

PRICE OF MAGIK CLUES

How to use these clues

Listed alphabetically below are most of the objects, creatures, people, and locations in Price of Magik.

To find out about an entry in the list, look up the bracketed numbers next to the entry. Keep looking up the numbered answers until you have all the information you need about an entry. These clues are designed so you get only a small bit of information at a time, without giving away too much of the game.

Example: *Altars; details (345)*. Look up entry 345, and you'll see *For the one with the Red Moon, see (125), and for the one with the Talisman, see (154)*. Look up 125 and... well, you take it from there!

A few "red herrings" have been mixed in with the real clues. You won't be referred to them if you use the clue sheet as instructed, but reading random entries can be misleading!

General

- | | | | |
|-----------|-------------------------|-----------|----------------------------|
| 01 | Getting started (574). | 07 | Orders to Creatures (533). |
| 02 | Age (464). | 08 | Sanity/Scoring: (552). |
| 03 | Combat (504). | 09 | Stamina/Health: (528). |
| 04 | Defeating Myglar (530). | 10 | Seeing in the Dark: (264). |
| 05 | Magik (423). | 11 | Travel: (503). |
| 06 | OOPS (576). | 12 | Winning: (586). |

Objects, Creatures, & People

- | | | | |
|-----------|---|-----------|---|
| 20 | Altars; details (345). | 45 | Claw: where (564); details (335). |
| 21 | Angel: where (228); details (442). | 46 | Claymore: where (386); details (610). |
| 22 | Ant Army: where (226); details (381). | 47 | Clock: where (193); details (475). |
| 23 | Ashes: where (364); details (288). | 48 | Cloven Hoof: where (57); details (537). |
| 24 | Axe: where (425); details (302). | 49 | Cross: where (203); details (280). |
| 25 | Balls; details (276). | 50 | Crowbar: where (247); details (325). |
| 26 | Balloon: where (430); details (422). | 51 | Crystal Ball: where (342); details (323). |
| 27 | Bag: where (244); details (293). | 52 | Curtain: where (189); details (350). |
| 28 | Bandages: where (363); details (325). | 53 | Dark Spawn: where (554); details (506). |
| 29 | Bat: where (450); details (536). | 54 | Dead Idol: where (263); details (427). |
| 30 | Bell: where (183); details (426). | 55 | Demon: where (250); details (483). |
| 31 | Black Ball: where (342); details (445). | 56 | Desk: where (240); details (293). |
| 32 | Blade of Sword: where (460); details (278). | 57 | Devil: where (317); details (442). |
| 33 | Blue Box: where (261); details (299). | 58 | Diamond: where (127); details (443). |
| 34 | Bloodworm: where (232); details (301). | 59 | Doors; details (404). |
| 35 | Boat: where (208); details (584). | 60 | Doppelganger: where (225); details (537). |
| 36 | Bones: where (184); details (390). | 61 | Ectoplasm: where (430); details (303). |
| 37 | Books: where (209); details (377). | 62 | Elder Cross: where (203); details (280). |
| 38 | Broom: where (279); details (326). | 63 | Elves: where (191); details (537). |
| 39 | Cage: where (182); details (277). | 64 | Eyebright: where (203); details (264). |
| 40 | Candle: where (249); details (354). | 65 | Eyes: where (284); details (264). |
| 41 | Chair: where (250); details (483). | 66 | Feldspar: where (205); details (291). |
| 42 | Cherub: where (201); details (262). | 67 | Ferryman: where (208); details (584). |
| 43 | Chests: where (187); details (371). | 68 | Fish: where (507); details (595). |
| 44 | Chute: where (324); details (442). | 69 | Front Door: where (281); details (439). |

- 70** Gargoyle: where (214); details (333).
71 Gateway (Glowing): where (327); details (344).
72 Ghost: where (328); details (372).
73 Ghosts of Things: where (336); details (428).
74 Ghoul: where (268); details (444).
75 Giant Creatures: details (286).
76 Gnome: where (199); details (341).
77 Gold: where (27); details (447).
78 Golem: where (429); details (480).
79 Grandmother Clock: where (193); details (475).
80 Gremlin: where (462); details (483).
81 Grimoire: where (209); details (282).
82 Hawkmoth: where (430); details (442).
83 Hilt of Sword: where (457); details (334).
84 Hobbit: where (402); details (415).
85 Hoof (Cloven): where (57); details (442).
86 Horror: where (287); details (314).
87 Idol: where (263); details (427).
88 Imp: where (317); details (341).
89 Inscription: where (465); details (467).
90 Knife: where (153); details (610).
91 Knocker: where (196); details (467).
92 Knucklebone: where (312); details (390).
93 Kobold: where (317); details (341).
94 Lake: where (221); details (304).
95 Lever: where (460); details (278).
96 Lounge Lizard: where (289); details (413).
97 Mail: where (469); details (310).
98 Magik Words: details (441).
99 Mandrake: where (203); details (269).
100 Militant: where (330); details (340).
101 Mirrors: details (373).
102 Monkey: where (351); details (331).
103 Moon: where (283); details (347).
104 Moonbeast: where (214); details (403).
105 Moth: where (430); details (442).
106 Mummy: where (210); details (318).
107 Myglar: where (216); details (515).
108 Nameless Horror: where (287); details (314).
109 Nasty Something: where (174); details (349).
110 Night Mare: where (462); details (483).
111 Oak Panels: where (218); details (346).
112 Ogre: where (430); details (421).
113 Oxfam: where (260); details (431).
114 Parchment: where (56); details (467).
115 Pendulum: where (47); details (307).
116 Pictures; details (510).
117 Pillar: where (221); details (435).
118 Plate Armour: where (471); details (290).
119 Plaque: where (305); details (599).
120 Poltergeist: where (462); details (442).
121 Portrait: where (306); details (513).
122 Postcard: where (394); details (377).
123 Prism: where (229); details (455).
124 Rainbow: where (430); details (393).
125 Red Moon: where (283); details (347).
126 Riddle: where (308); details (361).
127 Ring: where (92); details (512).
128 Robes: where (163); details (448).
129 Rope: where (217); details (384).
130 Salt: where (371); details (309).
131 Sarcophagus: where (210); details (325).
132 Scissors: where (483); details (447).
133 Scroll: where (153); details (472).
134 Secret Doors: where (397); details (482).
135 Shield: where (138); details (461).
136 Shovel: where (292); details (409).
137 Silver Mail: where (459); details (310).
138 Skeleton: where (311); details (348).
139 Skull: where (312); details (390).
140 Slug: where (236); details (392).
141 Snow: where (188); details (433).
142 Something Nasty: where (174); details (349).
143 Spawn (Dark): where (554); details (506).
144 Spectre: where (462); details (500).
145 Spider: where (166); details (383).
146 Staff: where (271); details (338).
147 Standing Stones: where (241); details (270).
148 Statue: where (410); details (382).
149 Stone Fish: where (400); details (393).
150 Sugar: where (395); details (318).
151 Sword: details (401).
152 Sylph: where (317); details (393).
153 Table: where (219); details (293).
154 Talisman: where (391); details (352).
155 Tapestry: where (306); details (478).
156 Terrorists: where (432); details (509).
157 Torches: where (432); details (562).
158 Trumpet: where (294); details (452).
159 Valerian: where (234); details (313).
160 Vampire Bat: where (450); details (536).
161 Velvet Glove: where (430); details (368).
162 Vine: where (196); details (271).
163 Wardrobe: where (315); details (293).
164 Wargame: where (243); details (478).
165 Water: where (437); details (592).
166 Web: where (247); details (383).
167 Weight: where (391); details (367).
168 Werewolf: where (192); details (568).
169 Werpig: where (317); details (360).
170 Wheel: where (578); details (329).
171 Wight: where (202); details (444).
172 Wishing Well: where (483); details (474).
173 Wolfsbane: where (234); details (568).

174 Woodpile: where (249); details (296).

175 Worm: where (232); details (301).

Locations

180 Altars: details (345).

181 Arch-Roofed Corridor: where (405); details (453).

182 Attic: where (438); details (389).

183 Belfry: where (355); details (597).

184 Bone Room: where (516); details (321).

185 Bosky Acres: where (483); details (275).

186 Catacombs: where (363); details (297).

187 Cellar Off Seadog's Room: where (601); details (371).

188 Cold Store: where (406); details (440).

189 Collapsing Junction: where (356); details (496).

190 Distorted Junction: where (273); details (275).

191 Druid Glade: where (185); details (477).

192 Elm-Panelled Corridor: where (358); details (83).

193 Entrance Hall: where (298); details (475).

194 Ferry: where (208); details (584).

195 Fountain of Wisdom: where (274); details (341).

196 Front Door: where (281); details (439).

197 Garden (Herb): where (320); details (374).

198 Garden (Roof): where (337); details (275).

199 Garden (Market): where (363); details (454).

200 Glowing Gateway: where (327); details (344).

201 Hall of Statues: where (407); details (572).

202 Hanging Tentacles: where (366); details (321).

203 Herb Garden: where (320); details (374).

204 Ice Room: where (518); details (600).

205 Inner Sanctum: where (487); details (321).

206 Laboratory: where (408); details (605).

207 Lakeside: where (221); details (304).

208 Landing Stage: where (359); details (584).

209 Library: where (494); details (275).

210 Marble Vault: where (339); details (377).

211 Mists of Time: where (609); details (388).

212 Misty Corridor: where (490); details (170).

213 Molehill: where (363); details (483).

214 Moon Room: where (378); details (593).

176 Wraith: where (231); details (318).

177 Zombi: where (272); details (318).

215 Musty Hall: where (322); details (155).

216 Myglar's Base: where (546); details (530).

217 North Tower: where (375); details (606).

218 Oak-Panelled Corridor: where (416); details (346).

219 Office: where (412); details (491).

220 Ominous Chamber: where (493); details (605).

221 Other Plain: where (369); details (369).

222 Oxfam: where (260); details (431).

223 Pentagonal Room: where (376); details (275).

224 Pillar: where (221); details (435).

225 Porsche: where (570); details (537).

226 Portico: where (387); details (501).

227 Priest Hole: where (521); details (605).

228 Pyramid: where (462); details (483).

229 Recess: where (417); details (321).

230 Red Room: where (602); details (275).

231 Reflecting Room: where (608); details (321).

232 River Tunnel: where (594); details (562).

233 Rock-Walled Room: where (522); details (562).

234 Roof Garden: where (337); details (275).

235 Scullery: where (418); details (275).

236 Slime Slide: where (596); details (140).

237 Smithy: where (363); details (600).

238 Spherical Junction: where (598); details (562).

239 Spherical Rock Bubble: where (604); details (361).

240 Study: where (527); details (134).

241 Stonehenge: where (607); details (270).

242 Stone Room: where (399); details (427).

243 Table Room: where (420); details (164).

244 Treasury: where (365); details (562).

245 Underwater: where (591); details (591).

246 Vine: where (362); details (271).

247 Web Cavern: where (525); details (383).

248 Winding Corridor: where (556); details (275).

249 Woodshed: where (380); details (421).

250 Worm Wood: where (363); details (483).

Answers

260 Oxfam, 274 Banbury Road, Oxford OX2 7DZ

261 In the middle of Stonehenge. See (241) and (270).

262 Wake it using the spell named in (452).

263 Beyond the locked door. See (242).

264 Rub eyebright into eyes.

265 Don't bite off more than you can chew.

266 Drop it in the (94).

267 Melt the (77) in the (237).

- 268** SW, W from the roof garden.
- 269** Take it confidently, without hesitation.
- 270** The best way in is SE, SE, W, SW, NW, NE, S.
- 271** Cut the (162) with any weapon.
- 272** South of the pentagonal room.
- 273** NW and N from the rock-walled room.
- 274** A mythical place.
- 275** Just an ordinary place.
- 276** There are two: (31) and (51). See also (102).
- 277** Provided to hold (29). but not really needed.
- 278** Pull the lever.
- 279** East of the entrance hall.
- 280** Placates the bat. For DET spell. See (463).
- 281** Where you start.
- 282** For the MAD spell. See (470).
- 283** On an altar. Northeast and North from the distorted junction.
- 284** Part of you.
- 285** For the GAS spell. See (466).
- 286** Ants, Bloodworm, Slug, Spider.
- 287** See (69) or (129).
- 288** For the ZAP spell. See (473).
- 289** Buy it a drink.
- 290** Wear it for protection in combat.
- 291** For the SEE spell. See (482).
- 292** S, E from the oak-panelled corridor.
- 293** A container. Examine it.
- 294** Held by the cherub. See (262).
- 295** For the HID spell. See (492).
- 296** Light it: but first deal with the (142).
- 297** Keep moving.
- 298** Open the front door, In, and NW.
- 299** For the IBM spell. See (476).
- 300** Throw it at Myglar to kill him.
- 301** The bat chases it away.
- 302** A weapon. For the KIL spell. See (488).
- 303** For the WOW spell. See (498).
- 304** Drink the water.
- 305** Underwater (245). See (68).
- 306** SE of the bone room.
- 307** For the DOW spell. See (495).
- 308** In, D, D, D, SW, N from the pillar.
- 309** Throw it at the slug.
- 310** For the FIN spell. See (479).
- 311** Walking about, near (235).
- 312** Pull up the (99).
- 313** For the FIX spell. See (502).
- 314** Gets you a bonus.
- 315** North of the attic.
- 316** For the EYE spell. See (485).
- 317** Down from the (172).
- 318** Leave it alone.
- 319** For the MIS spell. See (505).
- 320** West of the woodshed.
- 321** Just an ordinary place.
- 322** E, E, S from the misty corridor.
- 323** For the ESP spell. See (508).
- 324** At every one-way exit.
- 325** Its puzzle was left out during programming.
- 326** For the FLY spell. See (527).
- 327** SE, NE from the hall of statues.
- 328** Appears where you touch the plate armour.
- 329** For the DED spell. See (511).
- 330** Liverpool.
- 331** Take it to the cold store. See also (25).
- 332** For the CAN spell. See (520).
- 333** Tell it the answer. See (126).
- 334** You can't reach It from beneath. See (151).
- 335** For SAN spell. See (517).
- 336** If you kill anything, its ghost can come back.
- 337** NE, NE from the misty corridor.
- 338** For the HYP spell. See (514).
- 339** E, SW, W, SW from the landing stage.
- 340** Socialists who mean it.
- 341** Not in the game.
- 342** In a cold place. See (102).
- 343** For the SPY spell. See (523).
- 344** Gives any spell focus. See (5).
- 345** For the one with the Red Moon, see (125). For the one with the talisman, see (154).
- 346** There's a secret door in one room. See (357).
- 347** Touch it to become young... twice. See (360).
- 348** Kill it, using magik (if you want the shield).
- 349** Originally a gummer. Examine it for a bonus.
- 350** Cut it with any weapon.
- 351** Go through the glowing gateway.
- 352** Rub it to travel to and from somewhere. See (221).
- 353** Wear them to walk on the lake.
- 354** Blow it out quickly. Then see (343).
- 355** Up from the north tower.
- 356** NW, SW from the library.
- 357** Push the panels. See (370) for the right room.
- 358** Northeast of the entrance hall.
- 359** W, D, NW, W from the winding corridor.
- 360** CAST FLY on it to see what's beneath.
- 361** Read the riddle. The answer is the third word of (603).
- 362** Beside the front door.

- 363** Somewhere else.
- 364** From the woodpile. See (296).
- 365** SE, N from the priest hole.
- 366** Northwest of the entrance hall.
- 367** CAST FLY on the weight before doing anything else.
- 368** Wear it to breathe underwater.
- 369** Rub the talisman.
- 370** S, SE from the misty corridor.
- 371** Open the right chest and look in. See (385).
- 372** Bury all its bones. See (36), (92), and (139).
- 373** Cut the mirror in the attic with (58) to make the little one. Use this for (458).
- 374** Take everything.
- 375** Northwest of the roof garden.
- 376** D, D, S from the slime slide. Beyond the slug.
- 377** Just for amusement.
- 378** South of the ice room.
- 379** Rub the lamp.
- 380** West of the front door.
- 381** Scare them off. See (398).
- 382** Pretty useless. See (400).
- 383** Cut the (166) with a weapon.
- 384** Pull it, if you like.
- 385** CAST DOW at each in turn. See also (396) and (459).
- 386** Held by the statue. Use magik to get it. See (400).
- 387** N, N, W, N, W from the glowing gateway.
- 388** A quick way of getting around. There are exits from the Mists of Time to most places in the game.
- 389** There's something behind the mirror. See (373). To see in the dark, see (264).
- 390** Bury it in the herb garden. You need (136).
- 391** SW and S from the spherical junction. See (367).
- 392** Throw salt at it.
- 393** Pretty, but totally useless.
- 394** Just inside the front door.
- 395** Everywhere.
- 396** For example. CAST DOW AT RED CHEST. See also (5).
- 397** In (218) and (240). CAST SEE.
- 398** CAST IBM at them.
- 399** In, N, NW, N, N, SE from the portico. See (22).
- 400** See (119). then give the mail to the statue. Then, look at the statue and see (411).
- 401** Stuck through the ceiling. See (414).
- 402** Excellent books and lesser games.
- 403** Frighteningly horrible. Hence, see (413).
- 404** The interesting ones are (196) and in (242). For secret doors, see (134).
- 405** S, SW from the oak-panelled corridor.
- 406** S, S, NW, S from the rock-walled room.
- 407** Northeast from the spherical junction.
- 408** N, NW from the collapsing junction.
- 409** To bury things. See (72).
- 410** Down from the slime slide, past the slug.
- 411** CAST FIN at it.
- 412** SW, SE from the attic.
- 413** It doesn't like others of its kind. See (419).
- 414** Find the blade above the hilt. See (218). Then see (278) to free it.
- 415** Slothful and infested with bugs.
- 416** SW, W, D, E, SE from the attic.
- 417** Beyond the mirror. See (373).
- 418** South of the rock-walled room.
- 419** Wave a mirror at it.
- 420** Southeast of the roof garden.
- 421** Examine everything, and see corresponding hints.
- 422** A Red Moon gimmick.
- 423** See (436) for details. To use magik, see (133). For a complete list of spells, see (441).
- 424** In the sarcophagus.
- 425** South of the red room. Be careful; see (434).
- 426** Ring it to summon the nameless horror.
- 427** Involved in the trickiest puzzle. See (531).
- 428** It's your own fault for killing things.
- 429** West from the winding corridor.
- 430** South of the repository. See (341).
- 431** A famine-fighting charity.
- 432** All over the place.
- 433** Search it, once the (102) has gone.
- 434** Wear armour, or send someone else in first.
- 435** Go inside and head down.
- 436** To use a spell, you need to know its name (IBM, etc.) and own the focus object (Blue Box, etc. - there's a different focus for every spell). See (446) for details and (459) for an example.
- 437** In many places. See especially (94) and (245).
- 438** Up the vine, then West.
- 439** Examine it, open it, or knock on it.
- 440** Enough to freeze the whatsits off a thingamajig.
- 441** Named in the following clues: (280), (282), (288), (291), (299), (302), (307), (310), (313), (323), (326), (329), (335), (338), (343), (452), (455), and (458).
- 442** You can't do anything about it.
- 443** Use it to cut something. See (101).
- 444** Kill it, or leave the horrible thing alone.

- 445** Protects you from any one spell.
- 446** Names are three-letter words, in capitals. Spells are spread around the game. See also (580).
- 447** Useless.
- 448** Wear until you find someone deserving (456).
- 449** For the FAR spell. See (532).
- 450** In the belfry. You need (49) in order to take it.
- 451** Buried in the dead end.
- 452** For the BOM spell. See (538).
- 453** Read you-know-what. Tricky, eh? See (484).
- 454** Time to rent a movie.
- 455** For the XAM spell. See (535).
- 456** Give to the (78).
- 457** NE, N from the entrance hall. You can't do anything about it, directly. See (414).
- 458** For the ZEN spell. See (529).
- 459** If you own the pendulum and want to know if the golem is magikal, CAST DOW AT GOLEM. The pendulum swing can be interpreted for an answer (it takes experience to do this).
- 460** Sticking up in a hidden room, off (218).
- 461** Blocks enemy attacks.
- 462** In the gloom. See (250).
- 463** Detects some dangers. See (533).
- 464** Any improvement to your score or any use of magik increases your age. You die at 100. See also (481).
- 465** High up in the arch-roofed corridor. See (484).
- 466** Sleep gas surrounds the target. See (541).
- 467** Examine it to learn a spell. See (484).
- 468** Use it to lasso the hilt.
- 469** Worn by the golem. See (480).
- 470** Makes target mad. See (489).
- 471** West of the bone room. See (72).
- 472** Read it to learn about magik.
- 473** Lightning strikes the target. See (543).
- 474** Drop the gold into it.
- 475** Wait to learn a spell. Examine the (47).
- 476** Makes target fearful, uncertain, and doubtful. See (559).
- 477** Somewhere else.
- 478** Use magik to waken it, to learn a spell.
- 479** Turns mail-wearing target into a fish. See (549).
- 480** Give it something comfortable to wear. See (128).
- 481** Touching something rejuvenates you. See (125).
- 482** A spell to detect secret doors. See (553)
- 483** Not in this game.
- 484** CAST FLY on yourself.
- 485** Creates a flying eye. See (557).
- 486** Play it to charm the snake.
- 487** W, S from the collapsing junction. See (496).
- 488** Makes target berserk. See (499).
- 489** Lets you use harder spells. See also (585).
- 490** SW, W, D, E, N from the attic.
- 491** Examine the table and take everything.
- 492** Detects hidden objects. See (547).
- 493** SW, SE, NE, S, S, E from the pentagonal room.
- 494** E, N from the bone room.
- 495** Is target magik? See (555).
- 496** Cut the curtain with any weapon.
- 497** N, NE, W, N, N from the oak-panelled corridor.
- 498** Impress target so it will obey you. See [545).
- 499** To make you fight better. See (563).
- 500** Give it the bones.
- 501** Scare away the ants. See (398).
- 502** Cure target. See (567).
- 503** There's a spell which helps. See (529); also (221) and (241).
- 504** To attack it, type KILL WEREWOLF each turn. You'll do better if you have a weapon and some armour. Magikal combat is possible, using the spell named in (288). See (5).
- 505** Make target clumsy in combat. See (551),
- 506** Has very sharp claws. See (45).
- 507** Created by the spell named in (310).
- 508** Look into room in target direction. See (561).
- 509** Always have black hats, to distinguish them from the freedom fighters in white hats.
- 510** Magikally waken them in order for things to happen.
- 511** Dead zone. Cancel all spells. See (569).
- 512** It's a diamond ring. See (443).
- 513** Magikally wake it, to be taunted.
- 514** Hypnotize target so it obeys you. See (577).
- 515** A very old, powerful, evil wizard. See (530).
- 516** NE, N, NW, N from the entrance hall.
- 517** Make target sane. See (571).
- 518** E, NE, S, S, S from the stone room, See (427).
- 519** CAST IBM at them.
- 520** Cancel animation of target. See (565).
- 521** North of the study. See (482).
- 522** In, W, W from the front door.
- 523** See room where target is. See (581).
- 524** Killing him is not good enough, as he'll just return as a ghost. See (534) instead.

- 525** E, SW, W, SE, E, SE from the landing stage.
- 526** Target can fly. See (573).
- 527** N, NW from the library.
- 528** You start with 100 stamina points, and lose some for each wound. 0 stamina means death. See (539).
- 529** Takes you to the Mists of Time (388). See (579).
- 530** Remove his use of magik. See (540).
- 531** Get the door opened from (he other side. See (542).
- 532** Teleport to where you last used magik. See (483).
- 533** They won't obey just like that. See (544).
- 534** Cancel all spells with the magik named in (329). See also (31).
- 535** Examines magik properties of the target. See (583).
- 536** The (49) helps when taking it. See (548).
- 537** Yet another dummy entry.
- 538** Brings some inanimate things to life. See (575).
- 539** To restore health, use the spell in (313).
- 540** Make him sane with the spell in (335). Then see (524),
- 541** See (150) lo learn. Focus, see (150) and (285).
- 542** CAST ESP EAST to see beyond it. Then see (550).
- 543** See (164) to learn. Focus, see (23) and (288).
- 544** Use the spell in (338).
- 545** See (213) to learn. Focus, see (21) and (303).
- 546** Northwest from the Moon room. See (593).
- 547** See (185) to learn. Focus, see (161) and (295).
- 548** It chases away the bloodworm and (560).
- 549** See (137) to learn. Focus, see (137) and (310).
- 550** CAST BOM at the idol and see (558).
- 551** See (41) lo team. Focus, see (169) and (319).
- 552** Score involves becoming a better magician, shown by a decrease in sanity. You score points for learning spells, obtaining spell focuses, the first use of each spell, and for visiting locations. There are a couple of bonuses, too. The lower your sanity is, the more spells you can use.
- 553** See (206) lo learn. Focus, see (66) and (291).
- 554** CAST BOM to waken the picture that's North from the red room.
- 555** See (115) to learn. Focus, see (115) and (307).
- 556** NW, S, S from the red room.
- 557** See (55) to learn. Focus, see (88) and (316).
- 558** CAST ESP; CAST HYP to control it. See (566).
- 559** See (33) to learn. Focus, see (33) and (299).
- 560** If hypnotized (338), can take the wheel.
- 561** See (69) to team. Focus, see (51) and (323).
- 562** Just scenery.
- 563** See (164) to learn. Focus, see (24) and (302).
- 564** From the dark spawn. See (554).
- 565** See (199) to learn. Focus, see (41) and (332).
- 566** CAST ESP again; type IDOL, OPEN DOOR.
- 567** See (155) to learn. Focus, see (159) and (313).
- 568** The wolfsbane keeps the werewolf away.
- 569** See (20) to learn. Focus, see (170) and (329),
- 570** Parked next to the Volvo.
- 571** See (119) to learn. Focus, see (45) and (335).
- 572** Wake the cherub using the spell in (452).
- 573** See (220) lo learn. Focus, see (38) and (326).
- 574** Look at the door and vine. Eventually, you'll climb the vine and enter the attic; but, first, West to the woodshed. See (582).
- 575** See (79) to learn. Focus, see (158) and (452).
- 576** OOPS is just like the UNDO command.
- 577** See (89) to learn. Focus, see (146) and (338).
- 578** In the misty corridor. To take it, see (29).
- 579** See (114) to learn. Focus, see (101) and (458).
- 580** Each spell is associated with an object (its focus) and only works if you have that object. For example, if you want to CAST FLY, you need the broom. See also (588).
- 581** See (148) to learn. Focus, see (40) and (343).
- 582** Examine everything, then the nasty; light the wood; extinguish the candle before it burns away. Take everything; go West. See (590).
- 583** See (123) to learn. Focus, see (123) and (455).
- 584** Give any object to the ferryman, then hop in. See (591).

- 585** See (153) to learn. Focus, see (81) and (282).
- 586** Find all the focus objects and learn all the magik spells. Use them. Then tackle Myglar (515) and cancel his magik.
- 587** See (227) to learn. Focus, see (49) and (280).
- 588** Each spell cast makes you a year older.
- 589** See (191) to learn. Focus, see (48) and (449).
- 590** Take everything from the garden. Now EXAMINE ALL and you're on your own!
- 591** The boat passes above an underwater plaque. Try to read the plaque. See (599).
- 592** See (207) and (245).
- 593** Dispose of the moonbeast - see (403). Then tell the gargoyle the answer to the riddle.
- 594** North of the ferry.
- 595** Become this, while in the boat. See (591).
- 596** S, S from the distorted junction.
- 597** Take the bat. See (29).
- 598** N, N, NW, N from the river tunnel.
- 599** See (68). Then, read plaque to learn about the SAN spell.
- 600** Flying helps,
- 601** S, NW, SW from the oak-panelled corridor.
- 602** SE, SW from the pentagonal room.
- 603** Cast the fear spell.
- 604** In, D, D, D, SW, N from the pillar.
- 605** Go there to learn a spell.
- 606** Pulling the rope is a way to summon the horror.
- 607** Using the spell in (452), waken the picture in the rock-walled room.
- 608** SW, SE, N from the pentagonal room.
- 609** Use the ZEN spell. See (579).
- 610** A weapon.