

# Onaar walkthrough

This walkthrough follows the obvious path through the game. It is NOT the only path through the game, nor is it necessarily the best or shortest path.

The headings in this walkthrough match the quests listed in the STATS report you can get at any time during the game. Be sure to Toggle Sidebar and then Show Document Outline in the PDF reader to use hyperlinks for quick access to any of the headings.

If you get stuck, just look through this walkthrough to find the heading for where you are, and then learn the obvious way to get unstuck. You'll likely have to make a few adjustments because of the open-ended nature of the game, but you should be able to figure it out.

**NOTE:** The walkthrough is written as if you were starting at the first sub-quest in the main quest and working your way through the main quest to the end of the game. Then it covers the side-quests. However, you can complete the side-quests at anytime they become available, and you must complete them prior to the last quest in the main quest if you wish to get a perfect score.

- Quest names look like this: **Quest Names**
- Location names look like this: **Small Cove**
- Commands look like this: eat apple
- Comments look like this: (Helpful comments.)

## Main Quest: Get registered and go to Onaar

Launch the game. Start at:

### Title Page

(Optional: help, about, credits)

c

### Early morning...

n

(Optional: tt father.)

### Registration Office

name "your-name"

(Don't forget to enclose your name in quotes.)

gender m

**or**

gender f

(Both are equal. The choice is yours to make.)

n

## Imperial Wharf

w

## Underwater...

up

## Small Cove

(You get stung by a jellyfish in the cove to give you a malady that will eventually kill you if left untreated.)

n

## Sandy Beach

(You arrive at the Sandy Beach in Onaar.)  
(Become an apprentice step becomes active.)

## Main Quest: Become an apprentice alchemist

### Sandy Beach

(You get a side-quest to report the marauders to the authorities.)

getall

(Taken: gold coins, gold bar, marlinespike, red onion, hardtack, Alchemical Handbook from dead sailor.)

(Stashed: auld wouds from debris.)

x sand

(Find a silver mirror and get a side quest to return it.)

(You also get bit by a sandworm to give you a malady that will eventually kill you if left untreated.)

eat red onion

eat hardtack

(Increase Satiety to prevent starvation.)

sw

### Rocky Headland

e

### Shipwreck

getall

(Taken: blue potato, blunt carrot, Nantes carrot.)

eat blue

eat blunt

eat nantes

(Eating Increases Satiety to prevent starvation.)

x water

(Find silver dragon.)

out

## Rocky Headland

s

## Gray Rock

getall

(Taken: gold coins, ivory pipe. Stashed: kaa eggs.)

n

## Rocky Headland

ne

## Sandy Beach

n

## Lower Sandy Trail

n

## Mid Sandy Trail

getall

(Stashed: yellow flowers.)

n

## Upper Sandy Trail

n

## Crossroads

(An NPC gives you an enhanced cherry.)

eat cherry

(Cure your maladies to keep from dying.)

getall

(Taken: young turnip, medium turnip, large turnip.)

eat young

eat medium

eat large

(Increase Satiety to prevent starvation.)

w

## Dense Forest East

w

## Dense Forest

(You get a side-quest to report the suspicious gate and guard to the authorities.)

(Optional: talk to the Bowman to learn how to steal things.)

e

## Dense Forest East

e

## Crossroads

e

## Rolling Hills

e

## The Outskirts

e

## Soquim Entrance

ne

(Optional: read posters.)

## Soquim

(Upon your first visit, Commander Warren wants to talk to you.)

tt waaren

t mar

(Report marauders to complete the side quest.)

t blg

(Report the black gate to complete the side quest.)

get coins

(Coins come from the water in the fountain. People use it as a wishing well.)

s

## Southside Grocery

give mirror to maax

(Return the silver mirror to complete the side quest.)

out

## Soquim

nw

## Alchemist Cottage Front Yard

nw

## Alchemist Cottage Interior

(Meet Saarina for the first time.)

t

(Display topics list.)

t app

t fir

(Saarina tells you to get an Alchemist Robe.)

out

### **Alchemist Cottage Front Yard**

out

(Arrive in Soquim, ready to get that robe)

### **Main Quest: Acquire and wear an alchemist robe**

#### **Soquim**

w

#### **Golden Satchel**

(You must sell the stuff you collected earlier to get more gold.)

sell ivory pipe

sell marlinespike

sell silver dragon

sell orphan robe

sell sailor uniform

buy brown

wear it

(Now you are wearing a robe. Go show it to Saarina)

out

#### **Soquim**

nw

### **Alchemist Cottage Front Yard**

nw

#### **Alchemist Cottage Interior**

(Saarina sees the robe and tells you to get an Alchemical Amulet and Vial.)

(She gives you a Speech enhanced plum so you can save time by not walking everywhere.)

out

### **Alchemist Cottage Front Yard**

out

(Arrive in Soquim, ready to get the Amulet and Vial.)

### **Main Quest: Acquire and wear an Amulet and Vial**

#### **Soquim**

get coins

(They should be there by now. If not, leave the Soquim location and return a few times.)

inventory

(Optional: You should have about 155 gold at this time, but it can vary.)

n

### **Arcane Outfitter**

buy vial  
buy amulet  
    (Oops, you don't have enough gold. Now, go get more.)  
out

### **Soquim**

    (You must gather food to sell in order to gain more gold.)  
eat plum  
    (Increase your Speech so you can use XYZZY to travel instead of walking)  
xx gray rock

### **Gray Rock**

getall  
    (Taken: coins. Stashed: kaa eggs. The kaa birds replenish the coins periodically.)  
xx shipwreck

### **Shipwreck**

getall  
    (You get some food items, each has a cash value.)  
xx crossroads

### **Crossroads**

getall  
    (You get more food items, each has a cash value.)  
    (If the three turnips have not yet been replenished just do WAIT until they do. Then,  
    repeat getall.)  
xx soquim

### **Soquim**

e

### **Happy Valley Supplements**

sell young turnip  
sell medium turnip  
sell large turnip  
sell blue potato  
sell blunt carrot  
sell nantes carrot  
out

### **Soquim**

    (Optional: You can leave the Soquim location and return a few times until the coins in  
    the pond are replenished)  
get coins  
    (Optional inventory check. You need 115 gold to buy the Amulet.)  
i

(If you don't have enough gold, go gather more food items to sell and get more coins as before.)

n

### **Arcane Outfitter**

buy amulet

(Marauders steal the rings. You get new side-quests to return them.)

(Ignore the side-quests for now, and continue with the main quest.)

out

### **Soquim**

nw

### **Alchemist Cottage Front Yard**

nw

### **Alchemist Cottage Interior**

(Saarina sees your Amulet and Vial.)

(She tells you to go get Keagle Feather and Red Flower)

(That becomes your new quest.)

out

### **Alchemist Front Yard**

out

### **Soquim**

## **Main Quest: Gather Red Flower and Keagle Feather**

### **Soquim**

guide

(Notice that it tells you to go to Lower Sandy Trail for red flower.)

(Notice that it tells you to go to Upper Sandy Trail for keagle feather.)

xx lower sandy trail

### **Lower Sandy Trail**

getall

(Red flowers taken and stashed.)

xx upper sandy trail

### **Upper Sandy Trail**

getall

(Keagle feathers taken and stashed.)

xx soquim

### **Soquim**

nw

## Alchemist Cottage Front Yard

nw

## Alchemist Cottage Interior

(Saarina sees the red flower and the keagle feather.)  
(She asks you to make a Health potion for the next quest.)

## Main Quest: Make a Health Potion

### Alchemist Cottage Interior

(You need the Amulet and Vial, and the red flower and keagle feather.)  
wear amulet  
(You must be wearing it to make a potion.)  
wear vial  
(You must be wearing it to make a potion.)  
p  
(The amulet will ask for the potency of the potion.)  
po 25  
(The amulet takes 100 mana to make a potency of 25.)  
(It then asks for the first ingredient.)  
rf  
(The amulet takes a red flower from you stash.)  
kf  
(The amulet makes a Health potion.)  
(Saarina congratulates you.)  
(Saarina tells you to enhance a food with the Health potion.)  
out

## Alchemist Cottage Front Yard

out

## Soquim

(You are ready to 'Enhance a Food Item')

## Main Quest: Enhance a food item

### Soquim

(You should have a Health potion in the vial.)  
get coins  
(The fountain is replenished with gold periodically.)  
(If coins are not there, just leave the Soquim location and return a few times until they  
are.)  
s

## Southside Grocery

buy bell  
(You can buy any of the food items, but the bell pepper is less typing.)  
out

## Soquim

nw

## Alchemist Cottage Front Yard

nw

## Alchemist Cottage Interior

(You should have a Health potion in the vial.)

enhance bell

(Saarina sees the enhanced food.)

(You get bitten by a milk spider.)

(She tells that your next quest is to gather zipper scale and roze thorn so you can make a cure malady potion.)

(She tells you to talk to everyone in Soquim to learn where all the ingredients can be found.)

(She gives you the Apprentice ring so they will divulge the locations.)

(She gives you another enhanced plum so you can use xyzzzy to get around.)

out

## Alchemist Cottage Front Yard

out

## Soquim

(You are ready to start the Create and Use a Cure Malady Potion quest.)

## Main Quest: Create and Use a Cure Malady Potion

## Soquim

(You must have the Apprentice Ring from the previous quest.)

(You must have the Health enhanced food from the previous quest.)

(You must have the new enhanced plum from the previous quest.)

e

## Happy Valley Supplements

sell bell

(Or sell whatever enhanced food item you made.)

(You should get quite a big price for the food item.)

(That's the lesson here; you can make a lot of gold by selling enhanced food items.)

out

## Soquim

eat plum

(Saarina's plum gives your Speech a 100 boost.)

tt waaren

t alc

(He tells you that you can find ingredients at Green Park.)

xx green park

### **Green Park**

buy lyzard tails  
buy roze thorns  
buy xynth eyes  
buy acacia berries  
buy wyld flowers  
buy nectaar buds  
xx soquim

### **Soquim**

n

### **Arcane Outfitter**

tt omeron  
t alc  
(He tells you to go to Dark Cave.)  
xx dark cave

### **Dark Cave**

getall  
(Tung seeds taken and stashed.)  
n

### **Dark Grotto**

getall  
(Whyte mushrooms taken and stashed.)  
xx soquim

### **Soquim**

e

### **Happy Valley Supplements**

buy banana  
eat it  
(Your Health gets boosted by 84)  
tt garlond  
t alc  
(He doesn't know where to find any ingredients.)  
out

### **Soquim**

get coins  
(Collect a few coins from the fountain.)  
s

### **Southside Grocery**

tt maax

t alc

(He tells you to go to Dungeness.)

xx dungeness

getall

(Tanzy pods taken and stashed.)

xx soquim

### **Soquim**

w

### **Golden Satchel**

tt corbettle

t alc

(She tells you to go to Hidden Lake.)

xx hidden lake

### **Hidden Lake**

getall

(Drygon fangs taken and stashed.)

xx soquim

### **Soquim**

ne

### **Sunny Farm**

tt gardener

t alc

(He tells you to go to Rock Pile.)

(He explains the risk of getting bitten.)

xx rock pile

### **Rock Pile**

x holes

(The game randomizes the location of the scales and the zipper.)

(Note which hole the pebble falls out of. That's the hole where the zipper is.)

(In this text, the hole is the middle hole, so we'll search it last.)

x left

(Nothing found. Your results may differ.)

x right

(Nothing found. Your results may differ.)

(Now you know that the zipper and the zipper scales are both in the middle hole. Your results may differ.)

x mid

(The zipper sprays venom in your eyes.)

(Zipper scales stashed.)

(A courier appears and hands you a note.)

(This event happens when you have finally gathered both the roze thorn and the zipper scale.)

read note

(The note says Saarina is out of the game. You are on your own.)

(The quest changes to 'Talk to Kasmarii'.)

make potion

(Your maladies are going to kill you if you don't cure them.)

(The formula for Cure Malady is in your formulary.)

formulary

(Notice that Cure Malady potion requires ZS and RT.)

po 25

(The Amulet takes 100 mana, and is waiting for the first ingredient.)

zs

(The Amulet is waiting for the second ingredient.)

rt

drink potion

(Your maladies are cured.)

xx soquim

## Main Quest: Talk to Kasmarii

### Soquim

(You should have collected all 16 normal alchemical ingredients.)

(You should have zero maladies.)

(You should have completed all the previous quests in this walkthrough.)

(You should have the Attacked Note in your inventory.)

read attacked note

(Notice that it suggests you go look in Kasmarii's home to find clues to his whereabouts.)

(As shown on the map, Kasmarii Home is north of The Outskirts. You must walk there.)

sw

### Soquim Entrance

w

### The Outskirts

(The front door of Kasmarii Home is north.)

n

(Notice that you need at least 81 Ghost to pass through the wooden planks.)

(You need to make a Ghost potion, but you need an Alchemy skill of at least 50.)

(Since you have only about Alchemy 42, you are going to have to practice some Alchemy.)

(The best place to do that is in Soquim, next to the fountain.)

(But first, it would be a good idea to gather some free food items so you can make some gold while you're at it.)

xx crossroads

### Crossroads

getall

(Young turnip, medium turnip, large turnip, taken.)

xx shipwreck

### Shipwreck

getall

(blue potato, blunt carrot, nantes carrot, taken.)

xx soquim

### Soquim

(The idea here is to make a series of potions and enhance food items with them.)

(Each time you make a potion, your Alchemy will go up two points.)

(So repeat the next few steps to make potions until your Alchemy reaches 50.)

p

po 33

(You have a potency ratio of 3:1 and 100 mana, so a potency of 33 is the best you can do right now.)

formulary

(Look at the formulary. At this time you can make any potion up through an Alchemy skill between 20 and 50.)

(The higher the Alchemy needed, the more value the potion and the enhanced food item you make with it.)

(We will start with a Chameleon potion by specifying auld wood, and drygon fang.

aw, df

(The Amulet responds by making Chameleon potion with a potency of 33.)

(Also, it tells you that your Alchemy skill has increased to 44.)

enhance

(Use the enhance command without specifying a specific food item to enhance any food item in your inventory.)

(In this walkthrough, it is the Nantes carrot that gets enhanced, but it could have been any food item.)

e

### Happy Valley Supplements

sell nantes carrot

(You receive a tidy profit for your work.)

w

### Soquim

drink water

(Drinking from the fountain replenishes your mana if needed.)

(You must repeat these steps until your Alchemy skill is at least 50.)

(If you run out of one ingredient, just make a different potion, or go gather more using the Guide and xyzyy.)

(If your Speech is too low to use xyzyy, just make a Speech potion and drink it.)

(If you run out of food items, just buy more at Southside Grocery.)

(NOTE: Repeat making potions, enhancing food items, and selling them until your Alchemy skill is at least 50.)

(NOTE: It is a good idea at this time to enhance a few food items with Speech and carry them in your inventory.)

(NOTE: Look through your inventory and take the time to gather any alchemical ingredients you are getting low on.)

### **Soquim Entrance**

sw

(Continuing with an Alchemy skill of 50 or greater.)

w

### **The Outskirts**

(Your Alchemy must be 50 or greater.)

(You should have a good supply of all ingredients. Use the Guide and xyzy to replenish them.)

p

po 33

wf, tp

(Amulet creates a Ghost potion with a potency of 33.)

drink potion

(Continue making Ghost potions and drinking them to boost your Ghost skill to over 80.)

n

(Your Ghost skill of over 80 allows you to walk through the planks blocking the doorway.)

### **Kasmarii Home**

x trunk

get lock pick

(You will need it for another quest.)

x desk

get scroll

read it

(Notice that one of the ingredients is to be found in Soquim.)

(Notice that Kasmarii went into the Dark Swamp.)

(So now you must go to the Dark Swamp to find Kasmarii.)

(Look at the map. Notice that you must go to the Crossroads to get to the Dark Swamp.)

xx crossroads

### **Crossroads**

eat young turnip

eat medium turnip

eat large turnip

(Eating food restores Satiety and prevents starvation.)

n

## Dark Swamp South

n

## Dark Swamp

lift portcullis

(Oops, you need strength of at least 61.)

(Time to make a Strength potion.)

p

po 50

ke, xe

(The Amulet makes a Strength potion with a potency of 50.)

drink potion

(The potion boosts your Strength over 61.)

lift portcullis

n

(The rogue wizard appears and tells you that you'll die if you go any further.)

(Notice that you need more than 81 Chameleon to sneak through his territory.)

(Time to make some Chameleon potions.)

p

po 50

aw, df

(The Amulet makes a Chameleon potion with a potency of 50.)

drink potion

(The potion boosts your Chameleon by 50.)

(NOTE: Make and drink more Chameleon potions to boost your Chameleon to over 150, just to be safe.

If you ever need more mana, just do a few WAITs until you are back at your max.)

(Continuing with Chameleon over 150.)

n

## Black Tower

(You arrive at the Black Tower and find Kasmarii at last.)

tt kasmarii

t ssm

(You receive a new quest: Poison the rogue wizard.)

## Main Quest: Poison the rogue wizard (part A)

### Black Tower

(You should be here with Chameleon well over 80.)

(You should have already talked to Kasmarii and received the Poison the rogue wizard quest.)

(Check you inventory to make sure you have plenty of ingredients. Gather more if you need to.)

tt kasmarii

t poi

(Kasmarii tells you to poison the rogue wizard by poisoning the wizard apple on his tree.)

(Then you can return to the Black Tower and shout something to begin the final battle.)

(A courier arrives and tells you that there has been another marauder attack on the town.)

t wai

(Kasmarii tells you that you can find one of the poison ingredients in Soquim.)

(He tells you that the other ingredient can be found outside the vicinity of Soquim.)

(A quick look at the Formulary reveals that you need both milk spider and daturra seed to make a poison.)

(NOTE: We will get the ingredient from inside Soquim first, but you could do the other first as well.)

xx soquim

(You should have the lock pick you found in Kasmarii Home with you.)

se

### Old Hut Yard

unlock door

(Oops, you need Dexterity over 45.)

(Time to make a potion.)

p

po 50

lt, yf

drink potion

unlock door

se

### Old Hut

x web

(Ugh, milk spiders. You need them, but you recall Saarina's warning about needing a kill jar to catch them.)

(Time to go get a kill jar.)

xx soquim

### Soquim

n

### Arcane Outfitter

buy kill jar

out

### Soquim

se

### Old Hut Yard

se

## Old Hut

get spiders

(Using the kill jar, you catch and stash some milk spiders.)

(A courier arrives to tell you that the marauders attacked the town again.)

(Time to go find the other poison ingredient, daturra seed.)

(A look at the map reveals that there is one area that is outside the vicinity of Soquim, out past the Dense Forest.)

(A look at your Stats shows us that your Speech is getting too low to cast the xyzzy spell.)

(Time for another potion or two.)

p

po 50

ts, wm

(The Amulet makes a Speech potion with a potency of 50.)

drink potion

z

z

(Wait for mana to build back up.)

p

po 50

ts, wm

(The Amulet makes a Speech potion with a potency of 50.)

drink potion

(That should boost your Speech enough for a while.)

xx crossroads

## Crossroads

(The turnips have grown back. Eat them to boost your Satiety and stave of starvation.)

eat young

eat medium

eat large

w

## Dense Forest East

w

## Dense Forest

(The guard does not notice you because your Chameleon is above 80.)

(Your Chameleon should still be well above 80, but make another potion just for safety sake.)

p

po 100

(By now, your potency ratio should be 1:1, so you can specify a potency of 100. Nice.)

aw, wf

(The Amulet makes a Chameleon potion with a potency of 100.)

drink potion

(Your Chameleon should be about 200 now. That's enough for now.)

unlock gate

(Oops, you need Dexterity of 45 or more.)  
(Time to make another potion.)

p

po 50

lt, yf

drink potion

(Dexterity is boosted by 50.)

unlock gate

(Gate swings open. The guard does not notice because your Chameleon is above 80.)

w

### **Dense Forest West**

x tree

(You see a nice bunch of pawpaws. Go ahead and get them. No harm in carrying some food with you.)

get large

get medium

get small

w

### **Dense Forest Bungalow**

(The guards don't notice you because your Chameleon is over 80.)

w

### **Marauder Cave**

w

### **Daturra Grotto**

x tree

get seeds

(The courier arrives to tell you that the town was attacked again. The situation sounds dire.)

xx soquim

### **Soquim**

(NOTE: You now have the ingredients to make a poison. But before you do that, this is a good point to pause your work on the main quest and work on the side-quests to return the rings to Omeron if you desire to get a perfect score. You could have done the side-quests earlier, but this is a good time to do them.)

## **Main Quest: Poison the rogue wizard (part B)**

### **Soquim**

(You should have done the side-quests already if you want a perfect score.)

(At this point you should have completed all the previous parts of the Main Quest, including part A of this quest.)

(You should have both the alchemical ingredients to make a poison: milk spider and daturra seed.)

(Remember back in part A, Kasmarii said to boost your health to well over 100 and said to have enhanced food items for Cure Malady and Health in your inventory?)

(Take the time now to boost your Health up over 400.)

(Remember to drink water to replenish your mana between each potion.)

(Make 4 Cure Malady enhanced food items with at least 100 potency.)

(Make 4 Health enhanced food items with at least 100 potency.)

(Boost your speech to over 100.)

(Boost your Chameleon to over 200.)

xx black tower

### **Black Tower**

n

### **Dark Swamp North**

read sign

(Notice that it says: Wizard Island.)

(The only way to get there is with xyzy.)

xx wizard island

### **Wizard Island**

x tree

(Okay, you have found the wizard apple.)

(NOTE: Before you go any further, do a SAVE.

Once you poison that apple, you will have only 10 moves to finish the game or die trying.)

SAVE

(Give the saved game a meaningful file name and put it in a safe place.)

(It is now time to poison that apple.)

p

po 100

ms, ds

(The Amulet makes a Poison potion with a potency of 100.)

enhance wizard apple

(The courier arrives to tell you that you have only 10 moves left to save Soquim.)  
(Time to get busy!)  
xx black tower.

### **Black Tower**

shout "Hey scum bag!"  
(The rogue wizard comes out of his tower and shoots a small fireball at you.)  
(The game pauses to let you make your defense moves.)  
(For example, take inventory, pick a food item with Cure Malady.)  
(In this exmple, the food item is a small pawpaw.)  
eat small pawpaw  
(Fireball burn removed.)  
c  
(The rogue wizard shoots a large fireball at you.)  
(This time, you are still in good shape. So, don't make any defense moves.)  
c  
(The rogue wizard comes out of his tower and hits you with a small lighting bolt.)  
(Make your defense moves.)  
(For example, take inventory, pick a food item with Cure Malady.)  
eat medium pawpaw  
(Fireball burn removed.)  
(Electrical damage removed.)  
c  
(The rogue wizard finally eats the poison apple.)  
(The rogue wizard hits you with a huge lighting bolt.)  
(Make your defense moves.)  
(Take inventory, pick a food item with Cure Malady.)  
eat large paw  
(Electrical damage removed.)  
c  
(The rogue wizard drops to one knee.)  
(The rogue wizard vanishes to go find a friendly alchemist.)  
  
(YOU HAVE WON THE GAME.)  
  
(You have a few extra enhanced food items, but who cares?)  
(Read the epilogue, and be happy.)

QUIT

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### **Side-quest: Return the silver mirror to its rightful owner**

Covered early on in the Main Quest walkthrough.

## Report the marauders to authorities

Covered early on in the Main Quest walkthrough.

## Side-quest: Return the Ogre ring to Omeron

## Side-quest: Return the Sleight ring to Omeron

(NOTE: Since these two rings are hidden in the same place, we can combine these two quests.)

### Soquim

(You should have the lock pick with you at this time.)

(You should have Dexterity of 60 or greater.)

(You should have Chameleon of 100 or greater.)

(You should have Speech of 60 or greater.)

xx crossroads

### Crossroads

(Optional: eat the turnips if they are here.)

w

### Dense Forest East

w

### Dense Forest

(The gate could be open. If not, unlock it now.)

w

### Dense Forest West

w

### Dense Forest Bungalow

(You Ghost should be over 80 to get through the bungalow door.)

(Time to make another potion.)

p

po 100

wf, tp

(The Amulet makes a Ghost potion with a potency of 100.)

drink potion

n

### Bungalow Interior

unlock safe

search it

get coins

get bars

get sleight

get ogre

(You now have both rings. Time to return them.)

xx soquim

### **Soquim**

n

### **Arcane Outfitter**

give sleight to omeron

give ogre to omeron

(Both these side-quests are now complete.)

out

### **Soquim**

## **Side Quest: Return Parrot ring to Omeron**

### **Soquim**

(You should have Thievery of over 80)

(NOTE: The only way to increase your Thievery is to do jail time.

The next set of steps assumes that you need to increase your Thievery. Skip over them if you do not need to do it.)

w

### **Golden Satchel**

steal indigo

(You should get caught due to your low Thievery.)

### **Jail Cell**

(Any move you make reduces your sentence. Here we use Z [wait].)

Z

Z

Z

Z

Z

### **Soquim Municipal Jail**

n

### **The Outskirts**

e

### **Soquim Entrance**

ne

### **Soquim**

(NOTE: A quick check of Stats reveals that your Thievery is well below 80.)

You must repeat getting caught, and doing jail time, until your  
Thievery is over 80.)  
(Assuming your Thievery is over 80, proceed.)

xx rock pile

### Rock Pile

x plaque

(Notice that it says: The Inner Sanctum lies within.)

(The only way to get inside the pyramid is to use xyzyzy.)

xx inner sanctum

get gold ring

(Oops! You got bitten! Check your stats to see how badly.)

(You need Dexterity over 100.)

undo

(Instead of using UNDO, could have made and used a Cure Malady potion.)

(In in any case, it is now time to make a Dexterity potion.)

p

po 100

lt, yf

drink potion

get gold ring

(Your mastery of Thievery and Chameleon allow you to get the ring.)

xx soquim

### Soquim

n

### Arcane Outfitter

give parrot to omeron

(You have finished the Return the Parrot ring quest.)

out

### Soquim

## Side Quest: Return the Ghost ring to Omeron

### Soquim

(You need Speech greater than 50 to use xyzyzy.)

(Make a Speech potion if necessary, or you can just walk.)

xx gray rock

### Gray Rock

pull chain

(Oops! You need Strength over 91.)

(Time to make a potion.)

p

po 100

(If you don't have a Potency Ratio of 1:1, then simply make more than one potion.)

ke, xe

(The Amulet makes a Strength potion with a potency of 100.)

drink potion

pull chain

(You pull a strong box out of the water.)

unlock box

(Make a Dexterity potion if necessary.)

get ghost

(Time to return the ring.)

xx soquim

### **Soquim**

n

### **Arcane Outfitter**

give ghost to omeron

(You have completed the quest.)

out

### **Soquim**

## **Side Quest: Return the Lizard Ring to Omeron**

### **Soquim**

(You need Speech greater than 60 to use xyzzzy.)

(Make a Speech potion if necessary, or just walk.)

xx crossroads

(Optional: eat the turnips.)

eat large

eat medium

eat young

w

### **Dense Forest East**

(Notice that large object in a clearing to the north.)

(You need Strength more than 85.)

(If you're not strong enough, make a Strength potion.)

n

### **Dense Forest Clearing**

(You need Dexterity more than 75.)

(You need Thievery more than 80.)

(Make potions as required.)

x monolith

x object

get it

(Time to return the ring.)  
xx soquim

**Soquim**

n

**Arcane Outfitter**

give lizard to omeron  
(You have completed the quest.)  
out

**Soquim**