

DUNJONQUEST



UPPER REACHES OF APSHAI*

Expansion Kit #1 For Temple of Apschai

***REQUIRES PROGRAM FROM TEMPLE OF APSHAI**

The small town sitting above the ruins of Apschai is now open to adventurers for exploration. The innkeeper's backyard, Merlis' cottage, Olias' cellar, and Benedic's monastery offer everything from the dead refusing to stay in their graves to peculiar happenings in the vegetable garden. Upper Reaches of Apschai adds over 150 new rooms, many treasures, and dozens of traps and hazards to your Temple of Apschai game. Upper Reaches is an Expansion Kit, containing only data files. You must have the program from Temple of Apschai.



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Before You Start

This supplementary module is designed to expand your use of **Temple of Apshai** by giving you four more levels to explore, more treasures to find, more monsters to fight, and more ways to enjoy your game and your computer.

WARNING: This set of dunjons is *not* complete in itself. You *must* have **Temple of Apshai** to play **The Upper Reaches of Apshai**. (If you do not have **Temple**, please rectify that omission at once. It has been named "1980 Computer Game of the Year," and you will enjoy it even more with the added flexibility of this new expansion kit.)

Read and make sure you understand the Special Loading Instructions that go with the *particular* version of **Temple of Apshai** you have. This is even more important than usual, since two different cassettes or disks will be involved, and the procedure for different versions is *not* the same.

A final warning: do not attempt to transfer the **Upper Reaches** data files onto the same cassette or disk that holds your **Temple** data files, or you will get your computer (and yourself) very confused!

Prologue

THE ADVENTURES OF WILLIAM NAILFOOT

Walking at last!

After four long months of pain and limping and *crutches* and foul medicine, I finally stood up and walked around without aid. I was beginning to think I'd be holed up in this foul-smelling, disease-ridden infirmary forever.

I was one of the original thousands of adventurers who poured into the small town above Apshai a few months ago. When word of the treasure to be had in the gloomy dunjons of Apshai got out, just about every young lad (and lassie) with any spirit of adventure at all came running here. By boats they came, mainly, but also by land, afoot, or on horseback.

I came over 200 leagues by boat . . . for what? As I stepped off the boat and walked down the plank—happy to be back on land again, I can tell you—I caught my foot on a nail: a big, sharp, rusty nail. And BOY did it hurt! I ripped it right . . . but I bore you with my injury.

Suffice it to say that I was laid up for months while the fortune and glory fell to others. Now the village is almost abandoned, and the locals talk about life getting back to normal.

I have to pay for my trip home somehow, and there's cleaning, painting, and repairing to be done in homes and yards above Apshai. It's not what I imagined when I left home, but if you want to come along, we may find adventure yet!

Level 1

The Innkeeper's Backyard

The innkeeper has graciously assented to your cleaning up the yard behind his inn. He has warned you of the possibility of a thief in the neighborhood, however, and dark rumors concerning peculiar happenings in the vegetable garden have been circulating lately. Be careful.

Room Descriptions

Room 1—A wide roadway with a large rock in the center. The inn lies off-stage to the west. To the north and south are picket fences in need of a little paint.

Rooms 2-3—A small yard choked with weeds and littered with garbage. To the north is a large barn, to the east an alley, and to the south the stable area. To the right of the barn door are stacks of rotting garbage. Just to the left of the door is a small bonfire in which you notice a gleam of something other than flame.

Rooms 4-5—Once used as a stable, this part of the yard and the roofless enclosure now smell of soap. The weeds are patchy, and there are traces of suds in the grass. Inside (Room 5), wet laundry hangs on a line in the corner.

Rooms 6-7—The main stable area. The walls of the old building are full of badly patched holes, and many planks are loose. The packed earth shows little sign of recent activity. Inside (Room 7), cobwebs clog the corners, and mice are scurrying about the remains of someone's lunch.

Rooms 8-10—The barn. The place is obviously ill-kept, and straw and feathers are everywhere. You hear honking to the right and loud clucking to the left.

Room 11—A narrow alleyway between the barn and the stable. It is thick with weeds, but a narrow path down the center is worn down from the tread of many feet. Ahead is a gate in a low fence—the entrance to the berry patch.

Rooms 12-35—The innkeeper's berry patch. It must be the right time of the year, because every bush seems laden with luscious, ripe berries. Since the innkeeper has given his permission, and you're hungry, you decide to grab a basket and do some picking. What you don't eat you can always sell in the village for a few copper pieces. While wandering through the bushes, you notice some tomato plants beginning to supplant the berries in some spots. There is, in fact, an entire tomato garden next to an old tool shed on one side of the berry patch. The berries are spread over a low hill that begins to slope steeply near the back hedge.

Rooms 36-39—A large shed. Tools and debris are scattered about. Signs of recent usage and a sort of rumbling sound coming from somewhere within alert you to the presence of someone—or something—inside. Could it be the thief? Or something more sinister?

Room 40—You have stumbled across an unknown or long-forgotten passage that seems to lead into the hill.

Room 41—A large cavern displaying clear signs of habitation. It's dark in here, and you keep stumbling into things, but something on the floor glimmers faintly.

Rooms 42-45—A vegetable garden. Aside from a few struggling carrots, there seems to be nothing here but tomatoes. Some of these, however, are huge—bigger than pumpkins. Near the gate you discover a dead chicken. Closer inspection shows that it is covered not with blood but with ketchup! What can this mean? And what else may be hidden beneath these strangely menacing vines?

Traps & Hazards

FLAME—You stepped right in the bonfire! Watch where you are going!

DUST—Try not to kick up so much dust next time.

NEEDLE—Some of these bushes have needle-like thorns. Be careful.

FLIES—If you insist on walking through the garbage, then you should expect to put up with a few flies.

Treasures

T01—All that glitters is not gold. In fact, in this case it's copper—a copper piece that someone carelessly dropped.

T02—A big cluster of berries hangs in the bush in front of you.

T03—There are small eggs in a nest here, and you risk a fowl attack to grab them.

T04—You find a copper ingot, 750 copper pieces, one silver arrow, 23 silver pieces, 14 gold pieces, two small emeralds, and a partridge in a pear tree.

T05—Near a hoe you find some arrows which may be of use.

T06—In a worn leather purse you find 6 copper pieces, 7 silver pieces, 3 gold pieces, and a small diamond.

T07—Chicken cacciatore.

T08—The laundry consists of a few shirts and a pair of pants. They are wet, not in your size, patched, and certainly not worth taking.

T09—A large piece of stale cheese—the main attraction for the mice.

T10—A large rusty chain of no use to anyone.

T11—Some crockery, mostly broken, now empty but smelling of bad ale.

T20—A large rock of no value.

Level 2

Merlis' Cottage

Merlis has disappeared somewhere—vanished, owing you wages for repairing and painting the fence around his cottage. With some trepidation, you have decided to venture forth into his abode in search of the lost wages. You suspect Merlis has done this deliberately, to tease or test you; however, you also suspect that if you do something serious (such as harming his cats), he may become very angry—and it never pays to make a magician mad.

Prepare for some strange and peculiar effects in the course of your investigation.

Room Descriptions

Room 1—The small foyer of the cottage of Merlis the Mage. A pale, greenish light emanates from nowhere in particular, and the walls are decorated with arcane symbols and spooky magical stuff that no doubt maintain Merlis' image but don't impress you. Much.

Room 2—A long, narrow hallway filled with remarkably lifelike sculptures of men and beasts. Paintings of the village—strangely distorted but oddly vivid—hang on the wall. The scenes seem to move when you are not looking at them. Sounds you cannot identify emanate from the walls.

Rooms 3-5—The corridor widens into a large reception area with many doorways. The chairs—seats for those waiting for an appointment in Merlis' magic hall—have seen much use.

Room 6—Merlis' den. A desk is covered with scrolls and magical paraphernalia, and the shelves are lined with dusty tomes. The apparatus looks so dangerous and the runes and symbols so forbidding, you are afraid to go near most of the stuff. However, out in the open is an ordinary chest.

Room 7—A laboratory. There are many bottles and jugs you are afraid to touch and some complicated machinery. There is a small crack in one wall near the ceiling and a door on the east side. Over the door a sign warns, "DANGER—DO NOT ENTER."

Room 8—The crack leads to a huge nest and landing area on the roof of the cottage. It is not visible from below. The large flying creature—evidently one of Merlis' strange animal friends—that usually occupies the area is not here. Looking around, you see what looks like a large egg to one side.

Room 9—Another laboratory. This one is filled with cages of small animals. A sign reads: "PLEASE LEAVE OR YOU MAY SCARE THE EXPERIMENTAL ANIMALS TO DEATH!"

Rooms 10-11—Merlis' hall of magic. A large table occupies the center of this dimly lit room. There is a chest in one corner and a huge tapestry covering the

back wall. While moving around through the room, things appear to shimmer every now and then; you suspect there may be more here than meets the eye.

Room 12—A back room in the cottage. There is a door leading out the back of the house into a forest. There are some empty phials on the floor of the otherwise tidy room.

Rooms 13-17—A path leading from the back door through the woods. It is bounded by large, old trees and tall hedges; the shade of the forest is deep. A buzzing sound grows louder as you go east.

Room 18—A small meadow in the woods, completely enclosed by trees. The smell of clover is strong, and a large, white box hums with activity to the south.

Room 19—The narrow closet is lined with shelves on which rest various strange objects. You find your courage beginning to desert you and wonder if there is really anything here worth the risk. Perhaps you'll find something . . .

Rooms 20-21—An enchanted hall in which Merlis keeps his cats. The carpeting is expensive but covered with hair, and the room is finely decorated with chairs and tables of fine workmanship. There is a chest near one wall.

Traps & Hazards

CROSSBOW TRAP—From high in a tree comes a loud "SPROINGGG!" but nothing else. Originally intended to keep unwanted visitors out, this useless trap was fortunately forgotten. No one even bothered to put an arrow in it.

Treasures

T01—In an elegant chest adorned with feline figurines you find 250 silver pieces.

T02—These insects must be magical indeed to produce such a delicious and tasty liquid. Drinking some makes you feel marvelous, and you risk a sting or two to grab a honeycomb full of the stuff.

T03—Hanging on a tree is a quiver with some interesting arrows in it.

T04—In a brass-bound chest you find 500 copper pieces.

T05—You decide to show Merlis a thing or two and take what you are sure is a magic wand. Unfortunately, it is so magical that it turns into an ordinary stick as soon as you take it out of the cottage.

T06—When you open the chest, you find the only things inside were moths.

T07—Inside a silver-inlaid chest that seems magically bonded to the floor, you find 100 gold pieces.

T20—A large eggshell—of value only to a large egg.

Level 3

Olias' Cellar

Room Descriptions

Rooms 1-2—A forest near the castle of Olias the dwarf. You are surrounded by the sights and sounds of the great outdoors: dappled sunlight, the fluting of birdsong, the trickling of a distant brook. Nearer to hand, there is an annoying hum in the air and the smell of something unpleasant.

Rooms 3-4—A well-traveled courtyard in front of the castle. The dust is criss-crossed with tracks of horses and small animals. The gate of the castle to the north is closed and solidly barred. Olias may have taken your one and only magic sword, but a frontal assault is out of the question. A more discrete approach is called for. Fortunately, you have heard rumor of a cave complex underneath the castle that Olias uses as a cellar and storehouse. Unfortunately, you have no idea how to get into it. There is an old and rickety shed to the south, but it does not look enticing. Still . . .

Room 5—Well, well. This may be the cave entrance you were looking for. It's dark in here, but there appears to be an opening across from you, and there may be a cleft to the north, near a pile of loose rocks.

Room 6—The dark shed is full of junk, but there may be something worthwhile in all this. Watch your step, though.

Room 7—A huge, drafty cavern with a man-made (or dwarf-wrought) door at one end.

Room 8—A hidden arsenal. On the far side of the room you see a quiver filled with arrows.

Room 9—Another cavern, the corpse of another adventurer, and another quiver. Also a minor obstacle.

Rooms 10-13—These passages connect several large caverns. They are narrow, dim, dank, and a bit drafty.

Room 14—Bat City. The cave-in that sealed the entrance to this large cavern also seems to have awakened about a zillion bats, which are now filling the air with their winged bodies and eerie, screeching cries. There may be another way out near a pile of rocks on the other side of the cavern. Protruding from beneath the pile is a skeletal arm gripping a sword.

Room 15—Among the other objects in this storeroom is a sword that looks somewhat familiar. Could it be yours, lost on a previous adventure and appropriated by the greedy dwarf? To find out, you'll first have to do something about the snakes.

Room 16—A cavern inhabited by particularly large and unpleasant bats.

Rooms 17-19—A series of interconnected caverns off a breezy passageway. There are holes and ridges in the floor; footing is treacherous. Room 19 is a storehouse of interesting items.

Rooms 20-23—A long, winding corridor. There is a substantial breeze from the west; it grows in strength as you move in that direction. It whistles audibly in your ears, at least until a cave-in seals off part of the passage. (You are either clumsy or unlucky, or Olias has mined these caves carefully to discourage unwanted visitors.)

Room 24—A small alcove. As you enter, dozens of spiderwebs cling to you. (Shades of Raiders of the Lost You-Know-What!)

Room 25—Another alcove. What's that on your foot?

Rooms 26-27—As this part of the cave widens, a familiar, pungent odor grows progressively stronger. You cleverly deduce that this is the den of some furry animals.

Rooms 28-30—A winding corridor that grows lighter and windier as you move to the south.

Room 31—This portion of the cave shows signs of careful workmanship, as if the natural cavern has been deliberately enlarged.

Room 32—This low passage slants upward. There is a light at the end of the tunnel.

Rooms 33-34—These hand-hewn rooms obviously serve as a storehouse for some of Olias' accumulated loot. Your attention is drawn to the ornate chest in front of the far wall in Room 34.

Traps & Hazards

PIT TRAP—As you are walking, you accidentally fall into a trap meant for small game.

CROSSBOW TRAP—A crossbow quarrel flies from a hidden niche in the wall across from you.

SPEAR TRAP—A hidden mechanism thrusts a spear at you.

NEEDLE TRAP—As you try to open the chest, a tiny spring thrusts a poisoned needle at your thumb.

CEILING TRAP—As you walk in the cave, the vibrations of your tread causes a large stalactite to fall upon you. The Surgeon-General has determined that this is hazardous to your health!

CAVE-IN—Whether an accidental falling of loose rock or a deliberate trap set by Olias, there are many cave-ins here. They may seal off an entrance or exit to a cavern or passage and, if you are underneath, may cause injury or even death.

CREEPING CRUD—The exact nature of this slimy, amoebic life form is unknown, but it is large, hungry, and extremely dangerous.

Treasures

T01—In the quiver you find normal arrows.

T02—In the quiver you find magic arrows.

T03—An old set of armor. Worthless as protection, it might be worth something melted down.

T04—When mixed with some herbs you happen to have, any venom you can recover from the dead snakes' poison sacs will act just like a healing elixir.

T05—On the floor you find a Skull Ring with diamond flecks for eyes.

T06—Three gold coins.

T07—As far as you can tell in the poor light, the sword seems to be finely made and rust-free.

T08—The sword is an ancient one made of bronze—an interesting curio of no practical value.

T09—The shiny object on the ground is a fine pearl ring!

T10—Olias is not the only pack rat around here. You find a collection of worthless beads of various colors, 3 gold nuggets, a leather pouch containing 11 gold and 4 platinum pieces, 7 small diamonds, 2 small emeralds, a small ruby, and a large ruby.

T11—On some skeletal remains you find a silver medallion.

T12—A pouch contains 10 matching small emeralds.

T13—The only interesting object here is a gold medallion.

T14—There's more here than you can carry, but, being nearly as greedy as Olias himself, into the largest sack you can find you stuff 10 silver ingots, 3 gold ingots, a silver candelabra, 2 gold chains, and various minor bits and pieces (to fill up the cracks) worth another 500 silver pieces.

T15—This is the creme de la creme: an emerald ring with a matching bracelet, a pair of jade cats worth about 2500 silver pieces each, a dozen platinum pieces, and a gem-studded, glowing belt. You have no idea what sort of magic it possesses, but you decide to wear it from now on.

T20—A glittering piece of genuine iron pyrite of no redeeming social value.

Level 4

Benedic's Monastery

Benedic, the wandering priest of an unknown god, has informed you that the once peaceful Gebite monastery has been plagued recently by an unearthly disturbance. The dead refuse to stay in their graves; in sleep, the monks are beset with troubling dreams; and some of them are becoming positively anemic. Many believe it a punishment for their sins, and the monks are unable—or unwilling—to deal with what appears to be the work of a powerful vampire.

If you are up to the challenge, fame and glory can be yours! Also, if you want to be crass about it, you can have whatever treasure the vampire, its minions, the living dead, and any other inhuman monsters may have accumulated. Food and drink are yours for the asking; healthful herbs and plants from the garden you may take; and other gifts major and minor may be offered. These you may accept or decline as you please, but under no circumstances should you disturb the monks or attempt to steal their personal possessions, or the most dire consequences may ensue.

You have been warned!

Room Descriptions

Rooms 1-4—A large, walled courtyard covered with loose dirt and strange, glittering gravel. To the right of the arched entrance, there is a large stack of hay for travelers' weary animals. In the center of the court there is an immense, beautifully carved statue of a bearded man; he is smiling beatifically and appears to be offering you something in his outstretched hand.

Rooms 5-12—A long arched corridor running along the west side of the courtyard. Many doors, both open and closed, line the corridor, but the only light comes from the barred arches fronting the courtyard. The stone walls are thick, and the air is cool.

Rooms 13-20—Small cubicles or cells that serve as bedchambers for the Gebite monks. Each has a thin straw pallet on a stone platform, a small shelf holding various personal items (some interesting, some not), and very little else. Some are occupied; so, if you are going to investigate, do so quietly and cautiously.

Rooms 21-28—A large, walled garden divided into long aisles. You are surprised by the amazing variety and abundance of plants, and at times you must cut your way through the shrubs and vines to walk the narrow paths.

Room 29—A kitchen. The counters are covered with grease and dust, and what must be a month's worth of pots, dishes, and utensils are precariously piled halfway to the ceiling. A terrible stench is coming from somewhere.

Room 30—A small pantry. The foul odor originates here. The pantry is filled with old, stale, stinking—no, reeking food. Would anyone really eat this stuff?

Room 31—The dining room is as much of a mess as the kitchen—or nearly so. Its sole inhabitant, the singing monk, is surrounded by crockery and an almost tangible alcoholic cloud. Falling off a bench without spilling a drop from the jug he's holding, he staggers happily toward you. Want a swig?

Room 32—This obscurely placed room must be an infirmary or embalming chamber. Bandages and bottles of strange liquids litter the tables and shelves. There is a sign:

*OUT ON A HOUSE CALL. HELP YOURSELF TO
WHATEVER YOU NEED, AND DON'T GET BLOOD
ON THE CARPET.*

—*Welbius, Monk*

For some reason you have a vision of a fatherly, white-haired man, compassionate and concerned but cheerful, and sense that there have been many miraculous healings here. Although the room is dark, you feel uplifted as you leave.

Rooms 33-44—A long, narrow, winding spiral staircase taking you far underground. The footing is treacherous, the lighting bad, and the railing separating you from a fall into the abyss is cracked or broken. Near the bottom, you hear clicking noises and detect a faint smell of vanilla.

Room 45—The stairs level off into a narrow, dank passage. Although the room is uninhabited, you sense great danger near. You can barely see the close walls, but you discern a very particular arrangement of bricks along the south wall. The masonry swings aside at your touch.

Room 46—A large chamber of earth and stone. The smell of vanilla and the sense of impending doom are now overwhelming. Perhaps that tricky door has kept the native Apshaians from discovering the way into the monastery. You are not the first to find this room, however, for several skeletal corpses in ripped and smashed remnants of armor lie about. Near one is a particularly interesting sword, but unfortunately moving shapes can be seen moving in a dark hole in the floor. It looks like trouble in River City.

Room 47—A long, dark earthen chamber with a heavy sarcophagus at one end.

Rooms 48-49—A large cemetery adjoining the monastery. An eery rattling and moaning seem to come from the very ground. Many of the tombstones are ornate and finely carved, but some graves are open, as if the process of burial had been interrupted. One casket is adorned with familiar, glittering stones.

Room 50—A large chapel or meditation room. Although there is ample space for all the monks to assemble, only one is in the room. He offers you a book on which to meditate.

Rooms 51-52—Smaller rooms evidently intended for solitary meditation, these are ablaze with candlelight. A monk suggests you might feel better with a candle or two to dispel the darkness.

Rooms 53-56—Narrow, enclosed hallways, dark but still peaceful.

Traps & Hazards

MOLD—As you rummage about, your hands and arms become covered with disgusting rot and mold.

DUST—A strong breeze blows up a whirlwind around you; the dust stings your eyes.

PIT—You fall into an open grave. Be more careful when walking through a cemetery.

NEEDLE—Some of these plants have prickly thorns and needles.

FLAME—It is only a minor burn, but you should not be so careless when handling a lit candle.

CAVE-IN—Everything comes crashing down with a noise loud enough to wake the dead. The monks are not likely to be pleased, and you're just lucky nothing hit you on the head.

Treasures

T01—Among various peculiar vials, you find some containing a milky white potion.

T02—An amulet of gold.

T03—An amulet of silver.

T04—An amulet of brass.

T05—Amazing! It's actually a find gold needle!

T06—Evidently you were hungrier than you thought, and this bit of stale bread looked the least old.

T07—What a haul: a silver candelabra, two silver chains, a diamond goblet with traces of a reddish liquid inside, 13 platinum pieces, 128 gold pieces, and 666 silver pieces!

T08—This rough robe can't be worth much and probably belongs to someone, anyway. Put it back.

T09—From the rich earth you pick several large, white mushrooms.

T10—A candle.

T11—These herbs look unfamiliar but promising.

T12—Another candle.

T13—Some greasy, grungy pots and pans. Unless you're planning to become a door-to-door salesman or to volunteer for dishwashing duty, put them back and get out of there.

T14—Apparently the Apshaians were not the only ones to know the secret of growing these lillies. Amazed by your good fortune, you pick a few of the healthful plants.

T15—A crock of ale.

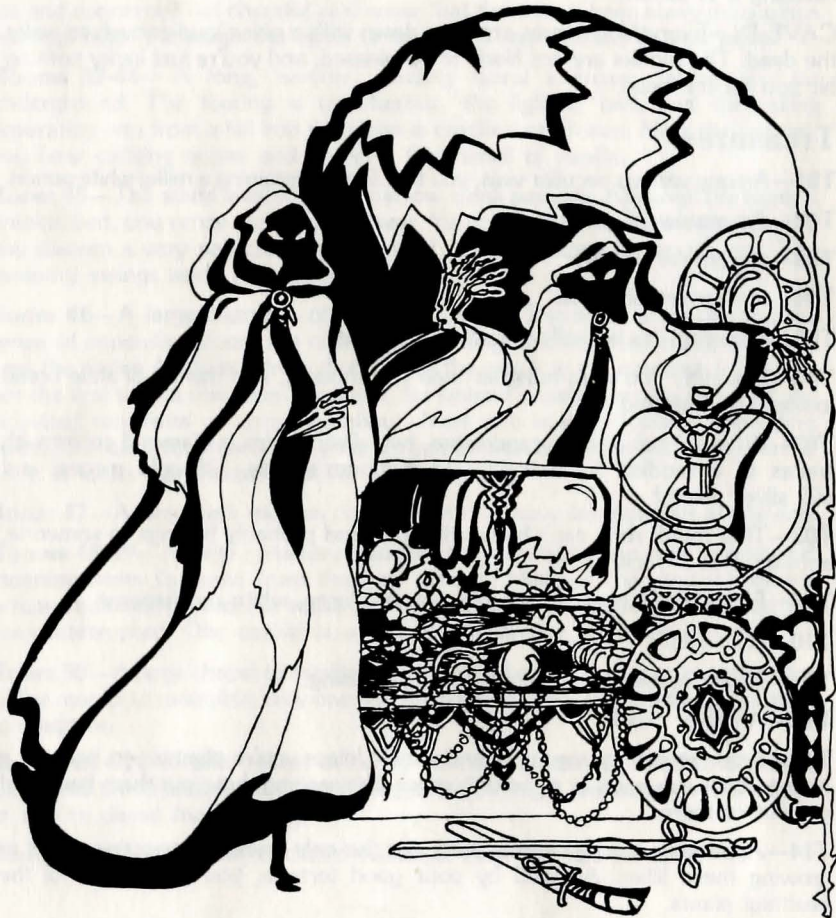
T16—It is a book called *The Secrets of St. Gulik*.

T17—An empty hand, that's what you are offered.

T18—As far as you can tell at a glance, the sword looks well made. There is also lots of other stuff here, if you could take the time to get it. Unfortunately, you seem to be occupied . . .

T19—Some nice red, ripe tomatoes.

T20—At first the stones look valuable, but you soon realize that they are only worthless gravel from the courtyard polished up a bit.



MASTER TREASURE KEY

Food

Berries	2 CP
Herbs	3 SP
Eggs	5 CP
Tomatoes	1 SP
Chicken cacciatore	4 SP

Miscellaneous

Bronze Sword	4 SP
Used Armor	10 SP
Gold Needle	1 SP

CP = Copper Piece

Baubles

Brass Amulet	5 SP
Silver Amulet	25 SP
Gold Amulet	50 SP
Silver Medallion	40 SP
Gold Medallion	100 SP

SP = Silver Piece

For further information, consult the MASTER TREASURE KEY in **Temple of Apshai**. Anything not listed cannot be valued and is probably worthless.

