These notes need a lot of editing but should fill in the gaps

in the walkthrough

Landion.

Infamy

White Halls of Meditation

listen woman

Gabryl says, "My twin sister was taken into the realm of Infamy, and my

powers are not strong enough to get her out. If I go, we will both be

trapped inside forever. It is a bad time to be in Infamy, there is much

trouble."

say trouble

Gabryl asks, "One of the villains is planning to escape. If he succeeds

the realms will never be safe again. Will you help my poor sister?"

say i will help

Gabryl says, "Thank you so much! You can save my sister and all of the

realms. Go into the prison and seek out the champion. Rashyl told me that

she knows everything that happens in Infamy, certainly she will have

information."

\*\* Goal Added : Secure the realm against the villains of Infamy!

Type 'goals Infamy' for full details on this quest.

\*\* Task Added : Talk to Fufa for some information.

Entrance to the Realm of Infamy

Info Center [\*\*> PK <\*\*]

say One of the villains is planning to escape

Fufa the champion says, "You want to know who is trying to escape. That

information is very delicate. If this person hears I have been telling

people about their plan, I will be in grave danger."

Fufa the champion exclaims, "Most of us are happy here in Infamy. We get

to live out our days being evil, killing those who come to visit us, and

practicing our evil laughter without being mocked. The villains belong

here, but Rashyl does not, she isn't evil at all!"

Fufa the champion says, "However, before I entrust you with this

knowledge, you must seek out the approval of my friends. I will send you

to Vlad first. I warn you, do not talk to anyone without explicit

direction, as you might question the wrong person and this would be

disastrous for us."

\*\* Task Done : Talk to Fufa for some information.

\*\* Task Added : Get the approval of residents.

Realm of Infamy [\*\*> PK <\*\*]

Vlad, the Impaler exclaims, "Who sent you to me? Don't be shy and spit it

out!"

Vlad, the Impaler glares icily at you, you feel cold to your bones.

An evil sidekick is in perfect health.

say fufa sent me

Vlad, the Impaler says, "That scoundrel is always up to no good, but I

want this treachery to be stopped. First, I need a favor."

say what favor

Vlad, the Impaler says, "There is a lady, a most beautiful woman by the

name of Morgan le Fey. I wish to take her out for dinner, perhaps kill

some people for her, shed some blood, let her torture them, you know, the

romantic stuff we villains do."

Vlad, the Impaler sighs.

Vlad, the Impaler says, "Take this tulip to her, I hear tulips are

Morgan's favorite, and bring me her favor if she returns my affection. Now

go away, so I might kill someone while I wait."

You receive a pure white tulip dripping with blood from Vlad, the Impaler.

\*\* Task Added : Play matchmaker for Vlad the Impaler.

hunt fay (Morgan le Fey is in 2nd area)

give tulip fay

There is nobody in the room with that name.

give tulip fey

You give a pure white tulip dripping with blood to Morgan le Fey.

Morgan le Fey says, "A tulip is pretty, but I want power and you will get

it for me."

Morgan le Fey says, "Leave this place and fight for your faith, then seek

out four beasts that take the form of two dragons, an owl, and a dinosaur.

Bring back two of each treasure they carry to fulfill your mission. When

you return, say I have the...well, you get the idea."

\*\* Task Added : Seek out the four beasts for Morgan le Fey.

crynn

kill mobs

Room of Bronze (owl)

You get a Bronze Orb from the frazzled corpse of a Beast of Bronze.

You get a Bronze Orb from the frazzled corpse of a Beast of Bronze.

Room of the Diamond (dinosaur)

You get a Diamond Orb from the frazzled corpse of a Beast of Diamond.

You get a Diamond Orb from the frazzled corpse of a Beast of Diamond.

Room of Gold (dragon)

You get a Golden Orb from the frazzled corpse of a Beast of Gold.

You get a Golden Orb from the frazzled corpse of a Beast of Gold.

Room of Silver (dragon)

You get a Silver Orb from the frazzled corpse of a Beast of Silver.

You get a Silver Orb from the frazzled corpse of a Beast of Silver.

infamy

Hidden Lair 2nd level

say i have the orbs

Morgan le Fey says, "Good work, I'll take those items."

Morgan le Fey exclaims, "Take my favor to Vlad so he will know my

decision, and here is your letter!"

You receive a silk handkerchief from Morgan le Fey.

You receive a Letter of Endorsement from Morgan le Fey.

\*\* Task Done : Seek out the four beasts for Morgan le Fey.

give handkerchief vlad

You give a silk handkerchief to Vlad, the Impaler.

Vlad, the Impaler throws back his head and cackles with insane glee!

Vlad, the Impaler says, "You did it! Now I will have the opportunity to

woo Morgan! You should go talk to Thiol next and tell him Fufa sent

you."

You receive a Letter of Endorsement from Vlad, the Impaler.

\*\* Task Done : Play matchmaker for Vlad the Impaler.

\*\* Task Added : Entreat with Thiol.

Realm of Infamy [\*\*> PK <\*\*] 3rd level

[ Exits: north east ]

(Invis) (Hidden) (Red Aura) Thiol stands here looking rather ticked.

Thiol the ticked says, "All those newbies! Yak, yak, yak! They do not ever

stop talking! Whining is more like it! If one more newbie complains about

a goal..."

Thiol the ticked raises his hand in a fluid motion and pretends he's shooting a gun.

Thiol the ticked asks, "Did you at least bring me a newbie to kill while

you're pestering me?"

Thiol the ticked is here!

say fufa sent me

Thiol the ticked says, "If you want that letter, you will have to deliver

a message for me. Don't worry, you won't have to go far. Go see Grendel's

mother and tell her she needs to stop leaving rotting corpses all over the

place because it's making this place stink. Come back when you're done."

\*\* Task Done : Entreat with Thiol.

\*\* Task Added : Tell Grendel's mother to clean up her act!

Realm of Infamy [\*\*> PK <\*\*]

say stop leaving rotting corpses all over the place because its making this place stink.

kill mother

You receive the bloody head of Grendel's mother from Grendel's mother.

You get Ginsu Knife of Grendel's mother from the battered corpse of Grendel's mother.

You bury your fangs deep into the battered corpse of Grendel's mother, drinking thirstil

You give the bloody head of Grendel's mother to Thiol the ticked.

Thiol the ticked exclaims, "Ha! You brought me her bloody head. This was a

most unexpected surprise!"

You receive a Letter of Endorsement from Thiol the ticked.

Thiol the ticked says, "Fufa told me to direct you to that pesky dog. See

if you can figure out what he's barking about."

\*\* Task Done : Tell Grendel's mother to clean up her act!

\*\* Task Added : Romp with Rover.

2nd level

\*nod

You nod.

Arrooooooo! Arrooooooo! Bark bark bark! Arf! Arf!

Ruff! Arf! Ruff! Ruff! Arrooooooo! Arrooooooo!

\*\* Task Done : Romp with Rover.

\*\* Task Added : Fetch Cerbie's doggie accoutrements.

dig in rooms for toy

(Magic) a <<<<SQUEAKY TOY>>>> (1)

(Magic) a <<<<SQUEAKY TOY>>>> (1)

(Magic) a <<<<SQUEAKY TOY>>>> (1)

canyon hospital

kill Chilnuzil for collar

You get ====[a red dog collar]==== from the electrified corpse of Ms. Chilnuzil.

Cerberus licks you across the face. YUCK!

\*\* Task Done : Fetch Cerbie's doggie accoutrements.

Cerberus is digging something up...

Looks like he fetched you a letter for Fufa!

You receive a Letter of Endorsement from Cerberus the Three-Headed.

Cerbie is playing in his water bowl now.

I wonder if that is supposed to be a sign?

\*\* Task Added : Call upon the Lady of the Lake

say fufa sent me

Nimue, Lady of the Lake says, "I know your purpose and you will have to do

something for me first."

Nimue, Lady of the Lake says, "My dear friend, Morpheus, is rather unhappy

right now. He is running low on sand and needs more to keep up his work

here in Infamy. Leave this prison and seek out the golden grain of sand.

Collect five and return them to Morpheus directly. When you are done,

return to me and make it known."

\*\* Task Added : Restore the gift of dreams and nightmares.

\*\* Task Hint : Your 'tasks' list has been updated with a new hint.

mirrored Room (G) [\*\*> PK <\*\*]

[ Exits: north east ]

(Invis) The corpse of Rok lies here.

(Invis) (Hidden) (Red Aura) Morpheus brings on dusk, and everlasting sleep.

Morpheus, the Sandman says, "Thank you for this gift. I will return the

favor by sending you a special dream tonight."

You receive a Letter of Endorsement from Morpheus, the Sandman.

\*\* Task Done : Restore the gift of dreams and nightmares.

\*\* Task Hint : Your 'tasks' list has been updated with a new hint.

say im am done

say i'm done

Nimue, Lady of the Lake says, "Morpheus says you brought him my gift."

You receive a Letter of Endorsement from Nimue, Lady of the Lake.

Nimue, Lady of the Lake says, "Return to the champion with all six letters

in your possession. If you are missing any, my friends and I are not

opposed to bribery."

\*\* Task Done : Call upon the Lady of the Lake

\*\* Task Added : Judge Fufa will now hear your case.

say watfish

Fufa the champion says, "Precisely! According to my sources Watfish is

trying to escape. Such a shame, I really like him. It surprises me that

Mordred wasn't behind this, that would make more sense to me. Alas,

Watfish is the one you need to go confront. Take him these documents to

prove you know what his plans are."

You receive Confidential and Incriminating Documents from Fufa the champion.

\*\* Task Hint : Your 'tasks' list has been updated with a new hint.

say mordred

Watfish, the First Superhero says, "Exactly! Mordred the Evil is behind

this plan, and he framed me in hopes to distract you long enough to get

away with it. "

Watfish, the First Superhero says, "There is still time to fix this

mistake. Go visit Rashyl. She is wandering around near that crazy dog.

When you find her say the secret code phrase, bat poop crazy, and she will

help you."

Watfish, the First Superhero says, "I hope you stop all this madness, I'd

like to go back to terrorizing people."

Watfish, the First Superhero beams with pride at you.

\*\* Task Done : Present Exhibit A

\*\* Task Added : Play hide and seek with Rashyl.give documents watfish

You give Confidential and Incriminating Documents to Watfish, the First Superhero.

[Fighting: 70096/84146hp 25479/31937mn 3636/3639mv 169tnl Enemy: 44% ]>

Watfish, the First Superhero says, "I know that Fufa is incredibly

resourceful and she usually has the right idea about events going on in

Infamy. However, in this particular case she is incorrect. Now, I am sure

that is exactly what you think an evil mastermind villain would say when

trying to get out of this predicament. However, I only ask for you to

listen to my story before you pass judgment."

[Fighting: 70096/84146hp 25479/31937mn 3636/3639mv 169tnl Enemy: 44% ]>

[2] Watfish, the First Superhero's thrust <\*><\*> LIQUIDATES <\*><\*> you! [169]

[8] Your shocking bite does UNBELIEVABLE things to Watfish, the First Superhero! [7031]

[3] An evil minion's beating <-=-> SUNDERS <-=-> you! [184]

An evil minion chants the phrase 'din ndibe'.

You glow with energy as you absorb an evil minion's mind freeze.

Watfish, the First Superhero needs a hospital.

[Fighting: 69743/84146hp 25549/31937mn 3636/3639mv 169tnl Enemy: 17% ]>

Watfish, the First Superhero says, "I was walking through the realms a few

weeks ago when I came across Cronus. He was partaking in an intimate

conversation with Rok, their heads bowed over some papers and they were

pointing this way and that way, yelling at each other and demanding the

other listen. The end result was Rok getting so angry he bashed Cronus

over the head with a rock and a brawl ensued."

[Fighting: 69743/84146hp 25549/31937mn 3636/3639mv 169tnl Enemy: 17% ]>

say mordred

Watfish, the First Superhero exclaims, "While they were busy rolling

around like a couple of schoolyard newbies, I snuck over to have a look at

those papers. It was a detailed plan to break out of Infamy. What was

worse, they had scratched out his name and written in 'Watfish', so that

they would appear to be my plans!"

Watfish, the First Superhero says, "Exactly! Mordred the Evil is behind

this plan, and he framed me in hopes to distract you long enough to get

away with it. "

Watfish, the First Superhero says, "There is still time to fix this

mistake. Go visit Rashyl. She is wandering around near that crazy dog.

When you find her say the secret code phrase, bat poop crazy, and she will

help you."

Watfish, the First Superhero says, "I hope you stop all this madness, I'd

like to go back to terrorizing people."

Watfish, the First Superhero beams with pride at you.

\*\* Task Done : Present Exhibit A

\*\* Task Added : Play hide and seek with Rashyl.

When it becomes obvious to Rashyl that you are not following

along she stops signing and begins writing. A flourish of words

appear on an old scroll and she shows you the message.

[Fighting: 68889/84146hp 26030/31937mn 3639/3639mv 348tnl Enemy: 50% ]>

'To stop Mordred, I have to concoct an elixir that will prevent

him from using magic to pass through the corpses and escape into

the realm. Fufa told me there is a trapdoor located near here.

[Fighting: 68889/84146hp 26030/31937mn 3639/3639mv 348tnl Enemy: 50% ]>

I have been looking, but have not found it. Fufa says it's hidden

very well and only the markings set it apart. Once you find the

door, return to me quickly. You can only go through this door if

I am with you. Beckon and I will follow.'

\*\* Task Done : Play hide and seek with Rashyl.

\*\* Task Added : Show Rashyl the ultimate hiding place.

beckon rashyl

You beckon for Rashyl to follow -- sure hope they do!

Rashyl starts to follow you.

Rashyl signs 'I am following you'.

Mirrored Room (G) [\*\*> PK <\*\*]

enter trapdoor

Antechamber of the Tomb [\*\*> PK <\*\*]

north

Secret Tomb [\*\*> PK <\*\*]

The tomb is filled with a large stone table, a crack running down the middle.

It is barren except for old papers, yellowed and cracking with age. Two

shelves line the walls, dusty old bottles lining each one, cramped and dirty.

There is no light in the tomb, darkness encompassing every inch of space. A

single candle has been left on a rickety old chair, the wax burned down low

and the wick burned low.

[ Exits: south ]

An old stone table takes up the majority of the room.

Rashyl arrives from the south.

Rashyl gets excited when she sees the table and the old potions.

She then begins picking up bottles and inspecting the labels.

Rashyl starts measuring and mixing various liquids. After a few

minutes steam begins to pour from one of the bottles. Rashyl

takes a cork and seals it. She walks over and puts the bottle

on the table. She scribbles a message on the old scroll, hands

it to you. She signs 'I will see you soon' and leaves.

The message reads:

Go back the way we came and enter the corpse, then toss the

elixir at Mordred. Our work here will be done and we can go home.

\*\* Task Done : Show Rashyl the ultimate hiding place.

\*\* Task Added : Stop the mister and reunite the sisters.

get elix

You get a bottle of [(Clear Elixir)].

Room of Fire [\*\*> PK <\*\*]

toss elixir

Mordred is looking pretty pissed off at you right about now.

Perhaps it is because he realizes you just foiled his master

plan to escape this place. Now would probably be a good time

to get out of here before he attacks you.

[68289/84146hp 26139/31937mn 3639/3639mv 0qt 587tnl] >

A moment later Rashyl and Gabryl appear smiling at you. Rashyl

signs 'good-bye my friend' and Gabryl hugs you. They snap their

fingers and you are back in Aylor looking at familiar streets.

\*\* Task Done : Stop the mister and reunite the sisters.

\*\* Goal Completed: Secure the realm against the villains of Infamy!

The Grand City of Aylor (G)

INFO: Landion is victorious and the realm is safe from villains again!

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

goal Infamy

Goal information for: Put a stop to the villains and reunite the sisters. - Completed

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

A villain is scheming to escape the prison of Infamy and unleash destruction

upon the known lands. Will you help reunite the sisters and put this vile

menace back in his cage?

As a reward for helping the sisters, when you need assistance finding your

way through the Realm of Infamy, you can beseech Gabryl or beseech Rashyl

for help.