# SCCS Id: @(#)quest.txt 3.4 2002/01/30

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#

# The quest text file for NetHack 3.4

#

# These are the "standard" message numbers from qtext.h. All class

# dialogue must have at least these entries.

#

# QT\_FIRSTTIME 1

# QT\_NEXTTIME 2

# QT\_OTHERTIME 3

#

# QT\_GUARDTALK 5 /\* 5 random things guards say before quest \*/

# QT\_GUARDTALK2 10 /\* 5 random things guards say after quest \*/

#

# QT\_FIRSTLEADER 15

# QT\_NEXTLEADER 16

# QT\_OTHERLEADER 17

# QT\_LASTLEADER 18

# QT\_BADLEVEL 19

# QT\_BADALIGN 20

# QT\_ASSIGNQUEST 21

#

# QT\_ENCOURAGE 25 /\* 1-10 random encouragement messages \*/

#

# QT\_FIRSTLOCATE 35

# QT\_NEXTLOCATE 36

#

# QT\_FIRSTACQUIRE 40

# QT\_NEXTACQUIRE 41

#

# QT\_FIRSTNEMESIS 50

# QT\_NEXTNEMESIS 51

# QT\_OTHERNEMESIS 52

# QT\_NEMWANTSIT 53 /\* you somehow got the artifact \*/

#

# QT\_DISCOURAGE 60 /\* 1-10 random maledictive messages \*/

#

# QT\_GOTIT 70

#

# QT\_KILLEDNEM 80

# QT\_OFFEREDIT 81

# QT\_OFFEREDIT2 82 /\* if you throw artifact to leader after #81 \*/

#

# QT\_POSTHANKS 90

# QT\_HASAMULET 91

#

#

# Archeologist

#

%Cc Arc 00001

You are suddenly in familiar surroundings. The buildings in the distance

appear to be those of your old alma mater, but something is wrong. It looks

as if there has been a riot recently, or %H has

been under siege.

All of the windows are boarded up, and there are objects scattered around

the entrance.

Strange forbidding shapes seem to be moving in the distance.

%E

%Cp Arc 00002

Once again, you are back at %H.

%E

%Cp Arc 00003

You are back at %H.

You have an odd feeling this may be the last time you ever come here.

%E

%Cp Arc 00005

"Did you see Lash LaRue in 'Song of Old Wyoming' the other night?"

%E

%Cp Arc 00006

"Hey man, got any potions of hallucination for sale?"

%E

%Cp Arc 00007

"Did you see the artifact %l brought back from the last dig?"

%E

%Cp Arc 00008

"So what species do \*you\* think we evolved from?"

%E

%Cp Arc 00009

"So you're %ls prize pupil! I don't know what he sees in you."

%E

%Cp Arc 00010

"Did you see Lash LaRue in 'Song of Old Wyoming' the other night?"

%E

%Cp Arc 00011

"Hey man, got any potions of hallucination for sale?"

%E

%Cp Arc 00012

"I guess you are guaranteed to make full professor now."

%E

%Cp Arc 00013

"So, what was worse, %n or your entrance exams?"

%E

%Cp Arc 00014

"%oC is impressive, but nothing like the bones I dug up!"

%E

%Cc Arc 00015

"Finally you have returned, %p. You were always

my most promising student. Allow me to see if you are ready for the

most difficult task of your career."

%E

%Cp Arc 00016

"Again, %p, you stand before me.

Let me see if you have gained experience in the interim."

%E

%Cp Arc 00017

"Once more, %p, you have returned from the field.

Are you finally ready for the task that must be accomplished?"

%E

%Cc Arc 00018

"%p, you have failed us. All of my careful training has been in

vain. Begone! Your tenure at this college has been revoked!

"You are a disgrace to the profession!"

%E

%Cc Arc 00019

"%p, you are yet too inexperienced to undertake such a demanding

quest. A mere %r could not possibly face the rigors demanded and

survive. Go forth, and come here again when your adventures have further

taught you."

%E

%Cc Arc 00020

"%pC! I've heard that you've been using sloppy techniques. Your

results lately can hardly be called suitable for %ra!

"How could you have strayed from the %a path? Go from here, and come

back only when you have purified yourself."

%E

%Cc Arc 00021

"Grave times have befallen the college, for %na has

stolen %o. Without it, the board of directors of

the university will soon have no choice but to revoke our research grants.

"You must locate the entrance to %i. Within it,

you will find %n.

"You must then defeat %n and return %o

to me.

"Only in this way will we be able to prevent the budget cuts that could

close this college.

"May the wisdom of %d be your guide."

%E

%Cp Arc 00025

"Beware, for %n is powerful and cunning."

%E

%Cp Arc 00026

"To locate the entrance to %i, you must pass

many traps."

%E

%Cp Arc 00027

"A %nt may be vulnerable to attacks by magical cold."

%E

%Cp Arc 00028

"Call upon %d when you encounter %n."

%E

%Cp Arc 00029

"You must destroy %n. It will pursue you otherwise."

%E

%Cp Arc 00030

"%oC is a mighty talisman. With it you

can destroy %n."

%E

%Cp Arc 00031

"Go forth with the blessings of %d."

%E

%Cp Arc 00032

"I will have my %gP watch for your return."

%E

%Cp Arc 00033

"Remember not to stray from the true %a path."

%E

%Cp Arc 00034

"You may be able to sense %o when you are near."

%E

%Cc Arc 00035

A plain opens before you. Beyond the plain lies a foreboding edifice.

You have the feeling that you will soon find the entrance to

%i.

%E

%Cp Arc 00036

Once again, you are near the entrance to %i.

%E

%Cc Arc 00040

A strange feeling washes over you, and you think back to things you

learned during the many lectures of %l.

You realize the feeling must be the presence of %o.

%E

%Cp Arc 00041

The familiar presence of %o is in the ether.

%E

%Cc Arc 00050

"So, %p, you think that you can succeed in recovering

%o, when your teacher, %l, has already failed.

"Come, try your best! I shall destroy you, and gnaw on your bones."

%E

%Cc Arc 00051

"Again you try to best me, eh %p? Well, you shall fail again.

"You shall never recover %o.

"I shall bear your soul to the Plane of Origins for my master's pleasure."

%E

%Cp Arc 00052

"You persist yet %p! Good. Now, you shall die!"

%E

%Cp Arc 00053

"I shall have %o from you, %p, then feast

upon your entrails!"

%E

%Cp Arc 00060

"Try your best, %p. You cannot defeat me."

%E

%Cp Arc 00061

"I shall rend the flesh from your body whilst you still breathe!"

%E

%Cp Arc 00062

"First you, %p, then I shall destroy your mentor, %l."

%E

%Cp Arc 00063

"Tiring yet, %p? I draw my power from my master and cannot

falter!"

%E

%Cp Arc 00064

"I shall rend thy soul from thy body and consume it!"

%E

%Cp Arc 00065

"You are far too %a -- it weakens you. You shall die in this place."

%E

%Cp Arc 00066

"%d has forsaken you! You are lost now!"

%E

%Cp Arc 00067

"A mere %r cannot hope to defeat me!"

%E

%Cp Arc 00068

"If you are the best %l can send, I have nothing to fear."

%E

%Cp Arc 00069

"Die %c! I shall exhibit your carcass as a trophy."

%E

%Cc Arc 00070

The power of %o flows through your body! You feel

as if you could now take on the Wizard of Yendor himself and win, but

you know you must return %o to %l.

%E

%Cp Arc 00080

The body of %n dissipates in a cloud of noxious fumes.

%E

%Cc Arc 00081

%lC touches %o briefly, gazes into it,

then smiles at you and says:

"Well done, %p. You have defeated %n and

recovered %o. But I fear that it shall never be safe

here.

Please take %o with you. You, %p, can

guard it now far better than I.

May the blessings of %d follow you and guard you."

%E

# assumes Orb of Detection (glass object)

%Cc Arc 00082

"Careful, %p! %oC might break, and that would be

a tragic loss. You are its keeper now, and the time has come to

resume your search for the Amulet. %Z await your

return through the magic portal that brought you here."

%E

%Cc Arc 00090

"Welcome back, %p. Have you progressed with your quest to

regain the Amulet of Yendor for %d?"

%E

%Cc Arc 00091

"Congratulations, %p. I wondered if anyone could prevail against

the Wizard and the minions of Moloch. Now, you must embark on one

final adventure.

"Take the Amulet, and find your way onto the astral plane.

There you must find the altar of %d and sacrifice the

Amulet on that altar to fulfill your destiny.

"Remember, your path now should always be upwards."

%E

#

# Barbarian

#

%Cc Bar 00001

Warily you scan your surroundings, all of your senses alert for signs

of possible danger. Off in the distance, you can %x the familiar shapes

of %H.

But why, you think, should %l be there?

Suddenly, the hairs on your neck stand on end as you detect the aura of

evil magic in the air.

Without thought, you ready your weapon, and mutter under your breath:

"By %d, there will be blood spilt today."

%E

%Cp Bar 00002

Once again, you near %H. You know that %l

will be waiting.

%E

%Cp Bar 00003

Again, and you think possibly for the last time, you approach

%H.

%E

%Cp Bar 00005

"The battles here have been good -- our enemies' blood soaks the soil!"

%E

%Cp Bar 00006

"Remember that glory is crushing your enemies beneath your feet!"

%E

%Cp Bar 00007

"There has been little treasure to loot, since the horde arrived."

%E

%Cp Bar 00008

"The horde is mighty in numbers, but they have little courage."

%E

%Cp Bar 00009

"%lC is a strange one, but he has helped defend us."

%E

%Cp Bar 00010

"The battles here have been good -- our enemies' blood soaks the soil!"

%E

%Cp Bar 00011

"Remember that glory is crushing your enemies beneath your feet!"

%E

%Cp Bar 00012

"Times will be good again, now that the horde is vanquished."

%E

%Cp Bar 00013

"You have brought our clan much honor in defeating %n."

%E

%Cp Bar 00014

"You will be a worthy successor to %l."

%E

%Cc Bar 00015

"Ah, %p. You have returned at last. The world is in dire

need of your help. There is a great quest you must undertake.

"But first, I must see if you are ready to take on such a challenge."

%E

%Cp Bar 00016

"%p, you are back. Are you ready now for the challenge?"

%E

%Cp Bar 00017

"Again, you stand before me, %p. Surely you have prepared yourself."

%E

%Cc Bar 00018

"Pah! You have betrayed the gods, %p. You will never attain

the glory which you aspire to. Your failure to follow the true path has

closed this future to you.

"I will protect these people as best I can, but soon %n will overcome

me and destroy all who once called you %s. Now begone!"

%E

%Cc Bar 00019

"%p, I fear that you are as yet too inexperienced to face

%n. Only %Ra with the help of %d could ever hope to

defeat him."

%E

%Cc Bar 00020

"%pC! You have wandered from the path of the %a!

If you attempt to overcome %n in this state, he will surely

enslave your soul. Your only hope, and ours, lies in your purification.

Go forth, and return when you feel ready."

%E

%Cc Bar 00021

"The world is in great need of your assistance, %p.

"About six months ago, I learned that a mysterious sorcerer, known

as %n, had begun to gather a large group of cutthroats and brigands

about him.

"At about the same time, these people you once rode with `liberated' a

potent magical talisman, %o, from a Turanian caravan.

"%nC and his Black Horde swept down upon %i and defeated

the people there, driving them out into the desert. He has taken

%o, and seeks to bend it to his will. I detected the

subtle changes in the currents of fate, and joined these people.

Then I sent forth a summons for you.

"If %n can bend %o to his will, he will become

almost indestructible. He will then be able to enslave the minds of

men across the world. You are the only hope. The gods smile upon you,

and with %d behind you, you alone can defeat %n.

"You must go to %i. From there, you can track down

%n, defeat him, and return %o to us. Only

then will the world be safe."

%E

%Cp Bar 00025

"%nC is strong in the dark arts, but not immune to cold steel."

%E

%Cp Bar 00026

"Remember that %n is a great sorcerer. He lived in the time

of Atlantis."

%E

%Cp Bar 00027

"If you fail, %p, I will not be able to protect these people long."

%E

%Cp Bar 00028

"To enter %i, you must be very stealthy. The horde will be on

guard."

%E

%Cp Bar 00029

"Call upon %d in your time of need."

%E

%Cp Bar 00030

"May %d protect you, and guide your steps."

%E

%Cp Bar 00031

"If you can lay hands upon %o, carry it for good fortune."

%E

%Cp Bar 00032

"I cannot stand against %ns sorcery. But %d will help you."

%E

%Cp Bar 00033

"Do not fear %n. I know you can defeat him."

%E

%Cp Bar 00034

"You have a great road to travel, %p, but only after you defeat

%n."

%E

%Cc Bar 00035

The scent of water comes to you in the desert breeze. You know that

you have located %i.

%E

%Cp Bar 00036

Yet again you have a chance to infiltrate %i.

%E

%Cc Bar 00040

The hairs on the nape of your neck lift as you sense an energy in the

very air around you. You fight down a primordial panic that seeks to

make you turn and run. This is surely the lair of %n.

%E

%Cp Bar 00041

Yet again you feel the air around you heavy with malevolent magical energy.

%E

%Cc Bar 00050

"So. This is what that second rate sorcerer %l sends to do his bidding.

I have slain many before you. You shall give me little sport.

"Prepare to die, %c."

%E

%Cp Bar 00051

"I have wasted too much time on you already. Now, you shall die."

%E

%Cp Bar 00052

"You return yet again, %c! Are you prepared for death now?"

%E

%Cp Bar 00053

"I shall have %o back, you pitiful excuse for %ca.

And your life as well."

%E

%Cp Bar 00060

"My pets will dine on your carcass tonight!"

%E

%Cp Bar 00061

"You are a sorry excuse for %ra."

%E

%Cp Bar 00062

"Run while you can, %c. My next spell will be your last."

%E

%Cp Bar 00063

"I shall use your very skin to bind my next grimoire."

%E

%Cp Bar 00064

"%d cannot protect you now. Here, you die."

%E

%Cp Bar 00065

"Your %a nature makes you weak. You cannot defeat me."

%E

%Cp Bar 00066

"Come, %c. I shall kill you, then unleash the horde on your tribe."

%E

%Cp Bar 00067

"Once you are dead, my horde shall finish off %l, and your tribe."

%E

%Cp Bar 00068

"Fight, %c, or are you afraid of the mighty %n?"

%E

%Cp Bar 00069

"You have failed, %c. Now, my victory is complete."

%E

%Cc Bar 00070

As you pick up %o, you feel the power of it

flowing through your hands. It seems to be in two or more places

at once, even though you are holding it.

%E

%Cc Bar 00080

%nC falls to the ground, and utters a last curse at you. Then his

body fades slowly, seemingly dispersing into the air around you. You

slowly become aware that the overpowering aura of magic in the air has

begun to fade.

%E

%Cc Bar 00081

When %l sees %o, he smiles, and says:

Well done, %p. You have saved the world from certain doom.

What, now, should be done with %o?

These people, brave as they are, cannot hope to guard it from

other sorcerers who will detect it, as surely as %n did.

Take %o with you, %p. It will guard you in

your adventures, and you can best guard it. You embark on a

quest far greater than you realize.

Remember me, %p, and return when you have triumphed. I

will tell you then of what you must do. You will understand when the

time comes.

%E

%Cc Bar 00082

%l gazes reverently at %o, then back at you.

"You are its keeper now, and the time has come to resume your search

for the Amulet. %Z await your return through the

magic portal which brought you here."

%E

%Cp Bar 00090

"Tell us, %p, have you fared well on your great quest?"

%E

%Cc Bar 00091

"This is wondrous, %p. I feared that you could not possibly

succeed in your quest, but here you are in possession of the Amulet

of Yendor!

"I have studied the texts of the magi constantly since you left. In

the Book of Skelos, I found this:

%d will cause a child to be sent into the world. This child is to

be made strong by trial of battle and magic, for %d has willed it so.

It is said that the child of %d will recover the Amulet of Yendor

that was stolen from the Creator at the beginning of time.

"As you now possess the amulet, %p, I suspect that the Book

speaks of you.

The child of %d will take the Amulet, and travel to the Astral

Plane, where the Great Temple of %d is to be found. The Amulet

will be sacrificed to %d, there on His altar. Then the child will

stand by %d as champion of all %cP for eternity.

"This is all I know, %p. I hope it will help you."

%E

#

# Cave(wo)man

#

%Cc Cav 00001

You descend through a barely familiar stairwell that you remember

%l showing you when you embarked upon your vision quest.

You arrive back at %H, but something seems

wrong here. The usual smoke and glowing light of the fires of the

outer caves are absent, and an uneasy quiet fills the damp air.

%E

%Cp Cav 00002

Once again, you arrive back at %H.

%E

%Cp Cav 00003

For some reason, you think that this may be the last time you will

enter %H.

%E

%Cp Cav 00005

"We have not been able to gather as much food since the Giants sealed

off our access to the outer world."

%E

%Cp Cav 00006

"Since %n sent her minions, we have been constantly fighting."

%E

%Cp Cav 00007

"I have heard your vision quest was successful. Is this so?"

%E

%Cp Cav 00008

"So, tell me, %p, how have you fared?"

%E

%Cp Cav 00009

"%lC grows old. We know not who will guide us after he ascends."

%E

%Cp Cav 00010

"The rains have returned and the land grows lush again."

%E

%Cp Cav 00011

"Peace has returned, give thanks to %d!"

%E

%Cp Cav 00012

"Welcome back! Did you find %o?"

%E

%Cp Cav 00013

"So, %p, tell us the story of your fight with %n."

%E

%Cp Cav 00014

"%lC grows old. Perhaps you will guide us after he ascends."

%E

%Cc Cav 00015

"You have returned from your vision quest, %p. Thank %d.

"We are in dire need of your help, my %S.

"But first, I must see if you are yet capable of the quest I would

ask you to undertake."

%E

%Cp Cav 00016

"Again, you return to us, %p. Let me see if you are ready now."

%E

%Cp Cav 00017

"Ah, %p. Are you finally ready?"

%E

%Cc Cav 00018

"%pC! You have sealed our fate. You seem unable to reform yourself,

so I must select another to take your place.

"Begone from %H! You have betrayed us by choosing

the path of the %C over the true path of the %L.

"You no longer live in our eyes."

%E

%Cc Cav 00019

"Alas, %p, you are as yet too inexperienced to embark upon such

a difficult quest as that I propose to give you.

"%rA could not possibly survive the rigors demanded to find

%i, never mind to confront %n herself.

"Adventure some more, and you will learn the skills you will require.

%d decrees it."

%E

%Cc Cav 00020

"%pC! You have deviated from my teachings. You no longer follow

the path of the %a as you should. I banish you from these caves, to

go forth and purify yourself. Then, you might be able to accomplish this

quest."

%E

%Cc Cav 00021

"You are indeed ready now, %p. I shall tell you a tale of

great suffering among your people:

"Shortly after you left on your vision quest, the caves were invaded by

the creatures sent against us by %n.

"She, herself, could not attack us due to her great size, but her minions

have harassed us ever since. In the first attacks, many died, and the

minions of %n managed to steal %o.

They took it to %i and there, none of our

%g warriors have been able to go.

"You must find %i, and within it wrest

%o from %n. She guards it as

jealously as she guards all treasures she attains. But with it,

we can make our caves safe once more.

"Please, %p, recover %o for us, and return it here."

%E

%Cp Cav 00025

"%nC is immune to her own breath weapons.

You should use magic upon her that she does not use herself."

%E

%Cp Cav 00026

"When you encounter %n, call upon %d for assistance."

%E

%Cp Cav 00027

"There will be nowhere to hide inside %ns inner sanctum."

%E

%Cp Cav 00028

"Your best chance with %n will be to keep moving."

%E

%Cp Cav 00029

"Do not be distracted by the great treasures in %ns lair.

Concentrate on %o."

%E

%Cp Cav 00030

"%oC is the only object that %n truly fears."

%E

%Cp Cav 00031

"Do not be fooled by %ns size. She is fast, and it is

rumored that she uses magic."

%E

%Cp Cav 00032

"I would send a party of %gP with you, but we will need all

of our strength to defend ourselves."

%E

%Cp Cav 00033

"Remember, be %a at all times. This is your strength."

%E

%Cp Cav 00034

"If only we had an amulet of reflection, this would not have happened."

%E

%Cc Cav 00035

You %x many large claw marks on the ground. The tunnels ahead

of you are larger than most of those in any cave complex you have

ever been in before.

Your nose detects the smell of carrion from within, and bones litter

the sides of the tunnels.

%E

%Cp Cav 00036

Once again, you approach %i.

%E

%Cc Cav 00040

You find yourself in a large cavern, with neatly polished walls, that

nevertheless show signs of being scorched by fire.

Bones litter the floor, and there are objects scattered everywhere.

The air is close with the stench of sulphurous fumes.

%nC is clearly visible, but she seems to be asleep.

%E

%Cp Cav 00041

Once again, you find yourself in the lair of %n.

%E

%Cc Cav 00050

"So, human, you seek to invade the lair of %n.

Only my meals are allowed down here. Prepare to be eaten!"

%E

%Cp Cav 00051

"So, again you face me, %c. No human has ever before escaped me.

Now I shall kill you."

%E

%Cp Cav 00052

"You are getting annoying, %c. Prepare to die."

%E

%Cp Cav 00053

"I'll have %o from you, %c. You shall die."

%E

%Cp Cav 00060

"You are weak, %c. No challenge for the Mother of all Dragons."

%E

%Cp Cav 00061

"I grow hungry, human. You look like a nice appetizer!"

%E

%Cp Cav 00062

"Join me for lunch? You're the main course, %c."

%E

%Cp Cav 00063

"With %o, I am invincible! You cannot succeed."

%E

%Cp Cav 00064

"Your mentor, %l has failed. You are nothing to fear."

%E

%Cp Cav 00065

"You shall die here, %c. %rA cannot hope to defeat me."

%E

%Cp Cav 00066

"You, a mere %r challenge the might of %n? Hah!"

%E

%Cp Cav 00067

"I am the Mother of all Dragons! You cannot hope to defeat me."

%E

%Cp Cav 00068

"My claws are sharp now. I shall rip you to shreds!"

%E

%Cp Cav 00069

"%d has deserted you, %c. This is my domain."

%E

%Cc Cav 00070

As you pick up %o it seems heavy at first, but as you

hold it strength flows into your arms.

You suddenly feel full of power, as if nothing could possibly stand

in your path.

%E

%Cp Cav 00080

%nC sinks to the ground, her heads flailing about.

As she dies, a cloud of noxious fumes billows about her.

%E

%Cc Cav 00081

%lC glimpses %o in your possession.

He smiles and says:

You have done it! We are saved. But I fear that %o

will always be a target for %C forces who will want it for their

own.

To prevent further trouble, I would like you, %p,

to take %o away with you. It will help you as you

quest for the Amulet of Yendor.

%E

%Cc Cav 00082

%l grasps %o proudly for a moment, then looks at you.

"You are its keeper now, and the time has come to resume your search

for the Amulet. %Z await your return through the

magic portal which brought you here."

%E

%Cp Cav 00090

"%pC! Welcome back.

How goes your quest to recover the Amulet for %d?"

%E

%Cc Cav 00091

"You have been successful, I see, %p.

"Now that the Amulet of Yendor is yours, here is what you must do:

"Journey upwards to the open air. The Amulet you carry will then

take you into the Astral Planes, where the Great Temple of %d

casts its influence throughout our world.

"Sacrifice the Amulet on the altar. Thus shall %d become supreme!"

%E

#

# Healer

#

%Cc Hea 00001

What sorcery has brought you back to %H? The smell

of fresh funeral pyres tells you that something is amiss with the healing

powers that used to practice here.

No rhizotomists are tending the materia medica gardens, and where are the

common folk who used to come for the cures?

You know that you must quickly make your way to the collegium, and

%ls iatreion, and find out what has happened in your

absence.

%E

%Cp Hea 00002

After your last experience you expected to be here, but you certainly

did not expect to see things so much worse. This time you must

succeed.

%E

%Cp Hea 00003

Again, you %x %H in the distance.

The smell of death and disease permeates the air. You do not have

to be %Ra to know that %n is on the verge of victory.

%E

%Cp Hea 00005

"Did you read that new treatise on the therapeutic use of leeches?"

%E

%Cp Hea 00006

"Paint a red caduceus on your shield and monsters won't hit you."

%E

%Cp Hea 00007

"I passed handwriting so they are demoting me a rank."

%E

%Cp Hea 00008

"I've heard that even %l has not been able to cure Chiron."

%E

%Cp Hea 00009

"We think %n has used his alchemists, and %o,

to unleash a new disease we call 'the cold' on Gehennom."

%E

%Cp Hea 00010

"Did you read that new treatise on the therapeutic use of leeches?"

%E

%Cp Hea 00011

"Paint a red caduceus on your shield and monsters won't hit you."

%E

%Cp Hea 00012

"How are you feeling? Perhaps a good bleeding will improve your sprits."

%E

%Cp Hea 00013

"Have you heard the absurd new theory that diseases are caused by

microscopic organisms, and not ill humors?"

%E

%Cp Hea 00014

"I see that you bring %o, now you can cure this plague!"

%E

%Cc Hea 00015

"Feebly, %l raises his head to look at you.

"It is good to see you again, %p. I see the concern in your

eyes, but do not worry for me. I am not ready for Hades yet. We have

exhausted much of our healing powers holding off %n.

I need your fresh strength to carry on our work.

"Come closer and let me lay hands on you, and determine if you have

the skills necessary to accomplish this mission."

%E

%Cp Hea 00016

"Again you return to me, %p. I sense that each trip back

the pleurisy and maladies of our land begin to infect you. Let us

hope and pray to %d that you become ready for your task before

you fall victim to the bad humors."

%E

%Cp Hea 00017

"Chiron has fallen, Hermes has fallen, what else must I tell you to

impress upon you the importance of your mission! I hope that you

have come prepared this time."

%E

%Cc Hea 00018

"You have failed us, %p. You are a quack! A charlatan!

"Hades will be happy to hear that you are once again practicing your

arts on the unsuspecting."

%E

%Cc Hea 00019

"Alas, %p, you are yet too inexperienced to deal with the rigors

of such a task. You must be able to draw on the knowledge of botany,

vetenary, and alchemy before I can send you on this quest with good

conscience.

"Return when you wear %Ra's caduceus."

%E

%Cc Hea 00020

"You have learned much of the remedies that benefit, but you must also

know which physic for which ail. That is why %ds teachings are a

part of your training.

"Return to us when you have healed thyself."

%E

%Cc Hea 00021

For the first time, you sense a smile on %ls face.

You have indeed learned as much as we can teach you in preparation

for this task. Let me tell you what I know of the symptoms and hope

that you can provide a cure.

A short while ago, the dreaded %nt was fooled by the gods

into thinking that he could use %o to find a

cure for old age. Think of it, eternal youth! But his good

health is accomplished by drawing the health from those around him.

He has exhausted his own supply of healthy people and now he seeks to

extend his influence into our world. You must recover from him

%o and break the spell.

You must travel into the swamps to %i, and from there

follow the trail to %ns island lair. Be careful.

%E

%Cp Hea 00025

"Remember, %p, to always wash your hands before operating."

%E

%Cp Hea 00026

"%nC has no real magic of his own. To this he is vulnerable."

%E

%Cp Hea 00027

"If you have been true to %d, you can draw on the power of

%o."

%E

%Cp Hea 00028

"Bring with you antidotes for poisons."

%E

%Cp Hea 00029

"Remember this, %n can twist the powers of %o

to hurt instead of heal."

%E

%Cp Hea 00030

"I have sent for Chiron, but I am afraid he will come too late."

%E

%Cp Hea 00031

"Maybe when you return the snakes will once again begin to shed."

%E

%Cp Hea 00032

"The plague grows worse as we speak. Hurry, %p!"

%E

%Cp Hea 00033

"Many times %n has caused trouble in these lands. It is

time that he was eradicated like the diseases he has caused."

%E

%Cp Hea 00034

"With but one eye, %n should be easy to blind. Remember this."

%E

%Cc Hea 00035

You stand before the entrance to %i. Strange

scratching noises come from within the building.

The swampy ground around you seems to stink with disease.

%E

%Cp Hea 00036

Once again you stand at the entrance to %i.

%E

%Cc Hea 00040

You stand within sight of the infamous Isle of %n. Even

the words of %l had not prepared you for this.

Steeling yourself against the wails of the ill that pierce your ears,

you hurry on your task. Maybe with %o you can

heal them on your return, but not now.

%E

%Cp Hea 00041

Once again, you %x the Isle of %n in the distance.

%E

%Cc Hea 00050

"They have made a mistake in sending you, %p.

"When I add your youth to mine, it will just make it easier for me

to defeat %l."

%E

%Cp Hea 00051

"Unlike your patients, you seem to keep coming back, %p!"

%E

%Cp Hea 00052

"Which would you like, %p? Boils, pleurisy, convulsions?"

%E

%Cp Hea 00053

"I'll have %o back from you, %r. You are

not going to live to escape this place."

%E

%Cp Hea 00060

"They might as well give scalpels to wizards as to let you try to

use %o!"

%E

%Cp Hea 00061

"If I could strike %l, surrounded by his %gP, imagine what I

can do to you here by yourself."

%E

%Cp Hea 00062

"I will put my %Rp to work making a physic out of your ashes."

%E

%Cp Hea 00063

"As we speak, Hades gathers your patients to join you."

%E

%Cp Hea 00064

"After I'm done with you, I'll destroy %l as well."

%E

%Cp Hea 00065

"You will have to kill me if you ever hope to leave this place."

%E

%Cp Hea 00066

"I will impale your head on my caduceus for all to see."

%E

%Cp Hea 00067

"There is no materia medica in your sack which will cure you of me!"

%E

%Cp Hea 00068

"Do not fight too hard, I want your soul strong, not weakened!"

%E

%Cp Hea 00069

"You should have stopped studying at vetenary."

%E

%Cc Hea 00070

As you pick up %o, you feel its healing begin to

warm your soul. You curse Zeus for taking it from its rightful owner,

but at least you hope that %l can put it to good use once

again.

%E

%Cc Hea 00080

The battered body of %n slumps to the ground and gasps

out one last curse:

You have defeated me, %p, but I shall have my revenge.

How, I shall not say, but this curse shall be like a

cancer on you.

With that %n dies.

%E

%Cc Hea 00081

As soon as %l sees %o he summons his %gP.

Gently, %l reaches out and touches %o.

He instructs each of the assembled to do the same. When everyone

has finished he speaks to you.

Now that we have been replenished we can defeat this plague. You must

take %o with you and replenish the worlds you have

been called upon to travel next. I wish you could ride Chiron to the

end of your journey, but I need him to help me spread the cure. Go

now and continue your journey.

%E

%Cc Hea 00082

%l cautiously handles %o while watching you.

"You are its keeper now, and the time has come to resume your search

for the Amulet. %Z await your return through the

magic portal which brought you here."

%E

%Cp Hea 00090

"You have again returned to us, %p. We have done well in your

absence, yes? How fare you upon your quest for the Amulet?"

%E

%Cc Hea 00091

"Ah, you have recovered the Amulet, %p. Well done!

"Now, you should know that you must travel through the elemental planes

to the astral, and there return the Amulet to %d. Go forth and

may our prayers be as a wind upon your back."

%E

#

# Knight

#

%Cc Kni 00001

You materialize in the shadows of %H. Immediately, you notice

that something is wrong. The fields around the castle are trampled and

withered, as if some great battle has been recently fought.

Looking closer, you %x long gouges in the walls of %H.

You know of only one creature that makes those kinds of marks...

%E

%Cp Kni 00002

Once again you stand in the shadows of %H.

%E

%Cp Kni 00003

Again, you stand before %H. You vaguely sense that this

may be the last time you stand before %l.

%E

%Cp Kni 00005

"Hail, %p! Verily, thou lookest well."

%E

%Cp Kni 00006

"There is word, %p, that %n hath been sighted in the fens

near %i."

%E

%Cp Kni 00007

"Thou art our only hope now, %p."

%E

%Cp Kni 00008

"Verily, %l could have no better champion, %p."

%E

%Cp Kni 00009

"Many brave %cP died when %n attacked."

%E

%Cp Kni 00010

"Hail, %p! Verily, thou lookest well."

%E

%Cp Kni 00011

"So, %p, didst thou find %n in the fens

near %i?"

%E

%Cp Kni 00012

"Worthy %p, hast thou proven thy right purpose on the body of %n?"

%E

%Cp Kni 00013

"Verily, %l could have no better champion, %p."

%E

%Cp Kni 00014

"Hast thou indeed recovered %o?"

%E

%Cc Kni 00015

"Ah, %p. We see thou hast received our summons.

We are in dire need of thy prowess. But first, We must needs

decide if thou art ready for this great undertaking."

%E

%Cp Kni 00016

"Welcome again, %p. We hope thou art ready now."

%E

%Cp Kni 00017

"Once again, thou standest before us, %p. Art thou ready now?"

%E

%Cc Kni 00018

"Thou disgracest this noble court with thine impure presence. We have been

lenient with thee, but no more. Thy name shall be spoken no more. We

hereby strip thee of thy title, thy lands, and thy standing as %ca.

Begone from our sight!"

%E

%Cc Kni 00019

"Verily, %p, thou hast done well. That thou hast survived thus

far is a credit to thy valor, but thou art yet unprepared for

the demands required as Our Champion. %rA, no matter how

pure, could never hope to defeat the foul %n.

"Journey forth from this place, and hone thy skills. Return to

Our presence when thou hast attained the noble title of %R."

%E

%Cc Kni 00020

"Thou dishonourest us, %p! Thou hast strayed from the path of

chivalry! Go from our presence and do penance. Only when thou art again

pure mayst thou return hence."

%E

%Cc Kni 00021

"Ah, %p. Thou art truly ready, as no %c before thee hath

been. Hear now Our words:

"As thou noticed as thou approached %H, a great battle hath

been fought recently in these fields. Know thou that Merlin himself

came to aid us here as we battled the foul %n. In the midst of that

battle, %n struck Merlin a great blow, felling him. Then, as our

forces were pressed back, %n stole %o.

"We eventually turned the tide, but lost many %cP in doing so.

Merlin was taken off by his apprentice, but hath not recovered. We have

been told that so long as %n possesseth %o,

Merlin will not regain his health.

"We hereby charge thee with this most important of duties:

"Go forth from this place, to the fens, and there thou wilt find

%i. From there, thou must track down %n. Destroy the

beast, and return to Us %o. Only then can

We restore Merlin to health."

%E

%Cp Kni 00025

"Remember, %p, follow always the path of %d."

%E

%Cp Kni 00026

"Though %n is verily a mighty foe, we have confidence in thy victory."

%E

%Cp Kni 00027

"Beware, for %n hath surrounded himself with hordes of foul creatures."

%E

%Cp Kni 00028

"Great treasure, 'tis said, is hoarded in the lair of %n."

%E

%Cp Kni 00029

"If thou possessest %o, %p, %ns magic

shall therewith be thwarted."

%E

%Cp Kni 00030

"The gates of %i are guarded by forces unseen, %p.

Go carefully."

%E

%Cp Kni 00031

"Return %o to us quickly, %p."

%E

%Cp Kni 00032

"Destroy %n, %p, else %H shall surely fall."

%E

%Cp Kni 00033

"Call upon %d when thou art in need."

%E

%Cp Kni 00034

"To find %i, thou must keep thy heart pure."

%E

%Cc Kni 00035

You stand at the foot of %i. Atop, you can %x a shrine.

Strange energies seem to be focused here, and the hair on the back

of your neck stands on end.

%E

%Cp Kni 00036

Again, you stand at the foot of %i.

%E

%Cc Kni 00040

As you exit the swamps, you %x before you a huge, gaping hole in the

side of a hill. From within, you smell the foul stench of carrion.

The pools on either side of the entrance are fouled with blood, and

pieces of rusted metal and broken weapons show above the surface.

%E

%Cp Kni 00041

Again, you stand at the entrance to %ns lair.

%E

%Cc Kni 00050

"Hah! Another puny %c seeks death. I shall dine well tonight,

then tomorrow, %H shall fall!"

%E

%Cp Kni 00051

"Again, thou challengest me, %r? So be it. Thou wilt die here."

%E

%Cp Kni 00052

"Thou art truly foolish, %r. I shall dispatch thee anon."

%E

%Cp Kni 00053

"So, thou darest touch MY property! I shall have that bauble back,

puny %r. Thou wilt die in agony!"

%E

%Cp Kni 00060

"A mere %r can never withstand me!"

%E

%Cp Kni 00061

"I shall kill thee now, and feast!"

%E

%Cp Kni 00062

"Puny %c. What manner of death dost thou wish?"

%E

%Cp Kni 00063

"First thee, %p, then I shall feast upon %l."

%E

%Cp Kni 00064

"Hah! Thou hast failed, %r. Now thou shalt die."

%E

%Cp Kni 00065

"Die, %c. Thou art as nothing against my might."

%E

%Cp Kni 00066

"I shall suck the marrow from thy bones, %c."

%E

%Cp Kni 00067

"Let's see... Broiled? No. Fried? Nay. Baked? Yea verily,

that is the way I like my %c for dinner."

%E

%Cp Kni 00068

"Thy strength waneth, %p. The time of thy death draweth near."

%E

%Cp Kni 00069

"Call upon thy precious %d, %p. It shall not avail thee."

%E

%Cc Kni 00070

As you pick up %o, you feel its protective fields

form around your body. You also feel a faint stirring in your mind,

as if you are in two places at once, and in the second, you are waking

from a long sleep.

%E

%Cc Kni 00080

As %n sinks to the ground, blood gushing from his open mouth, he

defiantly curses you and %l:

Thou hast not won yet, %r. By the gods, I shall return and dog

thy steps to the grave!

His tail flailing madly, %n tries to crawl towards you, but slumps

to the ground and dies in a pool of his own blood.

%E

%Cc Kni 00081

As you approach %l, he beams at you and says:

Well done! Thou art truly the Champion of %H. We

have received word that Merlin is recovering, and shall soon

rejoin us.

He hath instructed us that thou art now to be the guardian of

%o. He feeleth that thou mayst have need of

its powers in thine adventures. It is our wish that thou keepest

%o with thee as thou searchest for the fabled

Amulet of Yendor.

%E

# assumes Magic Mirror of Merlin (glass object)

%Cc Kni 00082

"Careful, %p! %oC might break, and that would

be a tragic loss. Thou art its keeper now, and the time hath come

to resume thy search for the Amulet. %Z await thy

return through the magic portal that brought thee here."

%E

%Cp Kni 00090

"Well met, %p. How goeth thy search for the Amulet of Yendor?"

%E

%Cc Kni 00091

"Thou hast succeeded, we see, %p! Now thou art commanded to take

the Amulet to be sacrificed to %d in the plane of the astral.

"Merlin hath counseled us that thou must travel always upwards through

the planes of the elements, to achieve this goal.

"Go with %d, %p."

%E

#

# Monk

#

# The quest artifact is "The Eyes of the Overworld", hence needs

# to be treated as plural by messages which use %o.

#

%Cc Mon 00001

You find yourself standing in sight of %H. Something

is obviously wrong here. Strange shapes lumber around

outside %H!

You realize that the %l needs your assistance!

%E

%Cp Mon 00002

Once again, you stand before %H.

%E

%Cp Mon 00003

Again you face %H. Your intuition hints that this may be

the final time you come here.

%E

%Cp Mon 00005

"Greetings, honorable %r. It is good to see you."

%E

%Cp Mon 00006

"Ah, %p! Surely you can help us in our hour of need."

%E

%Cp Mon 00007

"Greetings, %s. %lC has great need of your help."

%E

%Cp Mon 00008

"Alas, it seems as if even %d has deserted us."

%E

%Cp Mon 00009

"May %d be with you, %s."

%E

%Cp Mon 00010

"Greetings, honorable %r. It is good to see you again."

%E

%Cp Mon 00011

"Ah, %p! Our deepest gratitude for all of your help."

%E

%Cp Mon 00012

"Greetings, %s. Perhaps you will take some time to meditate with us?"

%E

%Cp Mon 00013

"With this test behind you, may %d bring you enlightenment."

%E

%Cp Mon 00014

"May %d be with you, %s."

%E

%Cc Mon 00015

"Ah, %p, my %S. You have returned to us at last.

A great blow has befallen our order; perhaps you can help us.

First, however, I must determine if you are prepared for this

great challenge."

%E

%Cp Mon 00016

"Again, my %S, you stand before me. Are you ready now to help us?"

%E

%Cp Mon 00017

"Once more, %p, you stand within the sanctum. Are you ready now?"

%E

%Cc Mon 00018

"You are a heretic, %p! How can you, %ra, deviate so from the

teachings of %d? Begone from this temple. You are no longer

%sa to this order. We will pray to %d for other assistance,

as you have failed us utterly."

%E

%Cc Mon 00019

"Alas, %p, it is not yet to be. A mere %r could never

withstand the might of %n. Go forth, again into the world, and return

when you have attained the post of %R."

%E

%Cc Mon 00020

"This is terrible, %p. You have deviated from the true path!

You know that %d requires the most strident devotion of this

order. The %shood must stand for utmost piety.

"Go from here, atone for your sins against %d. Return only when

you have purified yourself."

%E

%Cc Mon 00021

"Yes, %p. You are truly ready now. Attend to me and I shall

tell you of what has transpired:

"During one of the Great Meditations a short time ago, %n and

a legion of elementals invaded %H. Many %gP were

killed, including the one bearing %o.

Now, there are barely enough %gP left to keep the

elementals at bay.

"We need you to find %i, then, from there, travel

to %ns lair. If you can manage to defeat %n

and return %o here, we can then drive off the

legions of elementals that slay our students.

"Go with %d as your guide, %p."

%E

%Cp Mon 00025

"You can prevail, if you rely on %d."

%E

%Cp Mon 00026

"Remember that %n has great magic at his command."

%E

%Cp Mon 00027

"Be pure, my %S."

%E

%Cp Mon 00028

"Beware, %i is surrounded by hordes of earth elementals."

%E

%Cp Mon 00029

"Remember your studies, and you will prevail!"

%E

%Cp Mon 00030

"Acquire and wear %o if you can. They will aid you

against %n."

%E

%Cp Mon 00031

"Call upon %d when your need is greatest. You will be answered."

%E

%Cp Mon 00032

"Remember that use the elementals' strength against them!"

%E

%Cp Mon 00033

"Do not lose faith, %p. If you do so, %n will grow stronger."

%E

%Cp Mon 00034

"Wear %o. They will assist you in your efforts."

%E

%Cc Mon 00035

You remember the descriptions of %i, given to you

by the %l. It is ahead that you will find %n's trail.

%E

%Cp Mon 00036

Again, you stand before %i.

%E

%Cc Mon 00040

The stench of brimstone is all about you, and the elementals close in

from all sides!

Ahead, there is a small clearing amidst the bubbling pits of lava...

%E

%Cp Mon 00041

Again, you have invaded %ns domain.

%E

%Cc Mon 00050

"Ah, so %l has sent another %g to retrieve

%o.

"No, I see you are no %g. Perhaps I shall have some fun today

after all. Prepare to die, %r! You shall never regain

%o."

%E

%Cp Mon 00051

"So, %r. Again you challenge me."

%E

%Cp Mon 00052

"Die now, %r. %d has no power here to aid you."

%E

%Cp Mon 00053

"You shall die, %r, and I will have %o back."

%E

%Cp Mon 00060

"Submit to my will, %c, and I shall spare you."

%E

%Cp Mon 00061

"Your puny powers are no match for me, %c."

%E

%Cp Mon 00062

"I shall have you turned into a zombie for my pleasure!"

%E

%Cp Mon 00063

"Despair now, %r. %d cannot help you."

%E

%Cp Mon 00064

"I shall feast upon your soul for many days, %c."

%E

%Cp Mon 00065

"Your death will be slow and painful. That I promise!"

%E

%Cp Mon 00066

"You cannot defeat %n, you fool. I shall kill you now."

%E

%Cp Mon 00067

"Your precious %lt will be my next victim."

%E

%Cp Mon 00068

"I feel your powers failing you, %r. You shall die now."

%E

%Cp Mon 00069

"With %o, nothing can stand in my way."

%E

%Cc Mon 00070

As you pick up %o, you feel the essence of

%d fill your soul. You know now why %n stole them from

%H, for with them, %ca of %d could

easily defeat his plans.

You sense a message from %d. Though not verbal, you

get the impression that you must return to %l as soon

as possible.

%E

%Cc Mon 00080

You feel a wrenching shift in the ether as %ns body dissolves

into a cloud of noxious gas.

Suddenly, a voice booms out:

Thou hast defeated the least of my minions, %r.

Know now that Moloch is aware of thy presence.

As for thee, %n, I shall deal with thy failure

at my leisure.

You then hear the voice of %n, screaming in terror...

%E

%Cc Mon 00081

"You have returned, %p. And with %o, I see.

Congratulations.

"I have been in meditation, and have received direction from

a minion of %d. %d commands that you retain

%o. With them, you must recover the Amulet

of Yendor.

"Go forth, and let %d guide your steps."

%E

%Cc Mon 00082

%lC studies %o for a moment,

then returns his gaze to you.

"%oC must remain with you. Use them

as you resume your search for the Amulet.

%Z await your return through the magic portal

that brought you here."

%E

%Cp Mon 00090

"Welcome back, %p. How is your quest for the Amulet going?"

%E

%Cc Mon 00091

"You have prevailed, %p! %d is surely with you. Now,

you must take the amulet, and sacrifice it on %ds altar on

the Astral plane. I suspect that I shall never see you again in this

life, but I hope to at %ds feet."

%E

#

# Priest

#

%Cc Pri 00001

You find yourself standing in sight of %H. Something

is obviously wrong here. The doors to %H, which usually

stand open, are closed. Strange human shapes shamble around

outside.

You realize that %l needs your assistance!

%E

%Cp Pri 00002

Once again, you stand before %H.

%E

%Cp Pri 00003

Again you face %H. Your intuition hints that this may be

the final time you come here.

%E

%Cp Pri 00005

"Greetings, honored %r. It is good to see you."

%E

%Cp Pri 00006

"Ah, %p! Surely you can help us in our hour of need."

%E

%Cp Pri 00007

"Greetings, %s. %lC has great need of your help."

%E

%Cp Pri 00008

"Alas, it seems as if even %d has deserted us."

%E

%Cp Pri 00009

"May %d be with you, %s."

%E

%Cp Pri 00010

"Greetings, %r. It is good to see you again."

%E

%Cp Pri 00011

"Ah, %p! Our deepest gratitude for all of your help."

%E

%Cp Pri 00012

"Welcome back, %s! With %o, no undead can stand against us."

%E

%Cp Pri 00013

"Praise be to %d, for delivering us from %n."

%E

%Cp Pri 00014

"May %d be with you, %s."

%E

%Cc Pri 00015

"Ah, %p, my %S. You have returned to us at last.

A great blow has befallen our order; perhaps you can help us.

First, however, I must determine if you are prepared for this

great challenge."

%E

%Cp Pri 00016

"Again, my %S, you stand before me. Are you ready now to help us?"

%E

%Cp Pri 00017

"Once more, %p, you stand within the sanctum. Are you ready now?"

%E

%Cc Pri 00018

"You are a heretic, %p! How can you, %ra, deviate so from the

teachings of %d? Begone from this temple. You are no longer

%sa to this order. We will pray to %d for other assistance,

as you have failed us utterly."

%E

%Cc Pri 00019

"Alas, %p, it is not yet to be. A mere %r could never

withstand the might of %n. Go forth, again into the world, and return

when you have attained the post of %R."

%E

%Cc Pri 00020

"This is terrible, %p. You have deviated from the true path!

You know that %d requires the most strident devotion of this

order. The %shood must stand for utmost piety.

"Go from here, atone for your sins against %d. Return only when

you have purified yourself."

%E

%Cc Pri 00021

"Yes, %p. You are truly ready now. Attend to me and I shall

tell you of what has transpired:

"At one of the Great Festivals a short time ago, %n and a legion

of undead invaded %H. Many %gP were killed, including

the one carrying %o.

"As a final act of vengefulness, %n desecrated the altar here.

Without it, we could not mount a counter-attack. Now, there are

barely enough %gP left to keep the undead at bay.

"We need you to find %i, then, from there, travel

to %ns lair. If you can manage to defeat %n and return

%o here, we can then drive off the legions of

undead that befoul the land.

"Go with %d as your guide, %p."

%E

%Cp Pri 00025

"You can prevail, if you rely on %d."

%E

%Cp Pri 00026

"Remember that %n has great magic at his command."

%E

%Cp Pri 00027

"Be pure, my %S."

%E

%Cp Pri 00028

"Beware, %i is surrounded by a great graveyard."

%E

%Cp Pri 00029

"You may be able to affect %n with magical cold."

%E

%Cp Pri 00030

"Acquire and wear %o if you can. It will aid you

against %n."

%E

%Cp Pri 00031

"Call upon %d when your need is greatest. You will be answered."

%E

%Cp Pri 00032

"The undead legions are weakest during the daylight hours."

%E

%Cp Pri 00033

"Do not lose faith, %p. If you do so, %n will grow stronger."

%E

%Cp Pri 00034

"Wear %o. It will assist you against the undead."

%E

%Cc Pri 00035

You stand facing a large graveyard. The sky above is filled with clouds

that seem to get thicker closer to the center. You sense the presence of

undead in larger numbers than you have ever encountered before.

You remember the descriptions of %i, given to you by

%lC. It is ahead that you will find %ns trail.

%E

%Cp Pri 00036

Again, you stand before %i.

%E

%Cc Pri 00040

The stench of brimstone is all about you, and the shrieks and moans

of tortured souls assault your psyche.

Ahead, there is a small clearing amidst the bubbling pits of lava...

%E

%Cp Pri 00041

Again, you have invaded %ns domain.

%E

%Cc Pri 00050

"Ah, so %lC has sent another %g to retrieve

%o.

"No, I see you are no %g. Perhaps I shall have some fun today

after all. Prepare to die, %r! You shall never regain

%o."

%E

%Cp Pri 00051

"So, %r. Again you challenge me."

%E

%Cp Pri 00052

"Die now, %r. %d has no power here to aid you."

%E

%Cp Pri 00053

"You shall die, %r, and I will have %o back."

%E

%Cp Pri 00060

"Submit to my will, %c, and I shall spare you."

%E

%Cp Pri 00061

"Your puny powers are no match for me, %c."

%E

%Cp Pri 00062

"I shall have you turned into a zombie for my pleasure!"

%E

%Cp Pri 00063

"Despair now, %r. %d cannot help you."

%E

%Cp Pri 00064

"I shall feast upon your soul for many days, %c."

%E

%Cp Pri 00065

"Your death will be slow and painful. That I promise!"

%E

%Cp Pri 00066

"You cannot defeat %n, you fool. I shall kill you now."

%E

%Cp Pri 00067

"Your precious %lt will be my next victim."

%E

%Cp Pri 00068

"I feel your powers failing you, %r. You shall die now."

%E

%Cp Pri 00069

"With %o, nothing can stand in my way."

%E

%Cc Pri 00070

As you pick up %o, you feel the essence of

%d fill your soul. You know now why %n stole it from

%H, for with it, %ca of %d could

easily defeat his plans.

You sense a message from %d. Though not verbal, you

get the impression that you must return to %lC as soon

as possible.

%E

%Cc Pri 00080

You feel a wrenching shift in the ether as %ns body dissolves

into a cloud of noxious gas.

Suddenly, a voice booms out:

Thou hast defeated the least of my minions, %r.

Know now that Moloch is aware of thy presence.

As for thee, %n, I shall deal with thy failure

at my leisure.

You then hear the voice of %n, screaming in terror...

%E

%Cc Pri 00081

"You have returned, %p. And with %o, I see.

Congratulations.

"I have been in meditation, and have received direction from

a minion of %d. %d commands that you retain

%o. With it, you must recover the Amulet

of Yendor.

"Go forth, and let %d guide your steps."

%E

%Cc Pri 00082

%l reiterates that %o is yours now.

"The time has come to resume your search for the Amulet.

%Z await your return through the magic portal

that brought you here."

%E

%Cp Pri 00090

"Welcome back, %p. How is your quest for the Amulet going?"

%E

%Cc Pri 00091

"You have prevailed, %p! %d is surely with you. Now,

you must take the amulet, and sacrifice it on %ds altar on

the Astral plane. I suspect that I shall never see you again in this

life, but I hope to at %ds feet."

%E

#

# Ranger

#

%Cc Ran 00001

You arrive in familiar surroundings. In the distance, you %x the

ancient forest grove, the place of worship to %d.

Something is wrong, though. Surrounding the grove are centaurs!

And they've noticed you!

%E

%Cp Ran 00002

Once again, you stand before %H.

%E

%Cp Ran 00003

You have the oddest feeling that this may be the last time you

are to enter %H.

%E

%Cp Ran 00005

"%pC! I have not seen you in many moons. How do you fare?"

%E

%Cp Ran 00006

"%nC continues to threaten the grove. But we hold fast."

%E

%Cp Ran 00007

"%lC is growing weak. The magic required to defend the grove drains us."

%E

%Cp Ran 00008

"Remember %i is hard to enter. Beware the

distraction of leatherwings."

%E

%Cp Ran 00009

"We must regain %o. Without it we will be overrun."

%E

%Cp Ran 00010

"%pC! I have not seen you in many moons. How do you fare?"

%E

%Cp Ran 00011

"Birdsong has returned to the grove, surely this means you have defeated %n."

%E

%Cp Ran 00012

"%lC seems to have regained some of his strength."

%E

%Cp Ran 00013

"So, tell us how you entered %i, in case some new evil arises there."

%E

%Cp Ran 00014

"Is that truely %o that I see you carrying?"

%E

%Cc Ran 00015

"%pC! You have returned! Thank %d.

"We have great need of you. But first, I must see if you have the

required abilities to take on this responsibility."

%E

%Cp Ran 00016

"Once again, %p, you stand in our midst. Are you ready now?"

%E

%Cp Ran 00017

"Ah, you are here again, %p. Allow me to determine your readiness..."

%E

%Cc Ran 00018

"%pC! You have doomed us all. You fairly radiate %L influences

and weaken the power we have raised in this grove as a result!

"Begone! We renounce your %shood with us! You are an outcast now!"

%E

%Cc Ran 00019

"%p, you are yet too inexperienced to withstand the demands of that

which we need you to do. %RA might just be able to do this thing.

"Return to us when you have learned more, my %S."

%E

%Cc Ran 00020

"You have strayed, %p! You know that %d requires that

we maintain a pure devotion to things %a!

"You must go from us. Return when you have purified yourself."

%E

%Cc Ran 00021

"You are indeed ready, %p. I shall tell you what has transpired,

and why we so desperately need your help:

"A short time ago, the mountain centaurs to the east invaded

and enslaved the plains centaurs in this area. The local

leader is now only a figurehead, and serves %n.

"During our last gathering of worship here, we were beset by hordes of

hostile centaurs, as you witnessed. In the first onslaught a group,

headed by %n himself, managed to breach the grove and

steal %o.

"Since then, we have been besieged. We do not know how much longer

we will be able to maintain our magical barriers.

"If we are to survive, you, %p, must infiltrate

%i. There, you will find a pathway down, to the

underground cavern of %n. He has always coveted

%o, and will surely keep it.

"Recover %o for us, %p! Only then will %d be safe."

%E

%Cp Ran 00025

"It is rumored that the Forest and Mountain Centaurs have resolved

their ancient feud and now band together against us."

%E

%Cp Ran 00026

"%nC is strong, and very smart."

%E

%Cp Ran 00027

"Use %o, when you find it. It will help you survive

to reach us."

%E

%Cp Ran 00028

"Remember, let %d be your guide."

%E

%Cp Ran 00029

"Call upon %d when you face %n.

The very act of doing so will infuriate him, and give you advantage."

%E

%Cp Ran 00030

"%n and his kind have always hated us."

%E

%Cp Ran 00031

"We cannot hold the grove much longer, %p. Hurry!"

%E

%Cp Ran 00032

"To infiltrate %i, you must be very stealthy."

%E

%Cp Ran 00033

"Remember that %n is a braggart. Trust not what he says."

%E

%Cp Ran 00034

"You can triumph, %p, if you trust in %d."

%E

%Cc Ran 00035

This must be %i.

You are in a cave built of many different rooms, all interconnected

by tunnels. Your quest is to find and shoot the evil wumpus that

resides elsewhere in the cave without running into any bottomless

pits or using up your limited supply of arrows. Good luck.

You are in room 9 of the cave. There are tunnels to rooms

5, 8, and 10.

\*rustle\* \*rustle\* (must be bats nearby)

\*sniff\* (I can smell the evil wumpus nearby!)

%E

%Cc Ran 00036

Once again, you descend into %i.

\*whoosh\* (I feel a draft from some pits).

\*rustle\* \*rustle\* (must be bats nearby)

%E

%Cc Ran 00040

You descend into a weird place, in which roughly cut cave-like walls

join with smooth, finished ones, as if someone was in the midst of

finishing off the construction of a subterranean complex.

Off in the distance, you hear a sound like the clattering of many

hooves on rock.

%E

%Cp Ran 00041

Once again, you enter the distorted castle of %n.

%E

%Cc Ran 00050

"So, %c. %lC has sent you to recover %o.

"Well, I shall keep that bauble. It pleases me. You, %c, shall die."

%E

%Cp Ran 00051

"Back again, eh? Well, a mere %r is no threat to me! Die, %c!"

%E

%Cp Ran 00052

"You haven't learned your lesson, %c. You can't kill me! You shall die now."

%E

%Cp Ran 00053

"I shall have %o from you, %r. Then I shall

kill you."

%E

%Cp Ran 00060

"Your %d is nothing, %c. You are mine now!"

%E

%Cp Ran 00061

"Run away little %c! You can never hope to defeat %n!"

%E

%Cp Ran 00062

"My servants will rip you to shreds!"

%E

%Cp Ran 00063

"I shall display your head as a trophy. What do you think about that wall?"

%E

%Cp Ran 00064

"I shall break your %ls grove, and destroy all the %gP!"

%E

%Cp Ran 00065

"%d has abandoned you, %c. You are doomed."

%E

%Cp Ran 00066

"%rA? %lC sends a mere %r against me? Hah!"

%E

%Cp Ran 00067

"%lC has failed, %c. %oC will never leave here."

%E

%Cp Ran 00068

"You really think you can defeat me, eh %c? You are wrong!"

%E

%Cp Ran 00069

"You weaken, %c. I shall kill you now."

%E

%Cc Ran 00070

As you pick up %o, it seems to glow, and a warmth

fills you completely. You realize that its power is what has protected

your %sp against their enemies for so long.

You must now return it to %l without delay -- their lives depend

on your speed.

%E

%Cc Ran 00080

%nC collapses to the ground, cursing you and %l, then says:

You have defeated me, %r! But I curse you one final time, with my

dying breath! You shall die before you leave my castle!

%E

%Cc Ran 00081

"%pC! You have succeeded! I feared it was not possible!

"You have returned with %o!

"I fear, now, that the Centaurs will regroup and plot yet another raid.

This will take some time, but if you can recover the Amulet of Yendor

for %d before that happens, we will be eternally safe.

"Take %o with you. It will aid in your quest for

the Amulet."

%E

# assumes The Longbow of Diana

%Cc Ran 00082

%l flexs %o reverently.

"With this wondrous bow, one need never run out of arrows.

You are its keeper now, and the time has come to resume your

search for the Amulet. %Z await your return

through the magic portal that brought you here."

%E

%Cp Ran 00090

"Welcome, %p. How have you fared on your quest for the Amulet

of Yendor?"

%E

%Cc Ran 00091

"You have it! You have recovered the Amulet of Yendor!

Now attend to me, %p, and I will tell you what must be done:

"The Amulet has within it magic, the capability to transport you to

the Astral Plane, where the primary circle of %d resides.

"To activate this magic, you must travel upwards as far as you can.

When you reach the temple, sacrifice the Amulet to %d.

"Thus will you fulfill your destiny."

%E

#

# Rogue (with apologies to all Norsk speakers -dean)

#

%Cc Rog 00001

Unexpectedly, you find yourself back in Ransmannsby, where you trained to

be a thief. Quickly you make the guild sign, hoping that you AND word

of your arrival reach %ls den.

%E

%Cp Rog 00002

Once again, you find yourself back in Ransmannsby. Fond memories are

replaced by fear, knowing that %l is waiting for you.

%E

%Cp Rog 00003

You rub your hands through your hair, hoping that the little ones on

the back of your neck stay down, and prepare yourself for your meeting

with %l.

%E

%Cp Rog 00005

"I hear that Lady Tyvefelle's household is lightly guarded."

%E

%Cp Rog 00006

"You're back? Even the Twain don't come back anymore."

%E

%Cp Rog 00007

"Can you spare an old cutpurse a zorkmid for some grog?"

%E

%Cp Rog 00008

"Fritz tried to join the other side, and now he's hell-hound chow."

%E

%Cp Rog 00009

"Be careful what you steal, I hear the boss has perfected turning

rocks into worthless pieces of glass."

%E

%Cp Rog 00010

"I was sure wrong about Lady Tyvefelle's house; I barely got away with my

life and lost my lock pick in the process."

%E

%Cp Rog 00011

"You're back? Even the Twain don't come back anymore."

%E

%Cp Rog 00012

"Can you spare an old cutpurse a zorkmid for some grog?"

%E

%Cp Rog 00013

"Fritz tried to join the other side, and now he's hell-hound chow."

%E

%Cp Rog 00014

"Be careful what you steal, I hear the boss has perfected turning

rocks into worthless pieces of glass."

%E

%Cc Rog 00015

"Well, look who it is boys -- %p has come home. You seem to have

fallen behind in your dues. I should kill you as an example to these

other worthless cutpurses, but I have a better plan. If you are ready

maybe you could work off your back dues by performing a little job for

me. Let us just see if you are ready..."

%E

%Cp Rog 00016

"Well, I didn't expect to see you back. It shows that you are either stupid,

or you are finally ready to accept my offer. Let us hope for your sake it

isn't stupidity that brings you back."

%E

%Cp Rog 00017

"Did you perhaps mistake me for some other %lt? You must

think me as stupid as your behavior. I warn you not to try my patience."

%E

%Cc Rog 00018

"Well %gp, it looks like our friend has forgotten who is the boss

around here. Our friend seems to think that %rp have been put in

charge. Wrong. DEAD WRONG!"

Your sudden shift in surroundings prevents you from hearing the end

of %ls curse.

%E

%Cc Rog 00019

"In the time that you've been gone you've only been able to master the

arts of %ra? I've trained ten times again as many %Rp

in that time. Maybe I should send one of them, no? Where would that

leave you, %p? Oh yeah, I remember, I was going to kill you!"

%E

%Cc Rog 00020

"Maybe I should chain you to my perch here for a while. Perhaps watching

real %a men at work will bring some sense back to you. I don't

think I could stand the sight of you for that long though. Come back

when you can be trusted to act properly."

%E

%Cc Rog 00021

"Will everyone not going to retrieve %o from that

jerk, %n, take one step backwards. Good choice,

%p, because I was going to send you anyway. My other %gp

are too valuable to me.

"Here's the deal. I want %o, %n

has %o. You are going to get %o

and bring it back to me. So simple an assignment even you can understand

it."

%E

%Cp Rog 00025

"You don't seem to understand,

%o isn't here so neither should you be!"

%E

%Cp Rog 00026

"May %d curse you with lead fingers. Get going!"

%E

%Cp Rog 00027

"We don't have all year. GET GOING!"

%E

%Cp Rog 00028

"How would you like a scar necklace? I'm just the jeweler to do it!"

%E

%Cp Rog 00029

"Lazy S.O.B. Maybe I should call up someone else..."

%E

%Cp Rog 00030

"Maybe I should open your skull and see if my instructions are inside?"

%E

%Cp Rog 00031

"This is not a task you can complete in the afterlife, you know."

%E

%Cp Rog 00032

"Inside every living person is a dead person trying to get out,

and I have your key!"

%E

%Cp Rog 00033

"We're almost out of hell-hound chow, so why don't you just get moving!"

%E

%Cp Rog 00034

"You know, %o isn't going to come when you

whistle. You must get it yourself."

%E

%Cc Rog 00035

Those damn little hairs tell you that you are nearer to

%o.

%E

%Cp Rog 00036

Not wanting to face %l without having stolen

%o, you continue.

%E

%Cc Rog 00040

You feel a great swelling up of courage, sensing the presence of

%o. Or is it fear?

%E

%Cp Rog 00041

The hairs on the back of your neck whisper -- it's fear.

%E

%Cc Rog 00050

"Ah! You must be %ls ... er, `hero'. A pleasure

to meet you."

%E

%Cp Rog 00051

"We meet again. Please reconsider your actions."

%E

%Cp Rog 00052

"Surely, %p, you have learned that you cannot trust any bargains

that %l has made. I can show you how to continue on

your quest without having to run into him again."

%E

%Cp Rog 00053

"Please, think for a moment about what you are doing. Do you truly

believe that %d would want %l to have

%o?"

%E

%Cp Rog 00060

"May I suggest a compromise. Are you interested in gold or gems?"

%E

%Cp Rog 00061

"Please don't force me to kill you."

%E

%Cp Rog 00062

"Grim times are upon us all. Will you not see reason?"

%E

%Cp Rog 00063

"I knew %l, and you're no %lt, thankfully."

%E

%Cp Rog 00064

"It is a shame that we are not meeting under more pleasant circumstances."

%E

%Cp Rog 00065

"I was once like you are now, %p. Believe in me -- our way

is better."

%E

%Cp Rog 00066

"Stay with me, and I will make you %os guardian."

%E

%Cp Rog 00067

"When you return, with or without %o,

%l will have you killed."

%E

%Cp Rog 00068

"Do not be fooled; I am prepared to kill to defend %o."

%E

%Cp Rog 00069

"I can reunite you with the Twain. Oh, the stories you can swap."

%E

%Cc Rog 00070

As you pick up %o, the hairs on the back of your

neck fall out. At once you realize why %n was

willing to die to keep it out of %ls hands. Somehow

you know that you must do likewise.

%E

%Cc Rog 00080

"I know what you are thinking, %p. It is not too late for you

to use %o wisely. For the sake of your guild

%sp, do what is right."

You sit and wait for death to come for %n, and then you

brace yourself for your next meeting with %l!

%E

%Cc Rog 00081

"Well, I'll be damned. You got it. I am proud of you, a fine %r

you've turned out to be.

"While you were gone I got to thinking, you and %o

together could bring me more treasure than either of you apart, so why don't

you take it with you. All I ask is a cut of whatever loot you come by.

That is a better deal than I offered %n.

"But, you see what happened to %n when he refused.

Don't make me find another to send after you this time."

%E

# assumes Master Key of Thievery (small object)

%Cc Rog 00082

%l seems tempted to swap %o for

the mundane one you detect in his pocket, but noticing your alertness,

evidently chickens out.

"Go filch the Amulet before someone else beats you to it.

%Z are back the way you came, through the magic portal."

%E

%Cc Rog 00090

"Quite the little thief, aren't we, %p. Can I interest you in a

swap for %o. Look around, anything in the keep

is yours for the asking."

%E

%Cc Rog 00091

"I see that with your abilities, and my brains, we could rule this world.

"All that we would need to be all-powerful is for you to take that little

trinket you've got there up to the Astral plane. From there, %d will

show you what to do with it. Once that's done, we will be invincible!"

%E

#

# Samurai

#

%Cc Sam 00001

Even before your senses adjust, you recognize the kami of

%H.

You %x the standard of your teki, %n, flying above

the town. How could such a thing have happened? Why are ninja

wandering freely; where are the samurai of your daimyo, %l?

You quickly say a prayer to Izanagi and Izanami and walk towards

town.

%E

%Cp Sam 00002

Once again, you are back at %H.

%E

%Cp Sam 00003

You are back at %H.

Instantly you sense a subtle change in your karma. You seem to know that

if you do not succeed in your quest, %n will have destroyed

the kami of %H before you return again.

%E

%Cp Sam 00005

"To succeed, you must walk like a butterfly on the wind."

%E

%Cp Sam 00006

"Ikaga desu ka?"

%E

%Cp Sam 00007

"I fear for The Land of The Gods."

%E

%Cp Sam 00008

"%nC has hired the Ninja -- be careful."

%E

%Cp Sam 00009

"If %o is not returned, we will all be ninja."

%E

%Cp Sam 00010

"Come, join us in celebrating with some sake."

%E

%Cp Sam 00011

"Ikaga desu ka?"

%E

%Cp Sam 00012

"You have brought our clan and %l much honor."

%E

%Cp Sam 00013

"Please %r, sit for a while and tell us how you overcame the Ninja."

%E

%Cp Sam 00014

"%lC still lives! You have saved us from becoming ronin."

%E

%Cc Sam 00015

"Ah, %p-san, it is good to see you again. I need someone who can

lead my samurai against %n. If you are ready, you will be

that person."

%E

%Cp Sam 00016

"Once again, %p-san, you kneel before me. Are you yet capable of

being my vassal?"

%E

%Cp Sam 00017

"You begin to test my matsu, %p-san.

If you cannot determine what I want in a samurai, how can I rely on you

to figure out what I need from a samurai?"

%E

%Cc Sam 00018

"You are no longer my samurai, %p.

"Hara-kiri is denied. You are ordered to shave your head and then to

become a monk. Your fief and family are forfeit. Wakarimasu?"

%E

%Cc Sam 00019

"%p-san, you have learned well and honored your family.

I require the skills of %Ra in order to defeat %n.

Go and seek out teachers. Learn what they have learned. When you

are ready, return to me."

%E

%Cc Sam 00020

"%p-san, you would do better to join the kyokaku.

"You have skills, but until you can call upon the bushido to know when and

how to use them you are not samurai. When you can think %a and

act %a then return."

%E

%Cc Sam 00021

"Domo %p-san, indeed you are ready. I can now tell you what

it is that I require of you.

"The daimyo, %n, has betrayed us. He has stolen from us

%o and taken it to his donjon deep within

%i.

"If I cannot show the emperor %o when he comes

for the festival he will know that I have failed in my duty, and

request that I commit seppuku.

"You must gain entrance to %i and retrieve the

emperor's property. Be quick! The emperor will be here for the

cha-no-you in 5 sticks.

"Wakarimasu?"

%E

%Cp Sam 00025

"To defeat %n you must overcome the seven emotions:

hate, adoration, joy, anxiety, anger, grief, and fear."

%E

%Cp Sam 00026

"Remember your honor is my honor, you perform in my name."

%E

%Cp Sam 00027

"I will go to the temple and burn incense for your safe return."

%E

%Cp Sam 00028

"Sayonara."

%E

%Cp Sam 00029

"There can be honor in defeat, but no gain."

%E

%Cp Sam 00030

"Your kami must be strong in order to succeed."

%E

%Cp Sam 00031

"You are indeed a worthy %R, but now you must be a worthy samurai."

%E

%Cp Sam 00032

"If you fail, %n will be like a tai-fun on the land."

%E

%Cp Sam 00033

"If you are truly %a, %d will listen."

%E

%Cp Sam 00034

"Sharpen your swords and your wits for the task before you."

%E

%Cc Sam 00035

You instinctively reach for your swords. You do not recognize the

lay of this land, but you know that your teki are everywhere.

%E

%Cp Sam 00036

Thankful that your %sp at %H cannot see

your fear, you prepare again to advance.

%E

%Cc Sam 00040

In your mind, you hear the taunts of %n.

You become like the rice plant and bend to the ground, offering a

prayer to %d. But when the wind has passed, you stand

proudly again. Putting your kami in the hands of fate, you advance.

%E

%Cp Sam 00041

As you arrive once again at the home of %n, your thoughts

turn only to %o.

%E

%Cc Sam 00050

"Ah, so it is to be you, %p-san. I offer you seppuku.

I will be your second if you wish."

%E

%Cp Sam 00051

"I have offered you the honorable exit. Now I will have your

head to send unwashed to %l."

%E

%Cp Sam 00052

"After I have dispatched you, I will curse your kami."

%E

%Cp Sam 00053

"You have fought my samurai; surely you must know that you

will not be able to take %o back to

%H."

%E

%Cp Sam 00060

"Ahh, I finally meet the daimyo of the kyokaku!"

%E

%Cp Sam 00061

"There is no honor for me in your death."

%E

%Cp Sam 00062

"You know that I cannot resash my swords until they have killed."

%E

%Cp Sam 00063

"Your presence only compounds the dishonor of %l in not coming himself."

%E

%Cp Sam 00064

"I will make tea with your hair and serve it to %l."

%E

%Cp Sam 00065

"Your fear shows in your eyes, coward!"

%E

%Cp Sam 00066

"I have not heard of you, %p-san; has your life been that unworthy?"

%E

%Cp Sam 00067

"If you will not obey me, you will die."

%E

%Cp Sam 00068

"Kneel now and make the two cuts of honor. I will tell your %sp

of your honorable death."

%E

%Cp Sam 00069

"Your master was a poor teacher. You will pay for his mistakes in

your teaching."

%E

%Cc Sam 00070

As you pick up %o, you feel the strength of its karma.

You realize at once why so many good samurai had to die to defend it.

You are humbled knowing that you hold one of the artifacts of the

sun goddess.

%E

%Cc Sam 00080

Your healing skills tell you that %ns wounds are mortal.

You know that the bushido tells you to finish him and let his kami

die with honor, but the thought of so many samurai dead due to this

man's dishonor prevents you from giving the final blow.

You order that his unwashed head be given to the crows and his body

thrown into the sea.

%E

%Cc Sam 00081

As you bow before %l, he welcomes you:

You have brought your family great honor, %p-sama.

While you have been gone the emperor's advisors have discovered in

the ancient texts that the karma of the samurai who seeks to recover

the amulet and the karma of %o are joined

as the seasons join to make a year.

Because you have shown such fidelity, the emperor requests

that you take leave of other obligations and continue on the

road that fate has set your feet upon. I would consider it

an honor if you would allow me to watch your household until

you return with the amulet.

With that, %l bows, and places his sword atop

%o.

%E

%Cc Sam 00082

%l holds %o tightly for a moment, then returns

his gaze to you.

"The time is ripe to recover the Amulet. Return to %Z

through the magic portal that transported you here so that you may

achieve the destiny which awaits you."

%E

%Cp Sam 00090

%lC bows. "%p-sama, tell us of your search for the Amulet."

%E

%Cc Sam 00091

"Ah, %p-sama. You have wasted your efforts returning home.

Now that you are in possession of the Amulet, you are honor-bound to

finish the quest you have undertaken. There will be plenty of time

for saki and stories when you have finished.

"Go now, and may our prayers be a wind at your back."

%E

#

# Tourist

#

%Cc Tou 00001

You breathe a sigh of relief as you find yourself back in the familiar

surroundings of %H.

You quickly notice that things do not appear the way they did when you

left. The town is dark and quiet. There are no sounds coming from

behind the town walls, and no campfires burning in the fields. As a

matter of fact, you do not %x any movement in the fields at all, and

the crops look as though they have been untended for many weeks.

%E

%Cp Tou 00002

Once again, you are back at %H.

%E

%Cp Tou 00003

You are back at %H.

Things appear to have become so bad that you fear that soon

%H will not be here to return to.

%E

%Cp Tou 00005

"Gehennom on 5 zorkmids a day -- more like 500 a day if you ask me."

%E

%Cp Tou 00006

"Do you know where I could find some nice postcards of The Gnomish Mines?"

%E

%Cp Tou 00007

"Have you tried the weird toilets?"

%E

%Cp Tou 00008

"Don't stay at the Inn, I hear the food is terrible and it has rats."

%E

%Cp Tou 00009

"They told me that this was the off season!"

%E

%Cp Tou 00010

"Gehennom on 5 zorkmids a day -- more like 500 a day if you ask me."

%E

%Cp Tou 00011

"Do you know where I could find some nice postcards of The Gnomish Mines?"

%E

%Cp Tou 00012

"Have you tried the weird toilets?"

%E

%Cp Tou 00013

"If you stick around, I'll show you the pictures from my latest trip."

%E

%Cp Tou 00014

"Did you bring me back any souvenirs?"

%E

%Cc Tou 00015

"Is it really you, %p! I had given up hope for your return.

As you can %x, we are desperately in need of your talents. Someone must

defeat %n if our town is become what it once was.

"Let me see if you are ready to be that someone."

%E

%Cp Tou 00016

"Things are getting worse, %p.

I hope that this time you are ready."

%E

%Cp Tou 00017

"I hope that for the sake of %H you have prepared

yourself this time."

%E

%Cc Tou 00018

"It is too late, %p. You are not even worthy to die amongst us.

Leave %H and never return."

%E

%Cc Tou 00019

"There is still too much that you have to learn before you can undertake

the next step. Return to us as a proven %R, and perhaps then

you will be ready.

"Go back now, and may the teachings of %d serve you well."

%E

%Cc Tou 00020

"It would be an affront to %d to have one not true to the

%a path undertake her bidding.

"You must not return to us until you have purified yourself of these

bad influences on your actions. Remember, only by following the %a

path can you hope to overcome the obstacles you will face."

%E

%Cc Tou 00021

%E

"You have indeed proven yourself a worthy %c, %p.

"But now your kinfolk and I must ask you to put aside your travels and

help us in our time of need. After you left us we elected a new mayor,

%n. He proved to be a most heinous and vile creature.

"Soon after taking office he absconded with %o

and fled town, leaving behind his henchmen to rule over us. In order

for us to regain control of our town, you must enter %i

and recover %o.

"Do not be distracted on your quest. If you do not return quickly I fear

that all will be lost. Let us both pray now that %d will guide you

and keep you safe."

%Cp Tou 00025

"Do not be fooled by the false promises of %n."

%E

%Cp Tou 00026

"To enter %i you must pass many traps."

%E

%Cp Tou 00027

"If you do not return with %o, your quest

will be in vain."

%E

%Cp Tou 00028

"Do not be afraid to call upon %d if you truly need help."

%E

%Cp Tou 00029

"If you do not destroy %n, he will follow you back here!"

%E

%Cp Tou 00030

"Take %o from %n

and you may be able to defeat him."

%E

%Cp Tou 00031

"You must hurry, %p!"

%E

%Cp Tou 00032

"You are like %Sa to me, %p. Do not let me down."

%E

%Cp Tou 00033

"If you are %a at all times you may succeed, %p."

%E

%Cp Tou 00034

"Let all who meet you on your journey know that you are on an quest for

%l and grant safe passage."

%E

%Cc Tou 00035

Only your faith in %d keeps you from trembling. You %x

the handiwork of %ns henchlings everywhere.

%E

%Cp Tou 00036

You know that this time you must find and destroy %n.

%E

%Cc Tou 00040

You sense the presence of %o.

%E

%Cp Tou 00041

You gain confidence, knowing that you may soon be united with

%o.

%E

%Cc Tou 00050

"So, %p, %l thinks that you can wrest

%o from me!

"It only proves how desperate he has become that he sends %ra to

try and defeat me. When this day is over, I will have you enslaved

in the mines where you will rue the day that you ever entered

%i."

%E

%Cp Tou 00051

"I let you live the last time because it gave me pleasure.

This time I will destroy you, %p."

%E

%Cc Tou 00052

"These meetings come to bore me. You disturb my workings with

%o.

"If you do not run away now, I will inflict so much suffering on you that

%l will feel guilty for ever having sent his %S to me!"

%E

%Cc Tou 00053

"You fool. You do not know how to call upon the powers of

%o.

"Return it to me and I will teach you how to use it, and together we

will rule %H. But do so now, as my patience

grows thin."

%E

%Cp Tou 00060

"I defeated %l and I will defeat you, %p."

%E

%Cp Tou 00061

"Where is %d now! You must realize no one can help you here."

%E

%Cp Tou 00062

"Beg for mercy now and I may be lenient on you."

%E

%Cp Tou 00063

"If you were not so %a, you might have stood a chance."

%E

%Cp Tou 00064

"Vengeance is mine at last, %p."

%E

%Cp Tou 00065

"I only wish that %l had a more worthy %r to send against me."

%E

%Cp Tou 00066

"With %o in my possession you cannot

hope to defeat me."

%E

%Cp Tou 00067

"%nC has never been defeated, NEVER!"

%E

%Cp Tou 00068

"Are you truly the best %H has to send against me?

I pity %l."

%E

%Cp Tou 00069

"How do you spell %p? I want to ensure the marker on your grave is

correct as a warning to your %sp."

%E

%Cc Tou 00070

As you pick up %o, you feel a great

weight has been lifted from your shoulders. Your only thoughts are

to quickly return to %H and find %l.

%E

%Cc Tou 00080

You turn in the direction of %n. As his earthly body begins

to vanish before your eyes, you hear him curse:

You shall never be rid of me, %p!

I will find you where ever you go and regain what is rightly mine.

%E

%Cc Tou 00081

As %l detects the presence of %o,

he almost smiles for the first time in many a full moon.

As he looks up from %o he says:

You have recovered %o. You are its

owner now, but not its master. Let it work with you as you continue

your journey. With its help, and %d to guide you on the

%a path, you may yet recover the Amulet of Yendor.

%E

%Cc Tou 00082

"%oC is yours now. %Z await your

return through the magic portal that brought you here."

%E

%Cp Tou 00090

"I could not be more proud than if you were my own %S, %p!

Tell me of your adventures in quest of the Amulet of Yendor."

%E

%Cc Tou 00091

"Stand back and let me look at you, %p.

Now that you have recovered the Amulet of Yendor, I'm afraid living

out your days in %H would seem pretty tame.

"You have come too far to stop now, for there are still more tasks that

our oral history foretells for you. Forever more, though, your name shall

be spoken by the %gP with awe. You are truly an inspiration to your

%sp!"

%E

#

# Valkyrie

#

%Cc Val 00001

You materialize at the base of a snowy hill. Atop the hill sits

a place you know well, %H. You immediately realize

that something here is very wrong!

In places, the snow and ice have been melted into steaming pools of

water. Fumaroles and pools of bubbling lava surround the hill.

The stench of sulphur is carried through the air, and you %x creatures

that should not be able to live in this environment moving towards you.

%E

%Cp Val 00002

Once again, you are near the abode of %l.

%E

%Cp Val 00003

Again you materialize near %ls abode. You have a nagging feeling

that this may be the last time you come here.

%E

%Cp Val 00005

"Hail, and well met, brave %c."

%E

%Cp Val 00006

"May %d guide your steps, %p."

%E

%Cp Val 00007

"%lC weakens. Without %o, her foresight is dim."

%E

%Cp Val 00008

"You must hurry, %p, else Ragnarok may well come."

%E

%Cp Val 00009

"I would deal with this foul %n myself, but %d forbids it."

%E

%Cp Val 00010

"Hail, and well met, brave %c."

%E

%Cp Val 00011

"May %d guide your steps, %p."

%E

%Cp Val 00012

"%lC told us you had succeeded!"

%E

%Cp Val 00013

"You recovered %o just in time, %p."

%E

%Cp Val 00014

"Hail %d, for delivering %o back to us."

%E

%Cc Val 00015

"Ah, %p, my %S. You have returned to %H

at last. We are in dire need of your aid, but I must determine if you

are yet ready for such an undertaking.

"Let me read your fate..."

%E

%Cp Val 00016

"Let me read the future for you now, %p, perhaps you have managed to

change it enough..."

%E

%Cp Val 00017

"Again, I shall read your fate, my %S. Let us both hope that you have

made changes to become ready for this task..."

%E

%Cc Val 00018

"No, %p. Your fate is sealed. I must cast about for another

champion. Begone from my presence, and never return. Know this, that

you shall never succeed in this life, and Valhalla is denied to you."

%E

%Cc Val 00019

"I see you and %n fighting, %p. But you are not prepared and

shall die at %ns hand if you proceed. No. This will not do.

Go back out into the world, and grow more experienced at the ways of

war. Only when you have returned %Ra will you be able to defeat

%n."

%E

%Cc Val 00020

"NO! This is terrible. I see you becoming an ally of %n, and

leading his armies in the final great battles. This must not come to

pass! You have strayed from the %a path. You must purge yourself,

and return here only when you have regained a state of purity."

%E

%Cc Val 00021

"It is not clear, %p, for my sight is limited without

%o. But it is now likely that you can defeat %n,

and recover %o.

"A short time ago, %n and his minions attacked this place. They

opened the huge volcanic vents you %x about the hill, and attacked.

I knew that this was to come to pass, and had asked %d for a group

of %gP to help defend this place. The few you %x here are the

mightiest of Valhalla's own, and are all that are left of one hundred

%d sent.

"Despite the great and glorious battle we fought, %n managed at last

to steal %o. This has upset the balance of the universe, and

unless %o is returned into my care, %n may start Ragnarok.

"You must find the entrance to %i. Travel downward

from there and you will find %ns lair. Defeat him and

return %o to me."

%E

%Cp Val 00025

"Go with the blessings of %d."

%E

%Cp Val 00026

"Call upon %d when you are in need."

%E

%Cp Val 00027

"Use %o if you can. It will protect you."

%E

%Cp Val 00028

"Magical cold is very effective against %n."

%E

%Cp Val 00029

"To face %n, you will need to be immune to fire."

%E

%Cp Val 00030

"May %d strengthen your sword-arm."

%E

%Cp Val 00031

"Trust in %d. He will not desert you."

%E

%Cp Val 00032

"It becomes more likely that Ragnarok will come with every passing moment.

You must hurry, %p."

%E

%Cp Val 00033

"If %n can master %o, he will be powerful enough to

face %d far earlier than is fated. This must not be!"

%E

%Cp Val 00034

"Remember your training, %p. You can succeed."

%E

%Cc Val 00035

The ice and snow gives way to a valley floor. You %x ahead of you

a huge round hill surrounded by pools of lava. This then is the entrance

to %i. It looks like you're not going to get in without

a fight though.

%E

%Cp Val 00036

Once again, you stand before the entrance to %i.

%E

%Cc Val 00040

Through clouds of sulphurous gasses, you %x a rock palisade

surrounded with a moat of bubbling lava. You remember the description

from something that %l said. This is the lair of %n.

%E

%Cp Val 00041

Once again, you stand in sight of %ns lair.

%E

%Cc Val 00050

"So! %lC has finally sent %ca to challenge me!

"I thought that mastering %o would enable me to challenge %d,

but it has shown me that first I must kill you!

So come, little %s. Once I defeat you, I can at last begin

the final battle with %d."

%E

%Cp Val 00051

"Again you challenge me, %r. Good. I will kill you now."

%E

%Cp Val 00052

"Have you not learned yet? You cannot defeat %n!"

%E

%Cp Val 00053

"I will kill you, %c, and wrest %o from your mangled hands."

%E

%Cp Val 00060

"I am your death, %c."

%E

%Cp Val 00061

"You cannot prevail, %r. I have foreseen your every move."

%E

%Cp Val 00062

"With you out of the way, Valhalla will be mine for the taking."

%E

%Cp Val 00063

"I killed scores of %ds best when I took %o.

Do you really think that one %c can stand against me?"

%E

%Cp Val 00064

"Who bears the souls of %cP to Valhalla, %r?"

%E

%Cp Val 00065

"No, %d cannot help you here."

%E

%Cp Val 00066

"Some instrument of %d you are, %p. You are a weakling!"

%E

%Cp Val 00067

"Never have I seen %ca so clumsy in battle."

%E

%Cp Val 00068

"You die now, little %s."

%E

%Cp Val 00069

"Your body I destroy now, your soul when my hordes overrun Valhalla!"

%E

%Cc Val 00070

As you pick up %o, your mind is suddenly filled with images,

and you perceive all of the possibilities of each potential choice you

could make. As you begin to control and channel your thoughts, you

realize that you must return %o to %lC immediately.

%E

%Cc Val 00080

A look of surprise and horror appears on %ns face.

No!!! %o has lied to me! I have been misled!

Suddenly, %n grasps his head and screams in agony, then dies.

%E

%Cc Val 00081

As you approach, %lC rises and touches %o.

"You may take %o with you, %p. I have removed from

it the power to foretell the future, for that power no mortal should

have. Its other abilities, however, you have at your disposal.

"You must now begin in %ds name to search for the Amulet of Yendor.

May your steps be guided by %d, my %S."

%E

# assumes Orb of Fate (glass object)

%Cc Val 00082

"Careful, %p! %oC might break, and that would be

a tragic loss. You are its keeper now, and the time has come to

resume your search for the Amulet. %Z await your

return through the magic portal that brought you here."

%E

%Cp Val 00090

"Greetings, %p. I have not been able to pay as much attention to

your search for the Amulet as I have wished. How do you fare?"

%E

%Cc Val 00091

"Excellent, %p. I see you have recovered the Amulet!

"You must take the Amulet to the Great Temple of %d, on the Astral

plane. There you must offer the Amulet to %d.

"Go now, my %S. I cannot tell you your fate, as the power of the

Amulet interferes with mine. I hope for your success."

%E

#

# Wizard

#

%Cc Wiz 00001

You are suddenly in familiar surroundings. You notice what appears to

be a large, squat stone structure nearby. Wait! That looks like the

tower of your former teacher, %l.

However, things are not the same as when you were last here. Mists and

areas of unexplained darkness surround the tower. There is movement in

the shadows.

Your teacher would never allow such unaesthetic forms to surround the

tower... unless something were dreadfully wrong!

%E

%Cp Wiz 00002

Once again, you are back at %H.

%E

%Cp Wiz 00003

You are back at %H.

You have an odd feeling this may be the last time you ever come here.

%E

%Cp Wiz 00005

"Would you happen to have some eye of newt in that overstuffed pack, %s?"

%E

%Cp Wiz 00006

"Ah, the spell to create the magic portal worked. Outstanding!"

%E

%Cp Wiz 00007

"Hurry! %lC may not survive that casting of the

portal spell!!"

%E

%Cp Wiz 00008

"The spells of %n were just to powerful for us to withstand."

%E

%Cp Wiz 00009

"I, too, will venture into the world, because %n is but one of

many evils to be vanquished."

%E

%Cp Wiz 00010

"I have some eye of newt to trade, do you have a spare blind-worm's sting?"

%E

%Cp Wiz 00011

"The magic portal now seems like it will remain stable for quite some time."

%E

%Cp Wiz 00012

"Have you noticed how much stronger %l is since %o was recovered?"

%E

%Cp Wiz 00013

"Thank %d! We weren't positive you would defeat %n."

%E

%Cp Wiz 00014

"I, too, will venture into the world, because %n was but one of

many evils to be vanquished."

%E

%Cc Wiz 00015

"Come closer, %p, for my voice falters in my old age.

Yes, I see that you have come a long way since you went out into the

world, leaving the safe confines of this tower. However, I must first

determine if you have all of the skills required to take on the task

I require of you."

%E

%Cp Wiz 00016

"Well, %p, you have returned. Perhaps you are now ready..."

%E

%Cp Wiz 00017

"This is getting tedious, %p, but perseverance is a sign of a true mage.

I certainly hope that you are truly ready this time!"

%E

%Cc Wiz 00018

"You fool, %p! Why did I waste all of those years teaching you

the esoteric arts? Get out of here! I shall find another."

%E

%Cc Wiz 00019

"Alas, %p, you have not yet shown your proficiency as a worthy

spellcaster. As %ra, you would surely be overcome in the challenge

ahead. Go, now, expand your horizons, and return when you have attained

renown as %Ra."

%E

%Cc Wiz 00020

"You amaze me, %p! How many times did I tell you that the way of a mage

is an exacting one. One must use the world with care, lest one leave it

in ruins and simplify the task of %n.

"You must go back and show your worthiness. Do not return until you are

truly ready for this quest. May %d guide you in this task."

%E

%Cc Wiz 00021

%E

"Yes, %p, you truly are ready for this dire task. Listen,

carefully, for what I tell you now will be of vital importance.

"Since you left us to hone your skills in the world, we unexpectedly came

under attack by the forces of %n. As you know, we thought

%n had perished at the end of the last age, but, alas, this was

not the case.

"%nC sent an army of abominations against us. Among them was a

minion, mindless and ensorcelled, and thus, in the confusion, it was able

to penetrate our defenses. Alas, this creature has stolen

%o and I fear it has delivered %o

to %n.

"Over the years, I had woven most of my power into this amulet, and thus,

without it, I have but a shadow of my former power, and I fear that I

shall soon perish.

"You must travel to %i, and within its dungeons,

find and overcome %n, and return %o to me.

"Go now, with %d, and complete this quest before it is too late."

%Cp Wiz 00025

"Beware, for %n is immune to most magical attacks."

%E

%Cp Wiz 00026

"To enter %i you must pass many traps."

%E

%Cp Wiz 00027

"%nC may be vulnerable to physical attacks."

%E

%Cp Wiz 00028

"%d will come to your aid when you call."

%E

%Cp Wiz 00029

"You must utterly destroy %n. He will pursue you otherwise."

%E

%Cp Wiz 00030

"%oC is a mighty artifact. With it you can

destroy %n."

%E

%Cp Wiz 00031

"Go forth with the blessings of %d."

%E

%Cp Wiz 00032

"I will have my %gP watch for your return."

%E

%Cp Wiz 00033

"Feel free to take any items in that chest that might aid you."

%E

%Cp Wiz 00034

"You will know when %o is near. Proceed with care!"

%E

%Cc Wiz 00035

Wisps of fog swirl nearby. You feel that %ns lair is close.

%E

%Cp Wiz 00036

You believe that you may once again invade %i.

%E

%Cc Wiz 00040

You feel your mentor's presence; perhaps %o is nearby.

%E

%Cp Wiz 00041

The aura of %o tingles at the edge of your perception.

%E

%Cc Wiz 00050

"Ah, I recognize you, %p. So, %l has sent you to steal

%o from me, hmmm? Well, %l is a

fool to send such a mental weakling against me.

"Your destruction, however, should make for good sport. In the end, you

shall beg me to kill you!"

%E

%Cc Wiz 00051

"How nice of you to return, %p! I enjoyed our last meeting. Are you

still hungry for more pain?

"Come! Your soul, like %o, shall soon be mine to

command."

%E

%Cp Wiz 00052

"I'm sure that your perseverance shall be the subject of innumerable

ballads, but you shall not be around to hear them, I fear!"

%E

%Cp Wiz 00053

"Thief! %o belongs to me, now. I shall feed

your living flesh to my minions."

%E

%Cp Wiz 00060

"Your puny powers are no match for me, fool!"

%E

%Cp Wiz 00061

"When you are defeated, your torment will last for a thousand years."

%E

%Cp Wiz 00062

"After your downfall, %p, I shall devour %l

for dessert!"

%E

%Cp Wiz 00063

"Are you ready yet to beg for mercy? I could be lenient..."

%E

%Cp Wiz 00064

"Your soul shall join the enslaved multitude I command!"

%E

%Cp Wiz 00065

"Your lack of will is evident, and you shall die as a result."

%E

%Cp Wiz 00066

"Your faith in %d is for naught! Come, submit to me now!"

%E

%Cp Wiz 00067

"A mere %r is nothing compared to my skill!"

%E

%Cp Wiz 00068

"So, you are the best hope of %l? How droll."

%E

%Cp Wiz 00069

"Feel my power, %c! My victory is imminent!"

%E

%Cc Wiz 00070

As you touch %o, its comforting power infuses you

with new energy. You feel as if you can detect others' thoughts flowing

through it. Although you yearn to wear %o

and attack the Wizard of Yendor, you know you must return it to its

rightful owner, %l.

%E

%Cc Wiz 00080

%nC croaks out, as his body begins to shrivel up:

I shall haunt your progress until the end of time. A thousand

curses on you and %l.

Then, the body bursts into a cloud of choking dust, and blows away.

%E

%Cc Wiz 00081

%lC notices %o in your possession,

beams at you and says:

I knew you could defeat %n and retrieve

%o. We shall never forget this

brave service.

Take %o with you in your quest for

the Amulet of Yendor. I can sense that it has attuned

itself to you already.

May %d guide you in your quest, and keep you from harm.

%E

%Cc Wiz 00082

"You are the keeper of %o now. It is time to

recover the /other/ Amulet. %Z await your return through

the magic portal which brought you here."

%E

%Cp Wiz 00090

"Come near, my %S, and share your adventures with me.

So, have you succeeded in your quest for the Amulet of Yendor?"

%E

%Cc Wiz 00091

"Congratulations, %p. I always knew that if anyone could succeed

in defeating the Wizard of Yendor and his minions, it would be you.

"Go now, and take the Amulet to the astral plane. Once there, present

the Amulet on the altar of %d. Along the way you shall pass through the

four elemental planes. These planes are like nothing you have ever

experienced before, so be prepared!

"For this you were born, %s! I am very proud of you."

%E

#

# General

#

%Cc - 00001

It is written in the Book of %d:

After the Creation, the cruel god Moloch rebelled

against the authority of Marduk the Creator.

Moloch stole from Marduk the most powerful of all

the artifacts of the gods, the Amulet of Yendor,

and he hid it in the dark cavities of Gehennom, the

Under World, where he now lurks, and bides his time.

Your %G %d seeks to possess the Amulet, and with it

to gain deserved ascendance over the other gods.

You, a newly trained %r, have been heralded

from birth as the instrument of %d. You are destined

to recover the Amulet for your deity, or die in the

attempt. Your hour of destiny has come. For the sake

of us all: Go bravely with %d!

%E

%Cp - 00002

You receive a faint telepathic message from %l:

Your help is urgently needed at %H!

Look for a ...ic transporter.

You couldn't quite make out that last message.

%E

%Cp - 00003

You again sense %l pleading for help.

%E

%Cp - 00004

You again sense %l demanding your attendance.

%E

# Completed the quest by returning with artifact, but not carrying

# the Bell of Opening; quest leader lets you know that it is needed.

#[ Should this be role-specific so that each leader has variant text? ]

%Cp - 00005

"The silver bell which was hoarded by %n will be

essential in locating the Amulet of Yendor."

%E

#

# Angelic maledictions.

#

%Cp - 00010

"Repent, and thou shalt be saved!"

%E

%Cp - 00011

"Thou shalt pay for thine insolence!"

%E

%Cp - 00012

"Very soon, my child, thou shalt meet thy maker."

%E

%Cp - 00013

"The great %D has sent me to make you pay for your sins!"

%E

%Cp - 00014

"The wrath of %D is now upon you!"

%E

%Cp - 00015

"Thy life belongs to %D now!"

%E

%Cp - 00016

"Dost thou wish to receive thy final blessing?"

%E

%Cp - 00017

"Thou art but a godless void."

%E

%Cp - 00018

"Thou art not worthy to seek the Amulet."

%E

%Cp - 00019

"No one expects the Spanish Inquisition!"

%E

#

# Demonic maledictions.

#

%Cp - 00030

"I first mistook thee for a statue, when I regarded thy head of stone."

%E

%Cp - 00031

"Come here often?"

%E

%Cp - 00032

"Doth pain excite thee? Wouldst thou prefer the whip?"

%E

%Cp - 00033

"Thinkest thou it shall tickle as I rip out thy lungs?"

%E

%Cp - 00034

"Eat slime and die!"

%E

%Cp - 00035

"Go ahead, fetch thy mama! I shall wait."

%E

%Cp - 00036

"Go play leapfrog with a herd of unicorns!"

%E

%Cp - 00037

"Hast thou been drinking, or art thou always so clumsy?"

%E

%Cp - 00038

"This time I shall let thee off with a spanking, but let it not happen again."

%E

%Cp - 00039

"I've met smarter (and prettier) acid blobs."

%E

%Cp - 00040

"Look! Thy bootlace is undone!"

%E

%Cp - 00041

"Mercy! Dost thou wish me to die of laughter?"

%E

%Cp - 00042

"Run away! Live to flee another day!"

%E

%Cp - 00043

"Thou hadst best fight better than thou canst dress!"

%E

%Cp - 00044

"Twixt thy cousin and thee, Medusa is the prettier."

%E

%Cp - 00045

"Methinks thou wert unnaturally stirred by yon corpse back there, eh, varlet?"

%E

%Cp - 00046

"Up thy nose with a rubber hose!"

%E

%Cp - 00047

"Verily, thy corpse could not smell worse!"

%E

%Cp - 00048

"Wait! I shall polymorph into a grid bug to give thee a fighting chance!"

%E

%Cp - 00049

"Why search for the Amulet? Thou wouldst but lose it, cretin."

%E

#

# TEST PATTERN

#

%Cc - 00099

%p: return(plname);

%c: return(pl\_character);

%r: return((char \*)rank\_of(u.ulevel));

%R: return((char \*)rank\_of(MIN\_QUEST\_LEVEL));

%s: return((flags.female) ? "sister" : "brother" );

%S: return((flags.female) ? "daughter" : "son" );

%l: return((char \*)ldrname());

%i: return(intermed());

%o: return(artiname());

%n: return((char \*)neminame());

%g: return((char \*)guardname());

%G: return((char \*)align\_gtitle(u.ualignbase[1]));

%H: return((char \*)homebase());

%a: return(Alignnam(u.ualignbase[1]));

%A: return(Alignnam(u.ualign.type));

%d: return((char \*)align\_gname(u.ualignbase[1]));

%D: return((char \*)align\_gname(A\_LAWFUL));

%C: return("chaotic");

%N: return("neutral");

%L: return("lawful");

%x: return((Blind) ? "sense" : "see");

%Z: return("The Dungeons of Doom");

%%: return(percent\_sign);

a suffix: return an(root);

A suffix: return An(root);

C suffix: return capitalized(root);

p suffix: return makeplural(root);

P suffix: return makeplural(capitalized(root));

s suffix: return s\_suffix(root);

S suffix: return s\_suffix(capitalized(root));

t suffix: return strip\_the\_prefix(root);

%E