

Everland BBS Door Game — Complete Manual

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Everland BBS Door Game — Complete Manual

Overview

Everland BBS Door Game is a text-adventure door game for BBS systems, written in Kick Assembler for the Commodore 64. This is a multi-user online game designed to run as a BBS door, featuring rich lore, quests, NPCs, and social features.

Build: Memory Map \$c000-\$200aa (~65KB)

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Complete Feature List

Core Systems (50+ Features)

Portal & Travel System

- **5 Portal Destinations:** Aurora, Lore, Mythos, Town of Everland, England
- **25 Town Locations:** Full town with shops, taverns, landmarks, and NPCs
- **Realm Calendar:** 12 monthly seasonal events including October's Dragon Lantern Festival

NPC & Quest System

- **40+ Unique NPCs:** with dialogue, quests, and lore
- **Multi-step Quest Chains:** 4-step quest progressions for most NPCs
- **Branching Choices:** Fight/Negotiate, Help/Betray decision points
- **Guild Memberships:** Order of Black Rose, Frost Weavers, Order of Emerald Sky, Unseely Court, Order of the Owls, Wolves of Winter

Room & Social Features

- **Personal Rooms:** Customizable player rooms with descriptions and decorations
- **ASCII Art Editor:** Create and display custom room art
- **Guestbook System:** Leave and read visitor messages
- **Privacy Settings:** Control who can visit your room
- **Friends List:** Manage friend connections
- **Visitor Log:** Track who visited your room
- **Messaging System:** Send messages to other players
- **Profile System:** Customizable player profiles

Events System

- **Personal Events:** Create, view, and cancel personal events
- **Event Types:** Party, Game, Meeting, Contest, Lantern (festival), Feast
- **Realm Calendar:** 12 monthly events tied to lore
- **Browse Events:** See all events across the realm

Economy & Trade

- **Coin System:** Gold, Silver, Copper currencies
- **Trade System:** Create and browse trade offers
- **Inventory Management:** 8-slot inventory with item tracking
- **Bank System:** Deposit, withdraw, and exchange currencies
- **Auction House:** Buy and sell items
- **Shop System:** Purchase room decorations and items
- **Dynamic Exchange Rates:** Fluctuating currency values

Mini-Games & Activities

- **Lottery System:** Weekly drawings with prizes
- **Dice Games:** Gambling mini-game
- **Fishing:** Catch fish for rewards
- **Racing:** Compete in races
- **Treasure Hunting:** Find hidden treasures
- **Cooking:** Craft food items
- **Dueling:** PvP combat system
- **Arena:** Combat challenges
- **Riddles:** Puzzle challenges
- **Scavenging:** Find random items

Character Progression

- **Daily Rewards:** Login streak bonuses (7-day cycle)
- **Quests System:** Track and complete quests for rewards
- **Achievements:** Unlock accomplishments
- **Badges:** Collectible badges
- **Titles:** Earn titles for accomplishments
- **Reputation System:** Build standing with factions
- **Hall of Fame:** Leaderboards

Pets & Companions

- **Pet System:** Adopt and care for pets
- **Companion System:** AI companions that assist
- **Garden System:** Grow plants and herbs

Crafting & Production

- **Crafting Menu:** Create items from materials
- **Potion Brewing:** Create magical potions
- **Weather System:** Dynamic weather affecting gameplay

Magic & Spells

- **Mana System:** 20 max mana, regenerates over time
- **Three Frost Weaver Spells:** GLACIOUS (frost bolt), NIX (ice shield), ILLUMINA (light burst)
- **Spell Learning:** Progressive prerequisites (GLACIOUS → NIX → ILLUMINA)
- **Frost Weaver Ranks:** Initiate, Adept, Master with increasing power
- **Third Eye Practice:** Pendulum mastery training (10 levels)
- **Meditation:** Restore mana through focused concentration
- **Spell Lore:** Study the ancient traditions of the Frost Weavers

Romance & Wedding System

- **4 Romance Options:** Kira, Lyra, Kendrick, Bonny Red Boots
- **Courtship Stages:** Introduced → Courting → Engaged → Married
- **Gift Giving:** Increase affection with romantic gifts
- **Dating:** Go on dates to deepen your bond
- **Wedding Ceremony:** Marry your beloved in the Rose Gardens

Dream System

- **4 Dream Types:** Peaceful, Nightmare, Prophetic, Memory
- **Veylan's Influence:** Battle the shadow's corruption
- **Dream Protection:** Pendulum mastery provides shields
- **Prophecies:** Receive visions of future events

Ship Travel System

- **4 Ports:** Everland Harbor, Aurora Ice Docks, Mythos Jungle Bay, Whitecastle
- **Sea Trading:** Buy cargo low, sail far, sell high
- **Sea Encounters:** Storms and pirate encounters
- **The Black Siren:** Captain Pit Plum's legendary vessel

Faction Reputation

- **7 Factions:** Frost Weavers, Merchant Guild, Order of Black Rose, Wolves of Winter, Order of the Owls, Black Siren Crew
- **Standings:** 0-25 Hostile, 26-50 Neutral, 51-75 Friendly, 76-100 Exalted
- **Faction Perks:** Unlock rewards as reputation grows

Dueling Arena

- **Arena Ratings:** Competitive ranking system
- **Win/Loss Tracking:** Track your combat record
- **Arena Titles:** Novice → Contender → Gladiator → Champion
- **Bet Fights:** Risk gold for greater rewards

Administrative Features

- **Admin Menu:** User management tools
- **Ban/Unban System:** Moderation controls
- **User Slot System:** Multi-user profile management

Portal System & Realms

Main Portal Destinations

1. Aurora (Land of Frost and Light)

- **Theme:** Snow-capped peaks, ice magic, winter
- **Key NPCs:** Frost Weaver Queen, Winter Wolf
- **Quests:** Frost spell mastery, wolf challenge survival
- **Guild:** Frost Weavers Guild

2. Lore (Kingdom of Knights and Memory)

- **Theme:** Medieval kingdom, knights, ancient oaths
- **Key NPCs:** Lady Cordelia, Grim the Blackheart
- **Quests:** Knight's oath, Battle for the Cursed Garden
- **Guild:** Order of the Black Rose
- **Special Location:** Cursed Garden (Pumpkin King battle)

3. Mythos (Realm of Jungles and Secrets)

- **Theme:** Lush jungles, dragons, ancient mysteries
- **Key NPCs:** Dragon Queen, Ancient Mystic
- **Quests:** Dragon scale retrieval, trainer initiation
- **Guild:** Order of the Emerald Sky

4. Town of Everland (Hub World)

- **Theme:** Central town with 25 sub-locations
- **See:** [Town of Everland Locations](#)

5. England (Whitecastle)

- **Theme:** Countryside and castle
 - **Locations:** Whitecastle, Countryside
-

Town of Everland Locations

Complete Location Directory (25 Locations)

Key	Location	Description	Key NPCs
1	Train Station	Grand clock tower, steam trains	Damsel of the Mist
2	Topsy Maiden Tavern	Laughter, song, ale	Bartender
3	Kettle Cafe	Tea, pastries, warmth	-
4	Copper Confection	Candies, frozen treats	-
5	Glass House	Exotic creatures, phoenix	-
6	Dragon Haven	Dragon training, obsidian spires	Dragon Trainers
7	Temple Ruins	Ancient faith, Order of Emerald Sky	Alister, Torin
8	Louden's Rest	Graveyard, honored dead	Tosh
9	The Moselem	Domed towers, ancient wisdom	Kasimere
A	Fairy Gardens	Pumpkin fairies, magical grove	Lezule, Marmalade, Marigold, Butterscotch
B	Arena	Combat challenges, glory	-
C	Pirate Ship (Black Siren)	Captain's vessel, rogues	Pit Plum, Bonny Red Boots, Shadow Ford
D	Tower	Order of the Owls headquarters	Garrett, Fletcher, Poppy
E	Church	Stained glass, serene worship	Bishop Cordelia, Cedric
F	Catacombs	Underground tunnels, bones	Samuel
G	Statue of Michael	Bronze memorial	-
H	Marketplace	Commerce, stalls, trading	Bridge the Troll
I	Witch's Tent	Herbs, cauldrons, potions	Tammis, Saga
J	Hunter's Hovel	Knights (summer), Wolves (winter)	Wulfric, Lyra
K	The Burrows	Frost Weaver gathering halls	Frost Queen
L	Mystic's Tent	Forbidden knowledge, secrets	Mela, Kal, Daemos
M	Moon Portal	Silver gateway, moonstone arch	-
N	Central Plaza	Fountain, heart of Everland	Spider Princess, Kora, Kendrick
O	The Bridge	Stone arch, troll home	Bridge, Dante, Candy Witch
P	Kira's Apothecary	Remedies, healing, romance	Kira

NPC Directory

Major NPCs by Location

Aurora NPCs

NPC	Role	Quest Chain
Frost Weaver Queen	Guild Leader	Frost spell initiation (GLACIOUS, NIX, ILLUMINA)
Winter Wolf	Guardian	Pact of Winter's Howl trials

Lore NPCs

NPC	Role	Quest Chain
Lady Cordelia	Knight Commander	Memory restoration, Knight's Oath, Order of Black Rose
Grim the Blackheart	Warrior	Final assault on Cursed Garden, enchanted spear
Gwen	Mourner	Honor Grim's sacrifice, plant black roses

Recent Additions & Updates

- **Train Timetable & Announcements:** The Everland Express now includes an in-game timetable accessible at the Train Station (3. [View Timetable](#)). The conductor will announce the next stop as the train approaches. This improves navigation and immersion for players using the station and train system.
- **NPC Proactive Greetings:** Town NPCs will occasionally offer short, flavor greetings while you browse the town menu. These are cosmetic lines intended to increase immersion and make the town feel lively.
- **Circus Minigame:** The Circus Tent (Town key Q) now offers the Juggler's Challenge — a simple skill/dex minigame with a small gold reward for success.
- **Arena Ticketing & Prize Pool:** The Arena now requires either a single-session Arena Ticket (5 gold) or an Arena Season Pass (30 gold) to enter the dueling pits. Session tickets are consumed on entry; season passes persist. Lost bets add to an in-game prize pool that winning challengers may draw from in addition to base rewards.
- **Marketplace Expansion:** The Room Shop now includes three additional decorative items (Velvet Cushions, Bronze Sundial, Silken Drapes) — see Room Shop Items below for prices.
- **Quick-Save Command:** A quick-save hotkey v has been added to the main menu for fast saving. This invokes the same save routine as the regular Save option and provides a short confirmation message.

Detailed Notes on Recent Additions (2026-02-06)

- **NPC Proactive Greetings:** While browsing the Town menu, NPCs may occasionally display short flavor greetings. These are cosmetic only and do not affect quests or stats.
- **Circus — Juggler's Challenge:** The Circus Tent (Town key Q) hosts a three-round skill/dex challenge. Each round requires a simple timing/choice input; succeeding grants a small gold reward and can update your persistent `circus_high_score` recorded in-game.
- **Arena Ticketing & Prize Pool:** Entering the Arena requires either a single-session Arena Ticket (5g) or an Arena Season Pass (30g). Session tickets are consumed on entry; season passes persist in your account. Lost bets contribute to an in-game `arena_prize_pool`; winners may draw from that pool in addition to standard rewards.
- **Train Timetable & Conductor Flavor:** At the Train Station you can [View Timetable](#) to see scheduled stops. The conductor now announces the upcoming stop as the train approaches and may play short flavor lines. The system includes a dynamic delay factor that can affect the train's timing for immersion.
- **Marketplace Restock & Expanded Items:** The Room Shop now contains three additional decorative items (Velvet Cushions — 35g, Bronze Sundial — 45g, Silken Drapes — 55g). Visiting the marketplace may trigger a light restock/price-adjust routine that shifts shop prices slightly over time.
- **Quick-Save & Autosave Behavior:** Press v from the main menu for a quick save. The autosave system uses an alternating backup filename so recent autosaves do not overwrite the primary save; autosave alternates between @0:EVSAVE,S,W and @0:EVSAVE1,S,W (labels `save_filename` and `save_filename_alt` in the source). Autosave is triggered periodically by the main loop (configurable in code).

These notes expand on the brief summaries in “Recent Additions & Updates” — see the relevant in-game menus (Train Station, Circus Tent, Arena, Marketplace, Main Menu) for interactive access.

Expanded Crafting & New Locations

- **Apothecary (Kira's):** Craft Healing Potions and Poisons at Kira's Apothecary using local ingredients. Healing Potion (1 Gem + 1 Berry) restores health effects; Poison (1 Meat + 1 Berry) is a crafted tincture for hostile uses. These flows use the `consume_items` helper to correctly remove materials even when split across inventory slots.
- **Mystic's Tent:** The Mystic Tent adds Mystic Crafting (craft Spell Tomes and Magic Items) and Spell Research (chance-based research that may yield Spell Tomes). New items include `SpellTm` and `MagItm`.
- **Tannery:** Convert `Hide` into `Leather` and perform simple leatherworking used by Forge recipes for armor and tools.
- **Saw Mill:** Convert `Wood` into `Plank` and craft saw-related items; planks are used by tool/weapon recipes at the Forge.
- **Forge expansions:** New recipes for `Knife`, `Dagger`, `Hammer`, `Axe`, `Sword`, `Shield`, and `Armor` consume iron, planks, and leather and produce durable items with per-slot

durability metadata.

- **Inventory & Durability:** Inventory slots support per-slot metadata (durability) stored alongside item count; durable tools/items are non-stackable and their durability is shown in `I` (Inventory). The `mine_add_or_increment` and `consume_items` routines were updated to handle durable items and split-slot removals.
- **Trade restrictions:** The trade/posting UI blocks listing of durable/tools to prevent posting items that carry per-slot metadata; a clear message is shown when attempted.
- **New items:** Spell Tome (`spellTm`), Magic Item (`magItm`), Healing Potion (`healPot`), Poison (`Poison`), and other crafting items (Plank, Leather, Knife, Dagger, Hammer, Axe). See the `item_names` table in the source for exact ordering and IDs.

Mythos NPCs

NPC	Role	Quest Chain
Dragon Queen	Ruler	Dragon scale retrieval, dragon lore
Ancient Mystic	Sage	Hidden treasure, wisdom

Town NPCs (Alphabetical)

NPC	Location	Quest Chain
Alister	Temple Ruins	Dragon Trainer Oaths (Order of Emerald Sky)
Bishop	Church	Green thorn oath, blessing
Cordelia		
Bonny Red Boots	Pirate Ship	Last Shackle song, freedom ballad
Bridge the Troll	Marketplace/Bridge	Trinket trading, mischief pranks
Butterscotch	Fairy Gardens	Human alliance, crop tending
Candy Witch	The Bridge	Chaos quests, ward destruction
Captain Pit Plum	Pirate Ship	Pirate's Trials (trade, flags, combat)
Captain Shadow Ford	Pirate Ship	Combat training (footwork, parrying)
Cedric	Church	Redemption arc, renounce Kasimere
Damsel of the Mist	Train Station	Destiny quest, blue light guidance
Dante	The Bridge	Fracture containment, ward strengthening
Daemos	Mystic's Tent	Dark covenant (Warning: vampire!)
Fletcher	Tower	Archery, Order of Owls
Frost Queen	The Burrows	Frost Weaver initiation ritual
Garrett	Tower	Order of Owls founding, wisdom trials
Kal	Mystic's Tent	Promises of power (Warning: vampire!)
Kasimere	The Moselem	Vampire lord - Help or Betray choice
Kendrick	Central Plaza	Spider Princess protection
Kira	Kira's Apothecary	Healing, romance, mutual craft
Kora	Central Plaza	Spider Princess guardian
Lezule	Fairy Gardens	Stolen names protection
Lyra	Hunter's Hovel	Wolf negotiations, Pact of Winter's Howl
Marigold	Fairy Gardens	Potion ingredients quest
Marmalade	Fairy Gardens	Prank quest chain
Mela	Mystic's Tent	Immortality temptation (Warning: vampire!)
Poppy	Tower	Feast sponsorship, Order of Owls
Pumpkin King	Cursed Garden	Boss battle - Fight or Negotiate
Saga	Witch's Tent	Prophecy, destiny revelation
Samuel	Catacombs	Third eye activation, pendulum mastery
Spider Princess	Central Plaza	Magical artifact gift, spider blessing
Tammis	Witch's Tent	Enchantment, rune learning
Torin	Temple Ruins	Unseely Fae binding ritual
Tosh	Louden's Rest	Graveyard secrets, lost mementos
Van Bueler	Hunter's Hovel	Wolf-human trade negotiations
Wulfric (Alpha)	Hunter's Hovel	Wolf trials, Pact of Winter's Howl

Social & Room Features

Personal Room System

- **Edit Description:** Write custom room description
- **Choose Decor:** Select room decorations
- **Choose Color:** Set room color theme
- **ASCII Art Editor:** Create 80x24 ASCII art
- **View ASCII Art:** Display your creation
- **Preview Room:** See how visitors see your room

Social Features

- **Guestbook:** Leave/read visitor messages
- **Privacy Settings:** Public/Private/Friends-only
- **Friends List:** Manage connections
- **Visitor Log:** Track visitors
- **Messages:** Private messaging system
- **Gifts:** Send gifts to friends

Room Shop Items

Item	Price
Fancy Rug	25g
Crystal Lamp	40g
Gold Frame	60g
Magic Mirror	80g
Royal Banner	100g
Ancient Statue	150g
Velvet Cushions	35g
Bronze Sundial	45g
Silken Drapes	55g

Events System

Personal Events

- **Create Event:** Schedule gatherings with title, time, and type
- **View My Events:** See your scheduled events
- **Cancel Event:** Remove scheduled events
- **Browse All Events:** See realm-wide events

Event Types

1. Party
2. Game
3. Meeting
4. Contest
5. Lantern (Festival)
6. Feast

Realm Calendar (Seasonal Events)

Month	Event	Location
January	New Year's Frost Feast	The Burrows
February	Lovers' Lantern Walk	Moon Portal
March	Spring Awakening Festival	Fairy Gardens
April	Fool's Day Mischief	Bridge the Troll hosts
May	Order of the Black Rose Memorial	Louden's Rest
June	Midsummer Dragon Flight	Dragon Haven
July	Pirate's Plunder Games	Pirate Ship
August	Order of the Owls Wisdom Trials	Tower
September	Harvest Moon Ball	Pumpkin Fairies
October	DRAGON LANTERN FESTIVAL	Dragon Haven
November	Pact of Winter's Howl	Hunter's Hovel
December	Everland Yuletide Feast	Dining Hall

October: Dragon Lantern Festival (Special)

Tradition: Everyone carries a lantern!

The Dragon Lantern Festival commemorates the Battle for Everland: - Three realms once coexisted: Aurora, Lore, Mythos - The Darkness was banished from Mythos and spread to Lore - King Lowden fell defending his realm - The Dragon Queen of Mythos arrived with her flames and turned the tide - Heroes buried their weapons beneath the fallen temple - All return yearly to honor the sacrifice

Economy & Trading

Currency System

- **Gold:** Primary currency
- **Silver:** Secondary currency
- **Copper:** Tertiary currency

Bank Services

- **Deposit:** Store currency safely
- **Withdraw:** Retrieve stored currency
- **Exchange:** Convert between currencies (dynamic rates)
- **Vault:** Secure item storage (10 slots, rent: 10 silver)

Trading

- **Create Trade Offer:** Post items for trade
 - **Browse Trades:** See available trades
 - **Accept Trades:** Complete transactions
-

Mini-Games & Activities

Available Activities

Activity	Description
Lottery	Weekly drawings, buy tickets
Dice Games	Gambling with dice
Fishing	Catch fish for rewards
Racing	Competitive races
Treasure Hunting	Find hidden treasures
Cooking	Craft food items
Dueling	PvP combat
Arena	Combat challenges
Circus	Juggler's Challenge — small skill/dex minigame
Riddles	Puzzle solving
Scavenging	Random item discovery
Crafting	Create items
Garden	Grow plants
Fortune	Have your fortune told
Meditation	Restore stats
Spy	Gather information
Bounty	Hunt targets
Museum	View collections
Tavern	Social gathering
Companion	AI assistant
Mailbox	Correspondence

Magic System

The Magic System allows players to learn and cast spells through the Frost Weaver tradition. Access the magic menu by pressing **M** from the main menu.

Mana System

- **Maximum Mana:** 20 points
- **Mana Regeneration:** Base rate + bonuses from Pendulum Mastery
- **Restore Mana:** Through meditation or resting

Frost Weaver Spells

Spell	Cost	Effect	Prerequisite
GLACIOUS	5 mana	Frost bolt - deals ice damage	Frost Weaver Initiate
NIX	8 mana	Ice shield - defensive barrier	Know GLACIOUS
ILLUMINA	10 mana	Light burst - reveals hidden paths	Know NIX

Learning Spells

Spells must be learned in order: 1. **GLACIOUS** - Entry spell for Frost Weaver initiates 2. **NIX** - Requires mastery of GLACIOUS 3. **ILLUMINA** - Requires mastery of NIX

Frost Weaver Ranks

Rank	Requirement
Initiate	Learn GLACIOUS
Adept	Learn all three spells
Master	Pendulum mastery level 10

Third Eye Practice

Train your magical perception through Pendulum Practice: - **10 Mastery Levels:** Each level improves Third Eye sensitivity - **Level 5:** +1 mana regeneration rate - **Level 10:** +1 additional mana regeneration, Master rank unlock

Meditation

- Restore mana through focused concentration
- Available from the Magic menu
- No cost, restores mana over time

Spell Lore

Study the ancient traditions and history of the Frost Weavers, including: - The Frost Weaver Queen's teachings - Origins of ice magic in Aurora - The bond between caster and elements

Romance & Wedding System

Find love in Everland! Access the Romance menu by pressing < from the main menu.

Romance Options

Partner	Description
Kira	The gentle apothecary with healing hands
Lyra	The fierce wolf of winter, loyal beyond measure
Kendrick	The noble knight of Everland, guided by honor
Bonny Red Boots	The free-spirited pirate, full of adventure

Courtship Stages

1. **Introduced** - Express your interest
2. **Courting** - Reach affection level 5
3. **Engaged** - Propose at affection level 8
4. **Married** - Hold a wedding ceremony (100g)

Activities

- **Give Gifts** (-10g): Increase affection
- **Go on Dates:** Deepen your bond (requires Courting stage)
- **Propose:** Ask for their hand (requires level 8)
- **Wedding:** Marry in the Rose Gardens, officiated by Bishop Cordelia

Dream System

Enter the Dreamscape where Veylan's shadow reaches even the sleeping. Access by pressing > from the main menu.

Dream Types

Type	Effect
Peaceful	Restore 5 mana, find tranquility
Nightmare	Battle Veylan for 15g reward (risky!)
Prophetic	Receive visions of future events
Memory	Glimpse your forgotten past

Veylan's Influence

- Increases with nightmares (0-10 scale)
- At level 10, Veylan wins: -20g, influence resets
- Pendulum mastery provides dream protection

Prophecies

Collect prophetic visions that hint at:
- The Dragon Lantern Festival - Memory stones and choices
- The Spider Princess's weaving - Veylan's growing shadow

Ship Travel System

Sail aboard The Black Siren with Captain Pit Plum! Access by pressing [from the main menu.

Ports

Port	Location	Specialty
Everland Harbor	Main hub	Best for selling
Aurora Ice Docks	Aurora	Rare frost goods
Mythos Jungle Bay	Mythos	Exotic spices and silk
Whitecastle Port	England	English luxuries

Trading

- **Spices** (20g): Sell for 40g profit at different port
- **Silk** (30g): Sell for 48g profit at different port
- Buy low, sail far, sell high!

Sea Encounters

- **Storms**: Weather the waves, arrive shaken but safe
- **Pirates**: Bonny Red Boots may gift you 30g!

Voyage Cost

25 gold per voyage between ports

Faction Reputation System

Build standing with Everland's guilds and factions. View from the Reputation menu (R in Room menu).

Actions

Faction	Description
Frost Weavers	Ice magic practitioners of Aurora
Merchant Guild	Trade and commerce masters
Order of Black Rose	Knights of the cursed garden
Wolves of Winter	The pack of Alpha Wulfric
Order of the Owls	Secret keepers and spies
Black Siren Crew	Pirates of the high seas

Standing Levels

Range	Status
0-25	Hostile
26-50	Neutral
51-75	Friendly
76-100	Exalted

Dueling Arena

Test your combat prowess! Access from the Arena in the Room menu.

Fight Types

Type	Cost	Reward
Quick Fight	Free	+10g on win
Ranked Fight	Free	+25g, rank increase
Bet Fight	20g	+50g on win

Arena Titles

Title	Requirement
Novice	0-4 wins
Contender	5-14 wins
Gladiator	15-29 wins
Champion	30+ wins

Arena Ratings

Track your competitive rating, wins, and losses. Rise through the ranks to become the Champion of Everland!

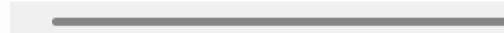
Build Instructions

Requirements

- **KickAssembler** v5.25 or later
- **Java** (for KickAssembler)
- **VICE C64 Emulator** (for testing)

Build Command

```
cd "c:\commodore\everland\bbs\custom"
java -jar "C:/commodore/KickAssembler/KickAss.jar" everland_bbs.asm -o "c:
```



Output

- **PRG File:** bin/everland_bbs.prg
- **Symbol File:** everland_bbs.sym

Appendix A: Complete Quest Walkthrough

This appendix provides detailed step-by-step walkthroughs for every quest chain in Everland.

Chapter 1 Quests: The Fall of Lore

Quest: Memory Restoration (Lady Cordelia)

Location: Lore Portal → Lady Cordelia

Prerequisite: None

Background: When the refugees fled through the portal from Lore, a dense fog swept over their minds, erasing all memories temporarily. Mage Damon, Damian, Barnabis, and Princess Delphi all lost their memories.

Steps: 1. **Speak to refugees** - Travel through Everland and speak to NPCs who came through the portal 2. **Retrieve the dark crystals** - The dark sun and moon crystals are needed to restore memories. Kasimere possesses one. 3. **Swear the green thorn oath** - "May the green thorn pierce me if I fail in my quest" 4. **Restore the Order of the Black Rose** - Complete the restoration and join the Order

Reward: Black Rose Emblem, Order membership

Chapter 2 Quests: Mischief and Merriment

Quest: Marmalade's Prank Quest Chain

Location: Town → Fairy Gardens → Marmalade

Prerequisite: None

Background: Marmalade is a fiery-haired Pumpkin Fairy who loves mischief. The Pumpkin King demands tribute through pranks!

Steps: 1. **Swap hats with the scarecrow** - Find the scarecrow in the field and swap your hat 2. **Dance a merry jig with a woodland fox** - Locate a fox in the forest and dance together 3. **Bow before the grand Pumpkin carving** - Find the Pumpkin King's carving and pay respects

Reward: Marmalade's blessing

Quest: Marigold's Potion Quest Chain

Location: Town → Fairy Gardens → Marigold

Prerequisite: None

Background: Marigold, adorned in shimmering gold, needs ingredients for her potion of mischief - one sip makes you dance!

Steps: 1. **Gather moonlit dewdrops** - Collect dewdrops from the garden at night 2. **Find caramel apple essence** - Obtain essence from the festival vendors 3. **Collect a whispered secret from the wind** - Listen to the wind in a quiet place

Reward: Potion of Mischief

Quest: Butterscotch's Alliance Quest Chain

Location: Town → Fairy Gardens → Butterscotch

Prerequisite: None

Background: Butterscotch's name doesn't start with 'M', so she can't join her sisters. She found another path - befriending humans.

Steps: 1. **Help tend crops** - Work at the nearby farmstead 2. **Whisper encouragement to the harvest** - Speak blessings to the growing plants 3. **Earn the Pumpkin King's recognition** - Gain recognition for your work

Reward: Alliance between fairy and human

Quest: Defeat the Pumpkin King

Location: Lore Portal → Cursed Garden

Prerequisite: Complete Fairy quests (recommended)

Background: The Pumpkin King towers in the cursed garden, eyes glowing unearthly orange. His sinister laughter echoes as thorny plants obey his will.

Steps: 1. **Gather spider allies** - Speak to Spider Princess in Central Plaza 2. **Rally the knights of Lore** - Gather support from Lady Cordelia 3. **Obtain the enchanted spear** - Get the spear from Grim the Blackheart 4. **Launch coordinated attack** - Execute the plan

Choice: (F)ight or (N)egotiate

Warning: Grim will sacrifice himself in the final battle!

Reward: Victory over the Pumpkin King, but at great cost

Quest: Honor Grim's Sacrifice (Gwen)

Location: Lore Portal → Gwen (after Pumpkin King defeat)

Prerequisite: Complete Pumpkin King battle

Background: Gwen stands silently, clutching a withered black rose. "Grim gave everything. One strike of the enchanted spear, one green thorn through his heart. I wept but once."

Steps: 1. **Obtain black rose seeds** - Find seeds from the Order of Black Rose 2. **Travel to the Cursed Garden** - Return to where Grim fell 3. **Plant black roses at the memorial** - Create a lasting tribute 4. **Report to Gwen** - Share that the tribute is complete

Reward: Gwen's gratitude, closure

Chapter 3-6 Quests: The Vampires' Descent

Quest: Help or Betray Kasimere

Location: Town → The Moselem → Kasimere

Prerequisite: None

Background: Arch Magus Kasimere, the oldest vampire, followed through the portal as it closed. His crystal globe resonates with the dark sun crystal, reaching into dreams with whispered promises of power. He corrupts refugees with foggy memories, turning them into servants.

Choice: - **(H)elp Kasimere:** Join his dark dominion - **(B)etray Kasimere:** Expose his treachery to the defenders

Steps (Betray path): 1. **Pretend to serve** - Gain Kasimere's trust 2. **Gather evidence** - Document his corrupted servants 3. **Alert Lady Cordelia** - Report to the Order of Black Rose 4. **Confront Kasimere** - Join the defenders in his lair

Reward: Depends on choice - dark power or heroic standing

Quest: Cedric's Redemption

Location: Town → Church → Cedric

Prerequisite: None

Background: "At the witching hour, Kasimere invaded my dreams. His crystal globe resonated with the dark sun crystal, whispering promises of power and glory. But Mage Damon wove a protective barrier around my mind."

Steps: 1. **Confess your moment of weakness** - Cedric admits his temptation 2. **Face Kasimere's lair with the defenders** - Join the assault 3. **Sever the dark crystal's hold** - Break the connection 4. **Swear renewed oath to the Order** - Recommit to the light

Reward: Cedric's redemption, renewed faith

Chapter 7 Quests: The Pact of Winter's Howl

Quest: Winter Wolf Trials (Wulfric)

Location: Town → Hunter's Hovel → Alpha Wulfric

Prerequisite: None (Available in winter months)

Background: "The Pact of Winter's Howl binds wolf and human. Each frost-laden evening, we gather to renew our vows." Beta Lyra negotiated with Van Bueler - provisions for protection.

Steps: 1. **Endure the biting cold without shelter** - Survive a night in the wilderness 2. **Outwit the cunning riddles of the pack** - Solve wolf riddles 3. **Brave the harshest wilderness paths** - Navigate dangerous terrain 4. **Join the moonlit howl when the train rumbles by** - Participate in the tradition

Reward: Pack membership, Wolves of Winter standing

Quest: Pact Negotiations (Van Bueler/Lyra)

Location: Town → Hunter's Hovel

Prerequisite: None

Steps: 1. **Negotiate fair terms** - Balance town and wolf needs 2. **Funnel provisions to Hunter's Hovel** - Arrange the supply chain 3. **Ensure Everland survives the winter** - Verify preparations 4. **Witness the wolf-human howl** - Join the celebration when trains pass

Reward: Improved wolf-human relations

Chapter 8 Quests: Bridge and Kevin

Quest: Bridge's Mischief

Location: Town → The Bridge or Marketplace → Bridge the Troll

Prerequisite: None

Background: Bridge makes his home under the old stone bridge, twirling Kevin - his skull-tipped club and closest confidant. "Ah, you look absolutely revolting!" (He means it kindly.)

Steps: 1. **Swap trinkets at the marketplace** - Trade unusual items with Bridge 2. **Spread playful chaos in town** - Help with harmless pranks 3. **Learn Bridge's hauntingly off-key tune** - Memorize the song 4. **Join Kevin's midnight tribunal of oddities** - Attend the strange gathering

Reward: Unique trinkets, Bridge's friendship

Chapter 9 Quests: The Fracture's Grip

Quest: Contain the Fractures (Dante)

Location: Town → The Bridge → Dante

Prerequisite: None

Background: Dante maintains shimmering wards against the fractures that blur reality. The ghost pirates in his bottle delight in targeting the Spider Princess.

Steps: 1. **Gather ward components from the realms** - Collect magical ingredients 2. **Confront the Candy Witch's sabotage** - Stop her destruction 3. **Seal the ghost pirates' bottle permanently** - Contain the threat 4. **Restore balance between worlds** - Complete the ward network

Reward: Stabilized fractures, Dante's gratitude

Quest: Stop the Candy Witch

Location: Town → The Bridge → Candy Witch

Prerequisite: None

Background: The Candy Witch tears at Dante's wards with candy-coated claws. "Why mend what can be broken? Chaos is so much sweeter!"

Steps: 1. **Track her through the fractures** - Follow her trail 2. **Resist her sweet**

temptations - Avoid corruption 3. **Sever her bond with the ghost pirates** - Break the alliance 4. **Seal her in crystallized sugar** - Imprison the witch

Reward: Wards restored, chaos contained

Quest: Protect the Spider Princess (Kora/Kendrick)

Location: Town → Central Plaza → Kora and Kendrick

Prerequisite: None

Steps: 1. **Strengthen the protective perimeter** - Reinforce defenses 2. **Track ghost pirate movements** - Monitor threats 3. **Counter the Candy Witch's sabotage** - Prevent attacks 4. **Escort the Spider Princess to safety** - Complete protection

Reward: Guardian standing, Spider Princess's favor

Chapter 10-12 Quests: The Mystic's Tent

Quest: Uncover the Mystics' Secret

Location: Town → Mystic's Tent → Mela

Prerequisite: None

Warning: The mystics (Mela, Kal, Daemos) are secretly vampires! They experimented with Kasimere's ashes and necromancy!

Steps: 1. **Resist their promises of immortality** - Maintain your resolve 2. **Uncover their vampiric nature** - Investigate their secrets 3. **Expose Daemos's schemes for the Spider Princess** - Reveal the plot 4. **Choose: Join them or destroy them** - Make your decision

Reward: Depends on choice - vampiric power or heroic standing

Chapter 11 & 16 Quests: The Pirate's Path

Quest: Pirate's Trials (Captain Pit Plum)

Location: Town → Pirate Ship → Captain Pit Plum

Prerequisite: None

Background: "So ye want to be a part-time pirate, eh? Mage Damon himself trained under me!"

Steps: 1. **Make a trade for gold** - Complete a merchant transaction at port 2. **Find hidden flags** - Locate flags across distant islands 3. **Collect mysterious objects** - Gather items for the ship 4. **Learn combat from Captain Shadow Ford** - Complete training

Reward: Crew membership on the Black Siren

Quest: Combat Training (Shadow Ford)

Location: Town → Pirate Ship → Captain Shadow Ford

Prerequisite: None

Background: "First, shed your gear and outer clothing - to move freely, shed unnecessary weight."

Steps: 1. **Master footwork** - Learn the dance of combat (precise, agile) 2. **Learn parrying** - Your sword is an extension of will 3. **Practice until moonrise** - Train in the secluded cove 4. **Earn Shadow Ford's nod of approval** - Demonstrate mastery

Reward: Combat proficiency, Shadow Ford's respect

Quest: The Last Shackle Song (Bonny Red Boots)

Location: Town → Pirate Ship → Bonny Red Boots

Prerequisite: None

Background: "The Last Shackle - a slaver ship turned to freedom! A prisoner poisoned the guards with fancy wine, and the captives left not a slaver alive!"

Steps: 1. **Learn the full ballad** - Memorize all verses 2. **Spread the song across taverns** - Perform in Everland's taverns 3. **Find the legendary freed prisoners** - Locate survivors 4. **Join Bonny's fiddle performance** - Perform together

Reward: The song of freedom, Bonny's friendship

Chapter 13 Quests: The Tale of Anderon's Rescue

Quest: Dragon Trainer Oaths (Alister)

Location: Town → Temple Ruins → Alister

Prerequisite: None

Background: "Long ago, Anderon the great dragon snagged a pine tree between his claws. The villagers banded together to free him, forging a bond between humans and dragons!"

Oaths: 1. "I swear to protect dragons as long as my arms have strength." 2. "I swear to aid dragons as long as my legs may carry me." 3. "I swear to deepen my knowledge and share it with others."

Symbol: Two fingers intertwined - the bond between dragon and trainer.

Farewell: "Fly on the dragon's wings!"

Reward: Order of the Emerald Sky membership

Chapter 14 Quests: The Frost Weaver's Rite

Quest: Frost Weaver Initiation

Location: Town → The Burrows → Frost Queen

Prerequisite: None

Background: "In the tradition of witches, wizards, and sages who protected Aurora for centuries, our duty falls onto you."

Ritual Spells: 1. **GLACIOUS** - Ice at your fingertips to fight enemies 2. **NIX** - Flowy drifts of snow to ensnare foes 3. **ILLUMINA** - Be a light in darkness, a beacon in storm

Steps: 1. **Bring your fingers together** - Begin the ritual 2. **Learn GLACIOUS** - Master ice magic 3. **Learn NIX** - Master snow control 4. **Learn ILLUMINA** - Master light magic

Completion: "May all magic join with yours and yours with ours. Welcome to the Frost Weavers!"

Reward: Frost Weaver Guild membership, frost spells

Chapter 15 Quests: The Unseely Fae's Necromancy Ritual

Quest: Unseely Court Binding (Torin)

Location: Town → Temple Ruins → Torin

Prerequisite: None

Warning: This binds your soul forever!

Background: "You have proven your loyalty. Now take part in the binding ritual that will bind your soul to us."

Steps: 1. **Retrieve the heart of Loudon** - Find it at Louden's Rest graveyard 2. **Complete the necromancy incantation challenge** - Pass the test 3. **Kneel and hold out your hand** - Begin the binding 4. **Repeat the incantation:** "Goofice Goafice Alakda, orgawal, Goragawal"

Reward: Unseely Court membership, dark powers (at great cost)

Chapter 17-18 Quests: The Fractured Rift & Order of the Owls

Quest: Investigate the Memory Rift

Location: Town → Mystic's Tent → Mela and Kal

Prerequisite: None

Background: Mage Damon discovered no one remembered him - not even the Mayor. "Perhaps you should consult the Mystics," the Mayor offered. The temporal strands are in disarray.

Steps: 1. **Speak to townsfolk** - Confirm the memory loss 2. **Consult Mela and Kal** - Learn about the temporal dissonance 3. **Investigate the ley lines** - Find the source 4. **Repair the fractured rift** - Restore temporal stability

Reward: Memories restored, temporal balance

Quest: Order of the Owls Initiation

Location: Town → Tower → Garrett

Prerequisite: None

Background: "The Order of the Owls - wise and intrepid souls united! I proposed the owl as our emblem for collective wisdom." Fletcher practices archery. Poppy sponsors the feast.

Steps: 1. **Walk the circular path around town** - Complete the ritual walk 2. **Prove your wisdom to Garrett** - Answer questions 3. **Earn Fletcher's respect at archery** - Demonstrate skill 4. **Attend Poppy's inaugural feast** - Join the Dining Hall celebration

Reward: Order of the Owls membership

Chapter 19 Quests: The Enchantment of Everland

Quest: Unlock Magical Abilities (Tammis/Saga)

Location: Town → Witch's Tent → Tammis and Saga

Prerequisite: None

Background: "We see within you the flickering embers of magic. Your staff, your crystal, the energy around you - it speaks of destiny waiting to unfurl."

Steps: 1. **Learn ancient runes** - Study with the sisters 2. **Understand your staff's lineage** - Discover its history 3. **Weave magic into everyday artifacts** - Practice enchanting 4. **Awaken the power slumbering within** - Complete transformation

Reward: Magical awakening, enchanting abilities

Quest: Reveal Your Destiny (Saga)

Location: Town → Witch's Tent → Saga

Prerequisite: None

Steps: 1. **Gather three prophecy fragments** - Collect from different realms 2. **Spend endless nights crafting spells with Tammis** - Practice 3. **Turn creations into vessels for arcane energy** - Enchant items 4. **Complete your extraordinary journey** - Fulfill the prophecy

Reward: Destiny revealed, magical mastery

Chapter 20 Quests: The Enigmatic Disappearance

Quest: Third Eye Activation (Samuel)

Location: Town → Catacombs → Samuel

Prerequisite: None

Background: When the town vanished, only Samuel and Mage Damon remained. "Mage Damon made me his apprentice. Want to learn to activate your THIRD EYE?"

Steps: 1. **Find your focal point** - Between hairline and brow, back 2 inches 2. **Hold the pendulum still, observe your breathing** - Meditation 3. **Command it to spin with your mind** - Not your hand! 4. **Master spinning it both directions** - Prove control

Practice: With experience, the pendulum can spin nearly horizontal!

Reward: Third eye activation, pendulum mastery

Chapter 21 Quests: The Dragon Lantern Festival

Quest: Participate in the Festival

Location: Town → Dragon Haven (October)

Prerequisite: None

Tradition: Everyone carries a lantern!

Steps: 1. **Obtain a lantern** - Purchase or craft one 2. **Gather at Dragon Haven** - Join the crowd 3. **Listen to the story of the Battle for Everland** - Hear the tale 4. **Honor King Lowden's sacrifice** - Pay respects at the temple

Reward: Festival participation, community standing

Chapter 22 Quests: Hope of Light

Quest: The Damsel's Destiny

Location: Town → Train Station → Damsel of the Mist

Prerequisite: None

Background: “On muddy roads to Everland, the blue glow held true - a beacon through the tangled veil. The lion of the muddy road tore at my gown, but I lifted my sword with fearless grace.”

Steps: 1. **Follow the blue light through the mist** - Navigate the path 2. **Face the lion of the muddy road** - Overcome the challenge 3. **Weave your courage into a radiant garment** - Transform the omen 4. **Find the Damon of your Dreams** - Complete the journey

Reward: Destiny fulfilled, hope restored

Chapter 23 Quests: First Love, First Light

Quest: Mutual Craft (Kira)

Location: Town → Kira's Apothecary → Kira

Prerequisite: None

Background: “Balm of Quick Mend for wounds, Oil of Orchid for massages... or perhaps just a moment of care? I too am an aspiring magic-user - small charms, healing threads.”

Steps: 1. **Accept healing for your wounds** - Receive treatment 2. **Experience the massage table with scented oils** - Relaxation 3. **Share stories of magic and craft** - Build connection 4. **Return at dusk when the lamp is lit** - Deepen relationship

Reward: Healing, romance, mutual understanding

Kira's Wisdom: “We'll call it mutual craft - you mend quarrels, I mend weariness.”

Boss Encounters

Pumpkin King (Fight Path)

Location: Lore → Cursed Garden

Recommended Level: High

Required Allies: Spider Princess allies, Knights of Lore, Grim with enchanted spear

Tactics: 1. Use parrying skills from knight training 2. Summon spider allies to distract 3. Position Grim for the flank attack 4. Coordinate the final strike

Warning: Grim sacrifices himself

Kasimere (Betray Path)

Location: The Moselem → Kasimere's Lair

Recommended Level: High

Required Allies: Lady Cordelia, Cedric, Mage Damon

Tactics: 1. Break the crystal globe connection 2. Shield against dream invasion 3. Unite the defenders 4. Vanquish the vampire lord

Appendix B: Guild Reference

Available Guilds

Guild	Location	Leader	Initiation
Order of the Black Rose	Lore	Lady Cordelia	Green thorn oath
Frost Weavers	The Burrows	Frost Queen	Learn GLACIOUS, NIX, ILLUMINA
Order of the Emerald Sky	Temple Ruins	Alister	Dragon Trainer Oaths
Unseely Court	Temple Ruins	Torin	Necromancy binding ritual
Order of the Owls	Tower	Garrett	Wisdom trials, archery, feast
Wolves of Winter	Hunter's Hovel	Alpha Wulfric	Survival trials, riddles

Appendix C: Quick Reference

Portal Keys

- **A** - Aurora
- **L** - Lore
- **M** - Mythos
- **T** - Town of Everland
- **E** - England

Town Location Keys

- **1-9** - First 9 locations
- **A-P** - Additional locations
- **M** - Moon Portal
- **0** - Return to main

Common Commands

- **I** - Inventory
 - **S** - Status
 - **H** - Help
 - **Q** - Quit/Back
-

Appendix D: Character Directory

This appendix introduces the major characters of Everland, drawn from the lore that shapes this world.

Heroes of Everland

Mage Damon



Mage Damon

"I'm dying, just taking it one day at a time."

Mage Damon is an aspiring mage with a heart full of wonder and a mind brimming with spells. He once entertained the valiant knights of Lore with his mesmerizing magic just outside the towering gates of the kingdom. When the vampire plague struck, he discovered the location of the mystical portal to Everland—a gateway hidden in the darkest recesses of Lore, retold in stories for generations but lost to time.

Practiced in the art of Divination, Damon can cast illusions to distract creatures. After passing through the portal, he lost his memories temporarily but slowly regained them, retaking the oath to restore the Order of the Black Rose. He later discovered he could draw ambient magic into his third eye, eventually channeling immense power through the headpiece given to him by the Spider Princess.

In Everland, Mage Damon founded the **Order of the Owls** alongside Garrett, Fletcher, Shadow Ford, and Poppy. He studied under the Nordic witches Tammis and Saga, unlocking his latent magical abilities. He also participated in the Unseely Fae's binding ritual under Torin, gaining forbidden necromantic knowledge.

Affiliations: Order of the Black Rose, Order of the Owls, Unseely Court **Skills:** Divination, illusion magic, third eye activation, pendulum mastery **Location:** Throughout Everland

Knight Damian



Knight Damian

Knight Damian is a wise guide and defender in times of turmoil. Known for his unwavering loyalty, he sought guidance from fellow knights when the vampire invasion struck Lore. Together with Mage Damon and Barnabis, he devised a plan to save their beloved kingdom.

Damian had long sought the company of Princess Delphinia (Delphi), and besides his vow to protect her and the kingdom, he had his own special interest. He valiantly took turns carrying the princess through the treacherous paths as they fled to the portal. More resilient somehow, Damian started to remember first after passing through the portal, giving quests to help others slowly regain their memories.

His shared love for spiders with Princess Delphi became a source of power—from their hands, spiders of all sizes materialized to aid in battle against the Pumpkin King. After victory, Damian and Delphi were married in a secret grove hidden deep within the enchanted forests of Lore, blessed by Bishop Cordelia, and embarked on their honeymoon to Whitecastle.

Affiliations: Order of the Black Rose, Knights of Lore **Skills:** Combat, leadership, spider summoning (with Delphi) **Romance:** Princess Delphinia

The Spider Princess (Princess Delphinia/Delphi)



The Spider Princess

Princess Delphinia, known as Delphi and later as the Spider Princess, traveled through the portal in a faint, weakened state as if something was happening to her. She seemed to struggle as if between two personalities, with some spirit beginning to take over her mind.

Her shared love for spiders with Damian became legendary—together they could summon arachnid allies in battle. She gave Mage Damon a magical headpiece that became the vessel for immense concentrated magical power. After defeating the Pumpkin King, she married Damian in a ceremony in the enchanted grove.

In Everland, the Spider Princess requires protection from Kora and Kendrick, as ghost pirates imprisoned by Dante particularly delight in targeting her as part of their twisted games.

Affiliations: Royal House of Lore **Skills:** Spider communion, magical artifacts **Romance:** Knight Damian **Location:** Central Plaza (protected by Kora and Kendrick)

Bridge the Troll (and Kevin)



Bridge and Kevin

"Ah, you look absolutely revolting!" (He means it kindly.)

Bridge is a peculiar troll who makes his home under the old stone bridge that connects the two halves of Everland. His cozy spot is adorned with trinkets and oddities he has collected over the years. Kevin, his trusty club adorned with a menacing skull at its tip, is more than a mere weapon—it's his closest companion, his confidant, and often the recipient of his wayward thoughts.

The townsfolk are accustomed to Bridge's strange mannerisms. They know better than to take his words at face value—if he says he's “just terrible,” he means he's fine; if he calls you “revolting,” he's showing affection. He often swaps odd trinkets at the marketplace in exchange for fresh produce and bread.

Bridge sings a hauntingly off-key tune that the townsfolk find themselves humming long after he's returned to his abode. Under the bridge at twilight, he regales Kevin with tales of the day's events, sharing moments of contented silence.

Personality: Mischievous, loyal, speaks in opposites **Companion:** Kevin (skull-tipped club)
Location: The Bridge, Marketplace

The Pumpkin Fairies

Lezule



Lezule the Fairy

Lezule is a sweet and tender fairy of the Fairy Gardens, known for her shy demeanor and protective nature. She guards the stolen names of those who wander too close to fairy enchantments.

Location: Fairy Gardens

Marmalade

“The Pumpkin King demands tribute through pranks!”

Marmalade is a fiery-haired Pumpkin Fairy with a mischievous grin. She flits about in a frenzy, plotting escapades to spread quests of practical jokes and cajole the gentle folk of Everland into bending the knee to the mighty Pumpkin King.

Her quest chain involves swapping hats with scarecrows, dancing merry jigs with woodland creatures, and bowing before the grand Pumpkin carving.

Location: Fairy Gardens

Marigold

“One sip of my potion and you’ll dance whether you want to or not!”

Marigold, adorned in a gown of shimmering gold, hums merry tunes as she concocts potions of mischief. As the potent elixir bubbles and froths in her tiny cauldron, she shares mischievous giggles with her sister Marmalade before casting the meddlesome brew into the wind.

Her quest chain involves gathering moonlit dewdrops, caramel apple essence, and whispered secrets from the wind.

Location: Fairy Gardens

Butterscotch

“My name doesn’t start with ‘M’, so I found another path—befriending humans.”

Butterscotch’s heart is more kind and tender than her peers. She seeks not to perpetrate pranks or revel in mischief, but rather to ensure the well-being and joy of the gentle folk of Everland. Her name does not begin with the cherished letter “M,” which bars her from joining the esteemed company of her fairy peers.

Instead, she visits nearby farmsteads, quietly tending to crops and whispering gentle encouragement to the harvest. She has formed bonds with those who work the land, eschewing the playful trickery of her kin. The sentient Pumpkin King has acknowledged her noble deeds with a nod of acceptance.

Location: Fairy Gardens

Villains and Antagonists

Arch Magus Kasimere

“Soon we will conquer this land also.”

Kasimere is the Arch Magus, the oldest of the vampires, and the one with all the power.

When the portal from Lore closed, he dashed through just in time, lurking in the shadows on the other side with a snarled laugh emanating from his lips.

Fueled by his insatiable hunger for power and dominion, Kasimere sought to expand his reach beyond the borders of Lore. He patiently watched and bided his time, hidden in the shadows of Everland. He whispered promises into the ears of confused refugees, enticing them with the allure of power and satisfaction of primal desires, seeking bribes from fearful inhabitants.

His black crystal globe resonates with the dark sun crystal, allowing him to reach into dreams with whispered promises at the witching hour. He invaded Cedric's dreams, attempting to corrupt him to his cause. Eventually, the defenders of Everland confronted him in his lair beneath the gnarled boughs of an ancient oak, vanquishing him with radiant magic.

Yet whispers suggest his defeat only ignited his insatiable hunger for power, and he awaits his next opportunity to strike...

Powers: Dream invasion, corruption, crystal globe resonance **Weakness:** Radiant magic, unity of defenders **Location:** The Moselem (his lair)

The Pumpkin King

"His eyes glowed an unearthly orange, and sinister laughter echoed throughout the garden."

The Pumpkin King towers in the cursed garden, perched atop a magnificent and eerie pumpkin throne. He possesses the ability to warp minds and bend reality, harboring an insatiable desire for chaos and despair. The thorny plants with gnarled green thorns obey his will.

Defeating him requires more than physical strength and magic—it requires the unity of knights remembering their oaths, spider allies from the Spider Princess, and a coordinated attack. When Grim of the Blackhearts delivered the final blow with an enchanted spear, he was pierced by a green thorn and sacrificed himself.

Powers: Mind warping, plant control, otherworldly resilience **Weakness:** Unity, enchanted weapons, spider allies **Location:** Cursed Garden (Lore)

The Candy Witch

"Why mend what can be broken? Chaos is so much sweeter!"

The Candy Witch tears at Dante's wards with candy-coated claws, seeking to destroy the barriers that contain the fractures between worlds. She delights in sabotage and has allied with the ghost pirates to target the Spider Princess.

Powers: Ward destruction, chaos magic **Location:** The Bridge area

The Mystics (Secret Vampires)

Mela, Kal, and Daemos

"We see within you the flickering embers of magic..."

In the heart of Everland, within a humble mystic's tent, Mela, Daemos, and Kal embarked on their journey into the realms of the esoteric and arcane. But beneath their roles as mystics lies a dark secret—they are vampires.

Mela consumed herself with the allure of ancient secrets and the pursuit of immortality. She spent countless nights poring over dusty tomes, delving into forbidden lore of vampire ashes and remains.

Kal, with his silver tongue and beguiling charm, weaves intricate tales to lure the curious and ambitious into their fold. His words whisper promises of untold power.

Daemos plots to entice the Spider Princess herself, knowing her enigmatic nature could elevate their brotherhood to unimaginable heights.

Their vampiric nature was born from rituals and experimentation with Kasimere's ashes and ancient necromancy incantations. They seek to expand their numbers, luring townsfolk with promises of arcane knowledge and immortality.

Warning: Approaching the Mystic's Tent may result in vampiric corruption! **Location:**

Knights and Warriors

Lady Cordelia (Bishop Cordelia)

Lady Cordelia is a legendary figure in Everland, taking charge of restoring the castle and training a new generation of knights. She instills in them the virtues of honor, duty, and loyalty. Now known as Bishop Cordelia, she blessed the wedding of Damian and Princess Delphi.

She leads the **Order of the Black Rose** and confronted Kasimere in his lair alongside Mage Damon and Cedric.

Affiliations: Order of the Black Rose **Location:** Church, Lore

Grim the Blackheart

"One strike of the enchanted spear; one green thorn through his heart."

Grim of the Blackhearts was a warrior who fought in the final battle against the Pumpkin King. While the main assault distracted the enemy, Grim snuck around back with a huge enchanted spear. With his final blow to the Pumpkin King, he was pierced by a green thorn and sacrificed himself for the good of all.

Gwen ran to him as his life faded away. "I wept but once," she later said.

Status: Deceased (heroic sacrifice) **Memorial:** Black roses planted at the Cursed Garden

Gwen

Gwen stands silently, clutching a withered black rose. She watched Grim sacrifice himself and wept a single tear—unusual for one who rarely shows emotion. She seeks heroes to honor Grim's sacrifice by planting black roses at his memorial in the Cursed Garden.

Location: Lore (after Pumpkin King defeat)

Cedric

"At the witching hour, Kasimere invaded my dreams..."

Cedric is an aspiring knight whose thoughts wavered at the touch of the vampire lord. Kasimere's crystal globe resonated with the dark sun crystal, whispering promises of power and glory in his dreams. He was torn between his noble self and the temptations of darkness.

However, Mage Damon had woven a protective barrier around Cedric's mind. When confronted with the truth of Kasimere's depravity, Cedric pledged himself to the defense of Everland, swearing an oath to vanquish the darkness.

Affiliations: Order of the Black Rose (renewed) **Location:** Church

Barnabis

A courageous knight known for his unwavering loyalty, Barnabis sought guidance when the vampire invasion struck. He helped carry Princess Delphi through the treacherous paths to the portal and remained loyal to the cause of restoring Lore.

Affiliations: Knights of Lore

The Wolves of Winter

Alpha Wulfric Vassa

"The time has come for the Pact of Winter's Howl."

Alpha Wulfric leads the Wolves of Winter from Hunter's Hovel at the edge of town. The pack's territory resonates with howls of anticipation, signaling the trials to come and the unity that follows.

The Pact of Winter's Howl binds wolf and human—provisions for protection. Those who wish to join must endure the biting cold, outwit cunning riddles, and brave the harshest wilderness. Upon success, wolves and humans join together under the moonlit sky, their united howls reverberating through town whenever the train rumbles by.

Location: Hunter's Hovel (winter)

Beta Lyra

Beta Lyra is the seasoned negotiator of the Wolves of Winter. She approached Van Bueler's office to negotiate the Pact, seeking sustenance for winter in exchange for protection.

"In exchange for our protection, we ask that you provide us with provisions to see us through the harshest months."

Location: Hunter's Hovel

The Pirates

Captain Pit Plum

"So ye want to be a part-time pirate, eh?"

Captain Pit Plum commands the Black Siren. He trained Mage Damon (under the alias "Dashing Daren") in the ways of piracy, giving him tasks: make a trade for gold, find hidden flags, collect mysterious objects, and learn combat from Captain Shadow Ford.

Location: Pirate Ship (Black Siren)

Captain Shadow Ford

"First, shed your gear and outer clothing—to move freely, shed unnecessary weight."

Captain Shadow Ford is an enigmatic figure renowned for expertise in footwork and parrying. He resides in a secluded cove and trains aspiring pirates in the art of combat.

His teachings emphasize: footwork must be precise, agile, and poised; your sword is an extension of your will; timing, perception, and finesse are paramount.

Location: Pirate Ship, secluded cove

Bonny Red Boots

"Come board the last shackle, she's waiting for you!"

Bonny Red Boots is a spirited skallywag known for her relentless boldness. Her vibrant red boots clack against wooden planks as she plays her fiddle and sings the ballad of the Last Shackle—the tale of a slaver ship turned to freedom.

The song tells of a dastardly trap, prisoners breaking free from chains, and a cunning insurrection. "They caught some sailors and shackled their hands, but a prisoner waited, just biding his time. He poisoned the guards with some fancy wine!"

Location: Pirate Ship

The Order of the Owls

Garrett

"The owl symbolizes our collective wisdom and keen insight."

Garrett, garbed in symbolic knightly attire, proposed the formation of an official group of wise and intrepid souls. When Mage Damon suggested "Order of the Owls," Garrett enthusiastically approved, marking the inception of the order.

Location: Tower

Fletcher

Fletcher has an affinity for archery and often spends prolonged hours at the range with

Shadow Ford. He prefers circumambulating the town in a counterclockwise manner. Mage Damon sometimes mistakenly calls him “Archer” due to his skill.

An enigmatic aura surrounds Fletcher—he converses with a mysterious lady, and both bear an air of having emerged from an alternate realm.

Location: Tower

Poppy

“A woman of remarkable poise, elegance, and unfathomable wealth.”

Poppy plays a pivotal role in the Order of the Owls. Her lavish Victorian attire and ornate parasol speak volumes of a mysterious past. As confidant of Garrett, she extended a generous invitation to unite the Order for a sumptuous feast at the illustrious Dining Hall, graciously underwriting the gathering.

Location: Tower

The Nordic Witches

Tammis and Saga

“We see within you the flickering embers of magic, a power waiting to be unleashed.”

Sisters Tammis and Saga operate from a small leather tent, infusing even the simplest items with otherworldly allure. They are more than skilled artisans—they are keepers of ancient magic.

They guided Mage Damon, teaching ancient runes, enchantments, and the intricate weaving of magic into everyday artifacts. They unearthed the secrets of his staff, helping him understand its lineage and how it had chosen him.

Tammis grounds Mage Damon with her wisdom and grace, amplifying his abilities. They spend endless nights working on crafting spells and enchanting items. Saga speaks of destiny and prophecy, guiding seekers toward their extraordinary journeys.

Location: Witch’s Tent

Other Notable Characters

The Mermaid



The Mermaid

The Mermaid sits in a wicker chair, tending to quests with patrons. She offers trade quests and rewards for those who bring her the items she seeks.

Samuel

“I am Samuel. They are all gone.”

Samuel was the only other figure left when the entire town of Everland vanished during the Dragon Lantern Festival. Using a makeshift wooden cart for mobility despite his disability, he pushed forward with admirable determination.

Mage Damon made Samuel his apprentice, teaching him the mysteries of the arcane arts.

Samuel learned to activate his third eye—concentrating on the focal point within the mind, using a pendulum not for divination but to channel personal energy. With unwavering resolve, Samuel mastered spinning the pendulum with his mind alone.

Skills: Third eye activation, pendulum mastery (in training) **Location:** Catacombs

Van Bueler

Van Bueler is a man of stern countenance with piercing eyes who runs a trading company. He negotiated the Pact of Winter's Howl with the Wolves, agreeing to funnel provisions in exchange for protection during the harshest months.

Location: Trading Company Office

Dante

Dante maintains shimmering wards against the fractures that blur reality between worlds. He has imprisoned a crew of cursed ghost pirates within a bottle—they resent him and delight in targeting the Spider Princess. The Candy Witch constantly sabotages his wards.

Location: The Bridge

Kora and Kendrick

Steadfast knights from Lore, Kora and Kendrick swore to protect the Spider Princess. They remain vigilant against the ghost pirates and the Candy Witch's schemes.

Location: Central Plaza

Alister

"Fly on the dragon's wings!"

Alister is the renowned Dragon Trainer who tells the tale of Anderon's rescue and administers the oaths of the Order of the Emerald Sky. He teaches the sacred oaths: protect dragons, aid dragons, deepen knowledge and share it. The symbol of two intertwined fingers represents the bond between dragon and trainer.

Location: Temple Ruins

Torin

"You must take part in a binding ritual that will bind your soul to us."

Torin leads the Unseely Fae court, administering the necromancy binding ritual. The ritual requires retrieving the heart of Loudon, completing incantation challenges, and repeating the words: "Goofice Goafice Alakda, orgawal, Goragawal."

Warning: This binds your soul forever! **Location:** Temple Ruins

The Frost Weaver Queen

"May all magic join with yours and yours with ours. Welcome to the Frost Weavers!"

The Frost Weaver Queen, radiant and powerful, initiates new recruits into the Frost Weavers Guild from the ancient halls of the Burrows. She teaches the three ritual spells: GLACIOUS (ice), NIX (snow), and ILLUMINA (light).

Location: The Burrows

Tosh

Tosh is an enigmatic figure who serves as both undertaker at Loudon's Rest and diligent explorer of the underground world. He retrieves misplaced trinkets discarded into the sewers, venturing where few others dare to tread.

Location: Loudon's Rest

Kira

"We'll call it mutual craft—you mend quarrels, I mend weariness."

Kira runs the apothecary at first light when Everland yawns awake. Her hair is the color of newly spun gold, her hands dusted with dried petals, her eyes bright with quick, hopeful intelligence. Shelves line her walls like the ribs of a safe ship, filled with jars of powders and waters labeled in neat, looping script.

She offers Balm of Quick Mend for wounds and Oil of Orchid for massages. An aspiring magic-user herself, she practices small charms and healing threads. When Mage Damon arrived wounded, she tended to him—and something in both their chests rearranged.

Services: Healing, massage, remedies **Location:** Kira's Apothecary

The Damsel of the Mist

"The blue light surges ahead, a steadfast lantern in the murk."

On the muddy roads to Everland, the Damsel wanders lost within the magic forest of mist. She seeks the enigmatic Damon of her Dreams, guided by a blue light through the tangled veil. When the lion of the muddy road tore at her gown, she lifted her sword with fearless grace and cloaked herself in the lion's fur, weaving a radiant new gown from moonlit tapestry and forest charm.

Location: Train Station

Appendix B: Memory Expansion Support

Overview

Everland BBS Door Game supports multiple memory expansion options for storing user data such as custom lore books. The game automatically detects available expansion RAM at startup and uses the best available option.

Detection Priority

1. **REU (Ram Expansion Unit)** — Checked first
2. **GeoRAM** — Checked as fallback if REU not present
3. **Disk Storage** — Used if no expansion RAM is detected

Supported Hardware

Hardware	Detection	Capacity Used	Notes
REU (1700/1764/1750)	<i>DF00–DF01</i> registers	2KB (expandable)	Commodore's official expansion
GeoRAM/BBGRam	\$DE00 window, <i>DFFE/DFFF</i> page	2KB (8 pages)	Berkeley Softworks compatible
Disk (Device 8)	Always available	Limited by disk space	Fallback for unexpanded C64

Technical Details

REU Detection: - Writes test patterns \$AA and \$55 to *DF00/DF01* - Reads back to verify REU responds - If verified, sets `expansion_ram = 1`

GeoRAM Detection: - Selects block 0, page 0 via *DFFE/DFFF* - Writes pattern \$A5 to \$DE00 window - Switches to page 1, writes \$5A - Switches back to page 0, verifies \$A5 preserved - If verified, sets `expansion_ram = 2`

Runtime Variables:

```
reu_present: .byte 0 ; 0=no, 1=yes
georam_present: .byte 0 ; 0=no, 1=yes
expansion_ram: .byte 0 ; 0=none, 1=REU, 2=GeoRAM
```

User Lore Storage

When pasting custom lore books via the Library menu: - **REU**: Stored in `reu_lore_pages` buffer (2KB, 16 x 128-byte pages) - **GeoRAM**: Stored in block 0, pages 0-7 (2KB) - **Disk**: Stored as sequential file “USERLORE.S” on device 8

Performance Considerations

- **REU/GeoRAM**: Instant access, no disk I/O latency
 - **Disk**: Slower but works on any C64 with drive
 - Built-in library stories remain in program memory for fast access
-

Credits

Appendix A: Crafting Item IDs

The following table lists every entry in the `item_names` table and its 0-based ID (index) used throughout the BBS source.

ID	Item
0	Sword
1	Shield
2	Potion
3	Ring
4	Amulet
5	Scroll
6	Gem
7	Key
8	Copper
9	Iron
10	Silver
11	Ruby
12	Sapphire
13	Emerald
14	Pickaxe
15	RingR
16	RingS
17	RingE
18	AmuR
19	AmuS
20	AmuE
21	Wood
22	Plank
23	Saw
24	Berry
25	Meat
26	Hide
27	Leather
28	Knife
29	Dagger
30	Armor
31	Hammer
32	Axe
33	SpellTm
34	MagItm
35	HealPot
36	Poison
Poison (Poison)	36

Appendix B: Crafting & Cooking Recipes

This appendix consolidates all crafting and cooking recipes implemented in `bbs/everland_bbs.asm`.

- Forge (menu-driven):
 - Ring: $2 \times \text{Gem}$ (id 6) -> Ring (id 3)
 - Amulet: $3 \times \text{Gem}$ (id 6) -> Amulet (id 4)
 - Potion (Forge): $1 \times \text{Gem}$ (id 6) -> Potion (id 2)
 - Cut Gem: $1 \times \text{Gem}$ (id 6) -> random Ruby (11) / Sapphire (12) / Emerald (13)
 - Pickaxe: $2 \times \text{Iron}$ (id 9) + $1 \times \text{Plank}$ (id 22) -> Pickaxe (id 14)
 - Knife: $1 \times \text{Iron}$ (id 9) + $1 \times \text{Leather}$ (id 27) -> Knife (id 28)
 - Dagger: $2 \times \text{Iron}$ (id 9) + $1 \times \text{Leather}$ (id 27) -> Dagger (id 29)
 - Hammer: $2 \times \text{Iron}$ (id 9) + $1 \times \text{Plank}$ (id 22) -> Hammer (id 31)
 - Axe: $2 \times \text{Iron}$ (id 9) + $1 \times \text{Plank}$ (id 22) + $1 \times \text{Leather}$ (id 27) -> Axe (id 32)
 - Sword: $4 \times \text{Iron}$ (id 9) + $2 \times \text{Plank}$ (id 22) + $1 \times \text{Leather}$ (id 27) -> Sword (id 0)
 - Shield: $3 \times \text{Iron}$ (id 9) + $2 \times \text{Plank}$ (id 22) + $1 \times \text{Leather}$ (id 27) -> Shield (id 1)
 - Armor: $6 \times \text{Iron}$ (id 9) + $4 \times \text{Leather}$ (id 27) -> Armor (id 30)
- Mystic Tent:
 - Spell Tome (`SpellTm`, id 33): $1 \times \text{Gem}$ (id 6) + $1 \times \text{Leather}$ (id 27)
 - Magic Item (`MagItm`, id 34): $2 \times \text{Gem}$ (id 6) + $1 \times \text{Leather}$ (id 27)
 - Spell Research: pay 20 gold (chance-based) → may grant `SpellTm` (id 33)
- Kira's Apothecary:
 - Healing Potion (`HealPot`, id 35): $1 \times \text{Gem}$ (id 6) + $1 \times \text{Berry}$ (id 24)
 - Poison (`Poison`, id 36): $1 \times \text{Meat}$ (id 25) + $1 \times \text{Berry}$ (id 24)
- Tannery:
 - Leather (id 27): $1 \times \text{Hide}$ (id 26) -> Leather (id 27)
- Saw Mill:
 - Plank (id 22): $1 \times \text{Wood}$ (id 21) -> Plank (id 22)
 - You can also buy a Saw (id 23) from the Saw Mill vendor
- Cooking System (Food Court & Cooking menu):
 - Fish Stew: $2 \times \text{fish}$ (tracked by `fish_caught`) -> +1 meal (consumable)
 - Grand Feast: $5 \times \text{fish}$ -> +3 meals
 - Eat Meal: consumes 1 meal to grant a small buff/effect

Notes: - All crafting/removal operations use the `consume_items` helper, so materials are removed correctly even when split across multiple inventory slots. - Durable items produced by the Forge (tools/weapons with durability) are created with per-slot metadata (durability) and are non-stackable; the inventory routines store durability in the slot+2 byte.

- **Producer:** Damon Hogan
- **Inspired by:** Perry Fraptic (RetroRecipes YouTube)
- **Hardware inspiration:** Commodore 64 Ultimate, commodore.net
- **Tooling:** Kick Assembler, Visual Studio Code, VICE

This manual documents the Everland BBS Door Game as of build \$c000-\$262d2