

TWAS A TIME OF DREAD

'Twas a time of dread. The land, once so fair, now ravaged by the greatest pestilence since the time of the Black Wanderer and the Unborn One. Three thousand years have passed, years in which the once beautiful land has been all but destroyed.

For three thousand years nothing has been heard of the Mysterious Stranger but now he returns, to you, a descendent of the Singer of the Song. You, a mere lad, barely out of short trousers. You who has never done anything in the least heroic in all of his 17 years.

The Stranger tells you that when the Black Wanderer sowed the seed of the Unborn One, so too did he sow another seed - one which would lie dormant until the time was ripe. As the seed lay dormant however, it matured and then mutated, it divided and became many and called itself LEGION tho' it was more than just one being. It was many, it was Legion. The multi-faceted evil then spawned upon the land, but it spawned far to the east, far beyond the Eagleshorn, beyond Darklen Moor, beyond the borders of the realm, in the unknown reaches of The Saddest Lands.

The Mysterious Stranger tells you that although the Silent Song has been lost, it too has mutated within you into something more. But he cannot tell you what. It is for you and you alone to discover. He leads you to the Giant bird Sebac who is to carry you over the Eagleshorn to the realm of Legion, there to do what you will to stop the evil spreading to the west.

And so, Sebac sets you down on the Plain of the Uninvited and with a lingering glance in your direction, soars into the blue sky and vanishes over the golden horizon.

Solution

E_N_N_MOVE BOULDER_GET HORN_S_E_N_X CUPBOARD_GET POTION_S_E_OPEN FRIDGE_
X FRIDGE_GET CARCASS_I_CUT CARCASS_GET MEAT_W_S_X FLOOR_LIFT FLOORBOARD_
GET RECEIVER_WEAR RECEIVER (this gives clues to saying BEGONE to Legion
at the end of the game)_N_W_S_E_CLIMB TREE_GET BRANCH_LIFT LOG_DROP BRANCH_
GET COIN_S_S_CLIMB_CLIMB_S_X FIRE_X ASHES_DROP DAGGER_GET MEDALLION_X MEDALLION_
X MARKINGS_X CRUCIFIX_PRESS CRUCIFIX_N_N_W_W_W_S_X WELL_CLIMB WELL_THROW
COIN IN WELL_(clue to correct object is the word 'soundly' - muffle)_GET
MUFFLERS_N_E_E_S_SWIM_X LAKE_L_L_L_L (resurrected)_N_W_S_S_WEAR MUFFLERS_
S_S_S (if tarry too long the Shadows get you)_S_(if not wearing mufflers
a stag gets you)_BLOW HORN_POISON MEAT_THROW MEAT_L_L_L_MOUNT SEBAC_W_
X SHRUBBERY_GET SNORKEL_E_MOUNT SEBAC_N_N_N_N_WEAR SNORKEL_E_E_S_S_S_S_
X MEDALLION_HOLD MEDALLION HIGH_X EARTH_DIG EARTH_CLIMB DOWN_DIG EARTH_

REMOVE MUFFLERS_DROP MUFFLERS_GET DIE_X DIE_L_CLIMB_S_W_X WALL_ROLL DIE
(until it rolls a six)_X ELECTRICITY_N_X BARS_REMOVE SNORKEL_DROP SNORKEL_
GET BIRDSEED_S_E_E_E_S_GET KEY_N_N_FEED BIRD_S_S_GET KEY_N_N_UNLOCK DOOR_
N_X DOOR_UNBOLT DOOR_N_OPEN DOOR_N_MOVE CURTAIN_CLIMB STEPS_X TOWER_CROSS
WALKWAY_(if you go north you die in a few moves)_X SLIME_DROP POTION_GET
FLUTE_E_W_PLAY FLUTE_X CHEST_PULL HANDLE_E_E ~~SAW/SCREW~~.X SHAFT_MAKE
A WISH_FIX BUG_N_S_X WATER_DRINK WATER_
S-S-N_SKY REGIONE.