from the castle. Three secret doors must you find to reach the Cube. One lies above ground, in the castle itself. The other two are deep underground, on the fourth level. Through the third door you will reach the Vortex Cube, and be prepared at last to visit the Codex on the Isle of the Avatar. There at last will you fulfill your destiny. You will read the Codex, and then...

I can see no more.

So, now you've got all the maps and advice Taynith and I could provide between us. I'm sure they'll prove to be of great assistance. So you'd best be on about your quest now. May the cards and dice favor you, and the ladies still more so. And may your throat never grow dry. I'm sure you'll bring this whole gargoyle business to a pleasant conclusion, and then we'll have a celebration so joyous the very trees will strive to pull up their roots and join in the festivities. I'll drink your health then, my friend, you can be sure of it.

No doubt.

CAPTAIN JOHN'S GARGISH DICTIONARY

ALPHABET:

P	ᠠᠠᠠᠠᠠ	B	ᠠᠠᠠᠠᠠ	M	ᠠᠠᠠᠠᠠ	F	ᠠᠠᠠᠠᠠ	V	ᠠᠠᠠᠠᠠ	U/W	ᠠᠠᠠᠠᠠ
T	ᠠᠠᠠᠠᠠ	D	ᠠᠠᠠᠠᠠ	N	ᠠᠠᠠᠠᠠ	S	ᠠᠠᠠᠠᠠ	Z	ᠠᠠᠠᠠᠠ	E	ᠠᠠᠠᠠᠠ
Ch	ᠠᠠᠠᠠᠠ	J	ᠠᠠᠠᠠᠠ	Ny	ᠠᠠᠠᠠᠠ	Sh	ᠠᠠᠠᠠᠠ	Zh	ᠠᠠᠠᠠᠠ	I/Y	ᠠᠠᠠᠠᠠ
Kl	ᠠᠠᠠᠠᠠ	Gl	ᠠᠠᠠᠠᠠ	Nl	ᠠᠠᠠᠠᠠ	Hl	ᠠᠠᠠᠠᠠ	L	ᠠᠠᠠᠠᠠ	O	ᠠᠠᠠᠠᠠ
K/Q	ᠠᠠᠠᠠᠠ	G	ᠠᠠᠠᠠᠠ	Ng	ᠠᠠᠠᠠᠠ	H	ᠠᠠᠠᠠᠠ	R	ᠠᠠᠠᠠᠠ	A	ᠠᠠᠠᠠᠠ

GARGISH-ENGLISH

ᠠᠠᠠᠠᠠ	(a) but; yet	an-flam:	cold; douse; put out
ᠠᠠᠠᠠᠠ	(ad) upon	an-hur:	calm
ᠠᠠᠠᠠᠠ	(ade) however	an-in:	destroy
ᠠᠠᠠᠠᠠ	(aglo) armor	an-jux:	safe; untrap; remove danger
ᠠᠠᠠᠠᠠ	(agra) attack; hit	an-kad-sa:	infallible
ᠠᠠᠠᠠᠠ	agra-char: weapon	an-kal:	banish
ᠠᠠᠠᠠᠠ	agra-char-in-lem: weaponsmith	an-kans:	famine
ᠠᠠᠠᠠᠠ	agra-lem: fighter; guard; warrior	an-kred:	discredit
ᠠᠠᠠᠠᠠ	agra-tas: struggle	an-ku:	without
ᠠᠠᠠᠠᠠ	(ah) sixty-four	an-lor:	dark; darkness
ᠠᠠᠠᠠᠠ	(ai) there is; there are	an-lor-tim:	night
ᠠᠠᠠᠠᠠ	ai-re: there will be	an-mani:	hurt; harm
ᠠᠠᠠᠠᠠ	(ailem) matter; thing	an-mur:	few
ᠠᠠᠠᠠᠠ	ailem-de: solid	an-mur-de:	countless
ᠠᠠᠠᠠᠠ	(ali) (an)other	an-nax:	cure poison
ᠠᠠᠠᠠᠠ	(alt) deep	an-nax-ailem:	antidote
ᠠᠠᠠᠠᠠ	(am) honesty; honest	an-ord:	chaos
ᠠᠠᠠᠠᠠ	(amo) love	an-ort:	negate magic
ᠠᠠᠠᠠᠠ	amo-lem: friend; loved one	an-por:	still; motionless; stop; lock; rest
ᠠᠠᠠᠠᠠ	(an) negate; negative; not; none; no	an-quas:	real; reality
ᠠᠠᠠᠠᠠ	an-ai: absence	an-rel:	static; constant; unchanging
ᠠᠠᠠᠠᠠ	an-ailem: nothing	an-sa:	cannot
ᠠᠠᠠᠠᠠ	an-amo: hate; hatred	an-saengkt:	unprotected; curse(d)
ᠠᠠᠠᠠᠠ	an-amo-lem: enemy	an-ten:	lack
ᠠᠠᠠᠠᠠ	an-bal-sil-fer: False Prophet	an-tim:	never
ᠠᠠᠠᠠᠠ	an-ben: sick; ill	an-vol-de:	wingless
ᠠᠠᠠᠠᠠ	an-ex: slave; enslave	an-wis:	foolish; unwise; forget
ᠠᠠᠠᠠᠠ	an-ex-por: lock; locked; closed	an-zen:	inanimate

an-zu: awake; wake up,
 awaken
 (anish) strange
 (ante) enter; in; into; within
 (aper) open
 aper-ter: door; gate
 (apta) proper; correct
 apta-de: properly
 (arb) bush; vegetation
 arb-flam: forest fire
 (arg) silver
 (ari) berserk
 (ark) hide; keep (away)
 (atri) hall
 (au) or
 (aud) hear; listen; ear
 aud-char: song
 (aur) gold
 (aux) help
 (avatar) Avatar
 (axi) principle
 axi-mur: the three
 principles
 (bal) evil; bad; doom
 bal-lem: Evil One
 bal-sil: prophecy
 bal-sil-fer: prophet
 bal-zen: monster
 (beh) justice
 beh-de: proper
 beh-lem: just one; judge
 (ben) well
 ben-de: properly; well
 ben-fin: success
 ben-in: craft
 ben-in-ailem: artifact
 ben-in-lem: goodsrafter
 ben-in-tas: precision
 ben-mon-tas: administration
 ben-om-mani: prosperity
 ben-tas: virtue
 (bet) small
 bet-lem: child
 bet-ter-mir: well
 bet-tim: young; new
 bet-zen: insect
 (bolesh) Bolesh (name)
 (chan) allow
 chan-por: admit

chan-por-tas: admittance
 (char) part
 char-zen: member
 (daemon) daemon
 (de) belong; possess; of; from;
 than; like
 (delsa) soft
 (des) reduce; lower; down
 des-ailem: hail; meteor storm
 des-de: below
 des-in-tas: foundation;
 underpinning
 des-lem: Gargoyle worker
 des-por: descend
 des-ter: valley
 des-ter-mur: underworld
 (dis) apart; asunder
 (don) give; drop; yield
 (draxinusom) Draxinusom
 (name)
 (duk) guide
 (dur) for (period of time)
 (ek) six
 (er) so
 (esh) and
 (est) be; exist; is; are
 (esta) that; those
 esta-de: thereby; therewith
 esta-tim: then
 (ex) freedom; free; release
 ex-por: open; unlocked
 (fel) wrong
 fel-tas: error
 fel-wis: false; falsehood; lie;
 fable
 (feluka) Felucca (the moon)
 (fer) bring; bear
 (fin) end
 (firm) close; shut
 (flam) flame; fire; heat
 flam-tim: summer
 (gargl) Gargoyle; Gargish
 (grat) thank(s)
 (grav) energy; power
 (gres) out; exit; way (out)
 gres-por: exit; leave; go out;
 hatch; begone

(human) human
 (hori) gray
 (hur) wind; air
 (i) I, me
 (ide) my
 (ilem) we, us (he/she/
 they and I)
 (in) make; create; cause;
 form; become
 in-bet: shrink; focus
 in-des: reduce
 in-ex: free; release
 in-flam: ignite; burn
 in-hur: blow
 in-jux: threaten; endanger
 in-korp: die; kill
 in-lor: illuminate
 in-mani: heal
 in-mani-lem: healer
 in-nax: poison (v)
 in-ort: enchant
 in-ten: maintain
 in-por: go; come
 in-por-dis: avert
 in-saengkt: protect
 in-vas: grow; enlarge
 in-wis: learn; teach; study
 in-wis-lok: interpret
 in-wis-lor: create an image
 in-zen: born; birth
 in-zu: fall asleep
 (init) begin
 (int) join
 (ista) this
 (ita) thus; so
 (jux) danger; harm; damage
 jux-ark: protect (from harm)
 jux-wis: alert
 (kad) fail; collapse
 (kah) sacrifice
 kah-mani-zen-de: sacrificial
 (kans) use; consume; eat
 kans-in-lem: foodmaker
 (kal) summon; call; greet; hello;
 usher in
 kal-ort: cast (a spell)
 (kat) fall
 (ker) sure; certain

ker-de: to be sure; certainly
 (kir) circle
 (klau) chamber
 (klep) take; get; steal
 klep-lem: thief; pirate
 (kli) three
 kli-tim: thrice
 (kodex) (kodex) book; codex
 (kor) courage
 (korp) death; dead
 (kred) believe; think; consider
 kredon (kred-don): entrust
 (krill) Krill (name)
 (ku) with
 ku-ante: within
 ku-por: combine
 (lap) stone; rock
 (le) end; action completed;
 could
 le-in: achieve
 le-in-tas: achievement
 (leg) read
 (lem) he, she, it, they; him, her,
 it, them; one; those
 lem-de: his, her, its, their
 lem-mur: everyone; those
 (len) gentle
 len-tas: gentleness
 (librum) (librum) librum
 (ling) language
 (lok) say; speak; tell
 lok-de: talking
 (lor) light
 lor-rel: lens
 lor-rel-in-lem: lensmaker
 lor-tim: day; daytime
 (lum) humility
 (mag) important
 (man) remain
 man-char: remains
 (mani) life; healing; live
 mani ailem: food
 (mek) sword
 mek-lem: swordsman; fighter
 (min) less
 (mir) water
 mir-mani: healing potion
 mir-sarp: sea serpent

(mis) same; too
 mis-tas: balance
 mis-tim: also
 mis-ve: similar
 (mon) to lead
 mon-wis: advice
 (mu) compassion
 (mul) pride
 (mur) number; multiple;
 group; many
 mur-om: society
 (nax) poison (n); poisonous
 (naksatilor) Naxatilor (name)
 (nash) Nash (name)
 (nes) require; must; has to
 (ni) no; neither
 (nom) name
 (o) by
 (ok) eight
 ok-de: eighth
 (om) spirituality
 om-de: sacred; holy
 om-jux: desecrate
 (or) passion
 (orb) moon
 orb-lap: moonstone
 orb-rel: phase of moon
 (ord) order
 (ort) magic
 ort-lem: mage
 ort-mir: magical potion
 (os) bone
 (ov) egg
 (pa) by
 (pal) pale
 (par) equal
 par-de: equally
 (pen) five
 (per) use; function
 per-sa: valuable
 (plu) more; most
 plu ben: better
 (por) move; movement;
 moving; bring
 por-ailem: take; remove
 por-char: leg
 por-mir: stream; river

(pos) follow; after
 pos-tim: future; will; shall
 (prae) before; precede
 prae-tim: past; was; ago
 prae-tim-de: ancient
 (pri) one; unity; first
 pri-de: single
 pri-in: unify
 pri-lem: lord; king; ruler
 pri-tas: singularity
 (qua) what; which; as
 qua-lem: who; some
 qua-ter: where
 qua-tim: when
 qua-wis: why; because; reason
 (quad) cube
 (quae) problem
 (quar) four
 (quas) illusion; illusory
 quas-korp: fear; illusion of
 death
 quas-zen: clone
 quas-ailem: duplicate
 (qui) any; anything
 (quo) how
 (ra) valor
 (rap) quick; urgent; now
 rap-tim: quickly approaching;
 nigh
 (re) (in order) to; to begin;
 will; shall
 re-in: begin
 (reg) home
 (rel) change; changing
 rel-por: moongate; moongate
 travel
 (res) answer
 (reski) remember
 (rit) ritual
 (rot) turn
 (sa) can; able; may
 (sadis) pain; torture
 sadis-turn: dungeon
 (saengkt) protection
 saengkt-grav: force field
 saengkt-lor: invisible;
 invisibility
 (sal) spring (forth)

(sarp) serpent; snake
 sarp-an-zen-ex-lem:
 snakecharmer
 sarp-ari-lem: berserker
 (sek) two; both; second
 sek-de: other
 (sel) choose; select
 (sem) seven
 sem-de: seventh
 (sent) feel; feeling
 (si) if; whether
 (sil) star; astrology; prediction
 (sini) blue
 (sinvraal) Sin'Vraal (name)
 (sit) lie; rest
 (ski) know; knowledge; tell
 ski-tas: intelligence; knowledge
 (skis) cut; tear apart; separate
 (skri) write; writing
 skri-lem: writer
 (sol) only; but
 (son) sound
 (sum) suppose
 (summ) honor
 (sur) sun
 (ta) shoot
 ta-re-por: boomerang
 (tablap) slab
 (tan) touch
 (tas) quality
 (-te) present tense of verbs;
 action in progress; in
 te-in: continue
 te-mani: survive
 te-mani-tas: survival
 te-per-tas: persistence
 (ten) have
 (ter) place
 ter-alt: interior; bowels
 (of earth)
 ter-ailem: plane
 ter-ante: entrance; mouth
 (of cave)
 ter-ark: hiding place
 ter-esta: there
 ter-flam: fireplace
 ter-hur: sky

ter-init: original(ly)
 ter-ista: here
 ter-ista-por: come
 ter-mir: lake
 ter-mur: world
 ter-ort: temple; shrine
 ter-por: reach
 ter-reg: land
 ter-vas-arb: forest
 ter-zu: bed
 (tim) time; wait
 tim-por: arrive; come
 (trak) to; toward; for; unto
 trak-por: pull; draw
 trak-tas: direction
 (tramel) Trammel (the moon)
 (tri) interesting
 (tu) all
 tu-tas: whole
 tu-tim: always; forever
 (turn) cave
 (u) you
 (ul) final; last
 ul-tim: ultimate
 (ulem) you (pl); you and
 they; "you-all"
 (un) control
 (us) diligence
 us-agra-lem: troop-leader
 us-arb-vas-lem: leader of
 farmers
 (uus) increase; raise; up
 uus-lem: Gargoyle leader
 uus-por: ascend
 (valkadesh) Valkadesh (name)
 (vas) great; big; long; ultimate
 vas-ailem: everything
 vas-an-ben: plague
 vas-an-lor: eclipse
 vas-arb: tree
 vas-arg-sarp: silver serpent
 vas-des: bottom
 vas-korp-agra: battle; war
 vas-mir: ocean
 vas-por-ailem: tremor
 vas-quas: confusion
 vas-tim: old; age; epoch;

	great time	𐌆𐌵	(vol) fly; wing
	vas-uus: top		vol-de: winged
	vas-wis: (great) knowledge;	𐌆𐌵𐌵𐌵	(vortex) vortex
	(ultimate) wisdom	𐌆𐌵	(wi) we, us (you and I/me)
𐌆𐌵	(ve) like; as	𐌆𐌵𐌵	(wide) our
𐌆𐌵	(vel) even	𐌆𐌵𐌵𐌵	(wilem) we, us; all of us
𐌆𐌵	(ven) find		(you, they, and I)
𐌆𐌵	(ver) true; truth; right	𐌆𐌵	(wis) know; knowledge; wise;
	ver-de: truly		wisdom; intelligent
	ver-in-de: perfect		wis-char: head
	ver-vid: heed; respect		wis-de: wisely
𐌆𐌵	(vers) all right		wis-lem: scholar
𐌆𐌵	(vest) search		wis-lor: see; vision; image
𐌆𐌵	vestas (vest-tas): quest	𐌆𐌵𐌵	(zash) something; somewhat
𐌆𐌵	(via) path; course; road	𐌆𐌵	(zen) creature; being; animal
𐌆𐌵	(vid) see; look; view; eye		zen-korp: undead; daemon
	vid-lem: seer		zen-mur: race; people
	viduk (vid-duk): point		zen-tu: body
	viduk-tas: sign	𐌆𐌵	(zhen) family
𐌆𐌵	(vir) green	𐌆𐌵	(zu) sleep
	vir-mir: swamp		zu-ailem: sleep dust
			zu-tim: winter

ENGLISH-GARGISH

able	sa.	also	mistim.
absence	anai.	altar	ara.
achieve	lein.	always	tutum.
achievement	leintas.	ancient	praetimde.
action		and	esh.
completed		animal	zen.
(past tense)	le.	another	ali.
action in		answer	res.
progress		antidote	an-nax-ailem.
(present tense)	te.	any(thing)	qui.
administration	benmontas.	apart	dis.
admit	chanpor.	are	est.
admittance	chanportas.	armor	aglo.
advice	monwis.	arrive	timpor.
after	pos.	artifact	beninailem.
age	vastim.	as	(like) ve; (what) qua.
ago	praetim.	ascend	uus por.
air	hur.	astrology	sil.
alert	juxwis.	asunder	dis.
all	tu.	attack	agra.
allow	chan.	avatar	avatar.
all right	vers.	avert	inpordis.
		awake(n)	an zu.

bad	bal.
balance	mistas.
banish	an kal.
battle	vas korp agra.
be	est.
bear (v)	fer.
because	quawis.
become	in.
bed	terzu.
before	prae.
begin	re(in); init.
begone	grespor.
being	zen.
believe	kred.
belong	de.
below	desde.
berserk(er)	ari; sarp-ari-lem
better	plu ben.
big	vas.
birth	inzen.
blow (wind)	inhur.
blue	sini.
body	zentu.
Bolesh	bolesh.
bone	os.
book	kodex.
boomerang	tarepor.
born	inzen(le).
both	sek.
bottom	vas-des.
bowels of earth	teralt.
bring	fer, por.
burn	in flam.
bush	arb.
but	(however) a;
	(only) sol.
by	(by means of) o;
	(done by) pa.
call	kal.
calm (winds)	anhur.
can (is able to)	sa.
cannot	ansa.
cast (spell)	kal ort.
cause	in.
cave	turn.
certain	ker.
certainly	kerde.
chamber	klau.

change	rel.
chaos	anord.
child	betlem.
choose	sel.
circle	kir.
clone	quas-zen.
close (shut)	firm.
closed	anexpor.
codex	kodex.
cold	anflam.
collapse	kad.
combine	kupor.
come	inpor, teristapor,
	timpor.
compassion	mu.
confusion	vasquas.
consider	kred.
constant	anrel.
consume	kans.
continue	te(in).
control	un.
correct (adj)	apta.
could	le.
count	mur.
countless	anmurde.
courage	kor.
course	via.
coward(ice)	balkor.
craft (v)	benin.
create	in.
creature	zen.
cube	quad.
cure poison	an nax.
curse(d)	an saengkt.
daemon	zen korp, daemon.
direction	traktas.
discredit	ankred.
doom	bal.
door	aperter.
douse	an flam.
down(ward)	des.
Draxinusom	draksinusom.
draw	(pull) trakpor.
drop	don.
dungeon	sadis-turn.
duplicate	quas-ailem.
ear	aud.
eat	kans.

eclipse	vas-an-lor.
egg	ov.
eight	ok.
eighth	okde.
enchant	in ort.
end	fin, le.
endanger	in jux.
enemy	anamolem.
energy	grav.
enlarge	invas.
enslave	anex.
enter	ante.
entrance	terante.
entrust	kredon.
epoch	vastim.
equal	par.
equally	parde.
error	feltas.
even	esh, vel.
everyone	lemmur.
everything	vasailem.
evil	bal.
Evil One	ballem.
exist	est.
exit	gres; (v) gres por.
eye	vid.
fable	feluis.
fail	kad.
fall	kat.
fall asleep	inzu.
false(hood)	felwis.
False Prophet	anbalsilfer.
family	zhen.
fear	quas-korp.
feel	sent.
Felucca	feluka.
few	anmur.
fighter	agralem, mekle.
final	ul(tim).
find	ven.
fire	flam.
fireplace	ter flam.
first	pri.
five	pen.
flame	flam.
fly	vol.
focus	inbet.
follow	pos.

food	mani ailem; kans.
foodmaker	kansinlem.
fool	(n) anwislem.
foolish	anwis.
for	(period of time) dur;
(toward) trak.	
force field	saengkt grav.
forest	tervasarb.
forest fire	arb-flam.
forever	tutim.
forget(ful)	anwis.
form	in.
foundation	desintas.
four	quar.
free(dom)	ex; (v) inex.
friend	amolem.
function	per.
future	postim.
Gargoyle,	
Gargish	gargl.
Gargoyle leader	uus-lem.
Gargoyle worker	des-lem.
gate	aperter.
gentle	len.
gentleness	lentas.
get	klep.
give	don.
gold	aur.
go	inpor.
go out	grespor.
good	ben.
goods crafter	beninlem.
gray (grey)	hori.
great	vas.
green	vir.
greet	kal.
group	mur.
grow	invas.
guard (n)	agralem.
guide (v)	duk.
hail (storm)	des ailem.
hall	atri.
harm	jux; an mani.
hatch	grespor.
hate; hatred	an-amo.
have	ten.
have/has to	nes.
he	lem.

head	uischar.
heal	in mani.
healer	inmanilem.
healing	mani.
healing potion	mir mani.
hear	aud.
heat	flam.
heed	vervid.
hello	kal.
help	aux.
her	lem; (poss.)lemde.
here	terista.
hide	ark.
hiding place	ter-ark.
him	lem.
his	lemde.
hit	agra.
holy	omde.
home	reg.
honest(y)	am.
honor	summ.
how	quo.
however	ade.
human	hiuman.
humility	lum.
hurt	an mani.
I	i.
if	si.
ignite	inflam.
ill	anben.
illuminate	inlor.
illusion(ary)	quas.
image	wislor.
important	mag.
in	ante; te.
inanimate	anzen.
increase	uus.
infallible	ankadsa.
infinity	veramokor.
insect	betzen.
intelligent	
intelligence	wis; skitas.
interesting	tri.
interior	teralt.
interpret	inwislok.
invisible;	
invisibility	saengkt-lor.

is	est.
it	lem.
its	lemde.
join	int; kupor.
judge	behlem.
justice	beh.
keep away	ark.
kill	in korp.
king	prilem.
know(ledge)	ski(tas); wis.
Krill	kril.
lack	anten.
lake	termir.
land	terreg.
language	ling.
last	ul.
lead	mon.
leader	(Gargoyle) uuslem.
leader of	
farmers	us-arb-vas-lem.
learn	inwis.
leave	gres por.
leg	porchar.
lens	lorrel.
lensmaker	lorrelinlem.
less	min.
librum	librum.
lie	(falsehood) felwis; (rest) sit.
life	mani.
light	lor; (v) inlor.
like (as)	ve; de.
listen	aud.
live	mani.
lock(ed)	an-ex-por; an por.
long	vas.
look	vid.
lord	prilem.
love	amo
lower (v)	des.
mage	ortlem.
magic	ort.
make	in.
maintain	inten.
many	mur.
matter	ailem.
may	sa.
me	i.

member	charzen.
meteor storm	desailem.
mistake	feltas.
monster	balzen.
moon	orb.
moongate	relpor.
moonstone	orblap.
more/most	plu.
motionless	an por.
mouth (of cave)	terante.
move(ment)	por.
must	nes.
my	ide.
name	nom.
Nash	nash.
Naxatilor	naksatilor.
neither	ni.
negate;	
negative	an.
negate magic	an ort.
never	antim.
new	bettim.
nigh	raptim.
night	anlortim.
no	ni.
none	an.
normal	ish.
not	an.
nothing	anailem.
now	rap.
number	mur.
observe	vervid.
ocean	vasmir.
of	de.
old	vastim.
on	ad.
one	(he, she, it, they) lem; (number) pri.
only	sol.
open	aper; expor.
or	au.
order	ord.
origin(ally)	terinit.
other	sekde, ali.
our	wide.
out	gres.
pain	sadis.

pale	pal.
part	char.
passion	or.
past	praetim.
path	via.
people	zenmur.
perfect	verinde.
persistence	tepertas.
phase (moon)	orbrel.
pirate	kleplem.
place	ter.
plague	vasanben.
plane	(place of matter) terailem; (place of energy) tergrav.
point (v)	viduk.
poison(ous)	nax; (v) in-nax.
possess	de.
potion	ort mir; mir mani.
power	grav.
precede	prae.
precision	benintas.
predict(ion)	sil.
pride	mul.
principle	axi.
problem	quae.
proper	(just) behde; (correct) apta.
properly	aptade, bende.
prophecy	balsil.
prophet	balsilfer. (false prophet): anbalsilfer.
prosperous,	
prosperity	benommani.
protect	juxark.
protection	saengkt.
pull	trakpor.
put out	anflam.
quality	tas.
quest	vestas.
quick	rap.
race	zenmur.
raise	uus.
reach	terpor.
read	leg.
real(ity)	anquas.
reason	quawis.

reduce	des; indes.
release	ex; inex.
relic	
(magical item)	ort ailem.
remain	man.
remains	manchar.
remember	reski.
remove	(negate matter) an ailem; (take) por ailem.
require	nes.
requiring	nesde.
respect	vervid.
rest (v)	anpor, sit.
right	(true) ver; (correct) ben. (all right): vers.
ritual	rit.
river	pormir.
road	via.
rock	lap.
room	(chamber) klau.
ruler	prilem.
sacred	omde.
sacrifice	kah.
sacrificial	kahmanizende.
safe	anjux.
same	mis.
say	lok.
scholar	wislem.
sea serpent	mirsarap.
search	vest.
second	sek.
see	vid; wislor.
seer	vidlem.
select	sel.
separate (v)	skis.
serpent	sarp.
seven	sem.
seventh	semde.
shall	postim, re.
she	lem.
shoot	ta.
shrine	terort.
shrink	inbet.
shut	firm.
sick	anben.
sign	viduktas.
silver	arg.

silver serpent	vas-arg-sarp.
similar	misve.
single	pride.
singularity	pritas; unorus.
Sin/Vraal	sinvraal.
six	ek.
sixty-four	ah.
sky	terhur.
slab	tablap.
slave	anex.
sleep	zu.
sleep dust	zu ailem.
small	bet.
snake	sarp.
snakecharmer	sarpanzenexlem.
so	(therefore) er; (thus) ita.
society	murom.
soft	delsa.
solid	ailemde.
some	qualem.
something,	
somewhat	zash.
sound	son.
speak	lok.
spirituality	om.
spring forth	sal.
star	sil.
steal	klep.
still	(motionless) an por.
stone	lap.
stop	an por.
strange	anish.
stream	pormir.
struggle	agratas.
study	wis.
success	benfin.
summer	flamtim.
summon	kal.
sun	sur.
suppose	sum.
sure (to be)	ker(de).
survival	temanitas.
survive	temani.
swamp	vir-mir.
sword	mek.

take	(move matter) por ailem; (steal) klep.
talking	lokde.
teach	inwis.
tear apart	skis.
tell	lok, ski.
temple	terort.
than	de.
thank(s)	grat.
that	esta.
their	lemde.
them	lem.
then	estatim.
there	teresta.
thereby,	
therewith	estade.
there is/are	ai.
there will be	aire.
they	lem.
thief	kleplem.
thing	ailem.
think	kred.
this	ista.
those	esta, lem, lemmur.
threaten	in jux.
three	kli.
thrice	klitim.
thus	ita.
time	tim.
to	(in order to; for) re; (toward) trak.
too	mis.
top	vas-uus.
torture	sadis.
touch	tan.
toward	trak.
Trammel	tramel.
tree	vas-arb.
tremor	(great movement of matter) vas por ailem.
troop-leader	us-agra-lem.
true; truth	ver.
truly	verde.
turn	rot.
two	sek.

ultimate	vas, ultim.
unchanging	anrel.
undead	zen korp.
under	desde.
underpinning	desintas.
underworld	destermur.
unify	prin.
unity	pri.
unlocked	expor.
unto	trak.
untrap	(remove danger) an jux.
up	uus.
upon	ad.
urgent	rap.
us	ui.
use	(operate, work) per; (use up, consume) kans.
usher in	kal.
Valkadesh	valkadesh.
valley	dester.
valor	ra.
valuable	persa.
vegetation	arb.
view	vid.
virtue	bentas.
vision	wislor.
vortex	vorteks.
wait	tim.
wake (up)	anzu.
war	vaskorpagra.
warrior	agralem.
was	praetim.
water	mir.
way (out)	gres.
we	(you and I) wi; (he, she, they and I) ilem (you, he, she, they, and I) wilem.
weapon	agrachar.
weaponsmith	agracharinlem.
well	(water) bettermir; (good) ben, bende.
what	qua.
when	quatim.
where	quater.
whether	si.
which	qua.

who	qualem.
whole	tutas.
why	quawis.
will	postim, re.
wind	hur.
wing	vol.
winged	volde.
wingless	anvolde.
winter	zu-tim.
wise; wisdom	wis.
wisely	wisde.
with	ku.

within	kuante.
without	anku.
worker	(Gargoyle) deslem.
world	termur.
write, writing	skri.
writer	skrilem.
wrong	fel.
yet (but)	a.
yield	don.
you	u; (you and he/ she/they) ulem.
young	bettim.
zero	an.

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