

[[[Notes from the producer: Underlined TOPICS can appear in the book at all times (my preference) or after at least one ITEM within a TOPIC appears. ITEMS appear after the event listed in parenthesis/bold have transpired]]]

The Rise and Fall of Zork

(ALWAYS present)

Edited by Mavis Peepers

PREAMBLE:

THE GREAT DIFFUSION

(1st two will appear if file card in mayors office is pulled)

or

(Wizard 20 or 36)

Event causing the end of the Second Age of Magic 1247 GUE.

(Wizard 11) or (Wizard 36)

Magic was being used irresponsibly and evil magic had gotten the upper hand.

(Wizard 12 or 36)

The Good Wizards decided that all magic and magical devices, whether mechanical or enchanted, should be dispersed into the atmosphere with the hope that evil magic would be vanquished forever. Most Wizards and Mages lost their powers in the process.

(File card:Long Life Spell) or (Witch Itah 20)

The mage, Canuk, and the wizard, Trymbyl, cast themselves a long life spell ensuring that they would eventually regain their powers.

ESPIONAGE

(wizard 37 and 37A)

An evil spy was placed in the midst of the Good Wizards while they were plotting the Great Diffusion, but the Good Wizards, being clever wizards, fed the spy false information.

(Wizard 39) or (Morphius 19/Canuk 24)

The Good Wizards created a Wall of Illusion as a decoy with which to trick the evil wizards into believing that all magic would be hidden behind it. They then vaporized all the magic, both good and evil, (the decoy wall went, too), scattering it to the four winds.

THE VALLEY OF THE SPARROWS AND SHANBAR

(wizard 41)

After the Great Diffusion the cows got fatter, people slimmed down and the food got better. Life improved.

THE NATURE OF EVIL

(Morphius 62) and (Wizard 40) (This will be in book before PC gets it.) (Introduction)

But Magic and Evil cannot be destroyed. They can be diffused
but there will always be resurgences.

EAST AND WEST SHANBAR

(already entered in book when PC gets it)

(Lighthouse Keeper 6)

East and West Shanbar used to be divided by the Northern River. But East Shanbar mysteriously began disappear. First the Inn, then the General Store, then Moodock's place all vanished. The west half of the bridge still stands.

(wizard 2) (This will automatically be entered since PC learns this before getting the book from Ms. Peepers)

The Valley of the Sparrows was renamed Valley of the Vultures.

THE VULTURES

(Lighthouse Keeper 9) (this is entered before PC receives book)

Vultures arrived in the Valley of the Sparrows and immediately began stealing.

(Rebecca 96)

They stole illuminite from the Dwarves,

(Mayor 5) (in book before PC gets it if PC meets Mayor before Ms. Peepers.)

and started carrying people away.

(Morphius 11A) The vultures act as the eyes and ears of Morphius.

(Wizard 32), (Rebecca 92) or (Morphius 11, 11A or 29)

or (Morphius/Canuk 26) (Canuk 35) Everything Morphius wants to study is turned into stone and carried away by the vultures.

ILLUMINITE

(Lighthouse Keeper 8) Already written into book when PC gets it.)

Illuminite is a glowing mineral mined by dwarves.

(Wizard 27) or (wizard 41) or (tree 8)

Over the years, the evil magic percolating down through the soil was attracted to the illuminite.

(filecard in Mayor's office)

Originally considered useless. Illuminite is now used extensively for building underground. Valued for its grue repellant qualities. Normal Illuminite will gradually lose its glow after prolonged exposure to sunlight and/or water.

FEEBO'S FOLLY also known as THE CLUSTER

(Dwarven General 29) (Witch Itah 31) or (File Card)

The Dwarven Miner Feebo found a large, peculiar chunk of Illuminite. Everyone laughed at him and called it Feebo's Folly before a use for illuminite was found. Illuminite is now a major product of the dwarven mines.

FEEBO'S FOLLY BECOMES THE CLUSTER BECOMES MORPHIUS

(Wizard 43)

The Cluster, as it gained power, renamed itself "Morphius."
(Holy Woman 10)

The mage, Canuk, was mesmerized by the evil power of The Cluster and when he disappeared the Cluster lost its brilliance.

ROOPER

(Wizard 66)

Rooper talked the Wizard Trymbyl into going underground to investigate the disappearance of East Shanbar and other strange goings on.

(Moodock 12)

Rooper brought Moodock underground where they, along with Trymbyl and Canuk, formed a partnership to develop the glowing illuminite caverns as a resort. Canuk drew up plans for Dizzyworld and other land development prospects.

(Moodock 14)

The four partners also built the prototype Orb. Bugs were being worked out of it when the partnership folded. The Orb can receive but it can't send.

MORPHIUS

(Lighthouse keeper 4A) (already in book when PC gets it)

Morphius communicates with people through their dreams.

(Canuk 38) Canuk, under Morphius's influence, stole The Cluster, (wizard 49) & (Morphius 12) or (Morphius 19A/Canuk 24) created a Wall of Illusion and built the citadel behind it for The Cluster/Morphius.

WHAT IS MORPHIUS DOING WITH HIS SAMPLES?

(Rebecca 94) (Morphius 30)

Morphius is studying the best qualities of every life form and incorporating them into himself.

(wizard 65) or (Rebecca 95)

Keeping all the samples stone is very taxing for him.

WHAT HAPPENED TO CANUK?

(Wizard 43)

Canuk seems to be taking instructions from the Cluster.

(wizard 34) or (Morphius 58) He started acting peculiar after he came into contact with the Cluster at Bel Nair Temple. (See entry above.) He stole The Cluster and replaced it with a replica.

(Wizard 31)

Rooper had to turn Canuk into a duck in self defense.

THE CLIFFS OF DEPRESSION

(Rebecca 97) or (Dwarven Mine Leader 21)

After falling under Morphius's spell, Canuk engineered the Cliffs of Depression in order to mine Transluminite.

(Witch Itah 26)

Morphius enslaved most of the people from East Shanbar to mine Transluminite to build his new empire.

(Waif 21)

Workers, whose bonding plants wilt while they are there, are stuck at the Cliffs of Depression as virtual slaves.

(Canuk 38)

The Transluminite, along with the Illuminite stolen by the vultures, has been used to build the Citadel behind the Wall of Illusion for Morphius.

THE FLYING DISC OF FROBOZZ

(Canuk 24)

The Frobozz Magic Company manufactured Flying Discs that were used to shatter walls of illusion. The last remaining disc was broken into pieces and hidden by the evil wizards before the Great Diffusion.

(Wizard 45) or (Holy Woman 3,4,5)

The evil ones were waiting for the right time to gather the pieces together, reforge them, and shatter the Wall of Illusion to get to the magic hidden behind it.

ANCIENT RUINS

(Rebecca 34)

Near the Holy Temple of Bel Nair there are ancient ruins, sculptures that, legend says, used to move.

(Rebecca 74) and or (Rebecca 75) (or file card)

They are the shrine to the six muses of the arts.

THE ANCIENT FORGE

(Wizard 46) or (Morphius 62) or (Canuk 39)

The evil ones built a mechanical forge before The Great Diffusion to repair the Flying Disc of Frobozz after all its pieces have been recovered. (wizard 48) But the forge is disguised (after PC solves forge puzzle) as the shrine to the muses.

(Holy Woman 5) or (Rebecca 30A or 65)

The Orb will focus the light needed to make the forge work.

SURVIVOR

(first part is always there)

A game of strategy involving two players in the guise of Wizard Trymbyl and The Mage Canuk. (Moodock 5) the only two survivors of The Great Diffusion. The Wizard Piece plays a compound move comprised of one straight and one diagonal move in one turn. (Moodock 6) The Canuk Piece can move to any square on the board to block the Wizard Piece's movement. Whenever the Wizard Piece vacates a square on the playing board the square gives way to form a pit. The object of the game is to occupy the last remaining square on the board.

(Ms. Peepers 14)

The Wizard Piece may pass on any turn.