

ULTIMA VII -- THE BLACK GATE 1.0

City Plots: Vesper, Moonglow, Empath Abbey/Yew - 6/23/91
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VESPER

After the fight at the tavern (i.e. when the party is called "Gargoyle lovers"), the party can talk to Yongi, the bartender. He will tell the party about a little trouble one of the villagers, Blorn, had with some of the gargoyles on the other side of town. They can talk to Blorn there if he's at the tavern. He will be wearing a jeweled amulet/necklace (evident from his portrait). Blorn will be suspicious of the party. After all, they are gargoyle lovers. If they find Blorn at home, he will still be suspicious, but the party need not fight to speak with him. He will tell the party that a gargoyle attacked him when he went near the oasis. He knows the gargoyle's name (Austinium) and would be very happy if the Avatar went and avenged him. He will warn the party that the gargoyle -- like most of their kind -- is very selfish and cruel and will attack, especially if they mention Blorn's name.

When the party makes their way to the gargoyle side of town, they will find that the gargoyles, though a bit cautious of the party, are not overtly hostile, with the exception of those in the tavern. In fact, Austinium is quite friendly and helpful. When the party asks the gargoyle about Blorn or the attack, he will apologize for the incident and tell them that he was simply defending his possessions, for Blorn had broken into his house to steal an amulet.

When accosted, Blorn will admit that he has the amulet and that he took it from the gargoyle (who, of course, "didn't deserve it anyway"), and give it to the Avatar to return to the Austinium. Blorn was hoping that the party would attack without asking questions.

MOONGLOW

To make the "portable orrery," the observatory head must have a several, clear-cut diamonds. (S)he currently has one of the orreries nearly completed, and needs only one more gem. (S) he recommends that the Avatar speak to Zelda at the Lycaeum about procuring one of these types of gem. Zelda tells the party that this diamond is imported and that many adventurers/traders go there to collect some to sell to the observatory head. She tells the party to try the tavern for travelers who may have recently brought some in..

Eventually, at the tavern, the party will find Addom, a fighter who has just come from an "adventure" where he found this unusual diamond. Not recognizing it, he came to Moonglow to visit the Lycaeum and possibly discover its scientific, magical, and economic value (if any) from Zelda. If the party tells Addom that they need the gem, he will give it to them only with Zelda's

permission (i.e. if Zelda doesn't think Addom can sell it to scientific or magic using types).
Addom is married to Duncan, a resident in Yew.

Back at the Lycaeum, Zelda will require that the Avatar find out some sage-like piece of knowledge* along the lines of "what is the average velocity of a coconut-laden swallow?" The avatar will need to talk to the trainer for this information. The trainer, however, will give this information away freely. When the party returns to Zelda with their knowledge, she will give them permission to use the gem for their purposes. Addom will hand over the gem and the observatory head will make the "portable orrery" for whatever fee he normally charges, perhaps charging a little less for the party's trouble.

* Instead, Zelda might be a gossip, and may require that the party find out something juicy, such as, "Does Sharon have a brother named John and is he really dating Brenda?"

EMPATH ABBEY/YEW

The healer's mother just passed away a few months ago. In fact, every day at sunrise, just before Reyna opens her shop, she visits her mother's grave. She is sad because the rest of her family lives far away, and is unable to visit or leave flowers very often. She will tell the Avatar how nice it would be if someone (read: Avatar) were to visit Aimi's garden, near the tailor in Yew, to pick some flowers for her mother's grave. Regardless of whether the Avatar does this, she will heal them. However, should the Avatar give her a bunch of flowers, she will heal the party for half-price (or free, or whatever seems appropriate and/or feasible within "our" technology).

If Aimi is in her garden when the Avatar picks the flowers, she will initiate a conversation in which she will IMPLY the Avatar needs her permission to get the flowers. Throughout the conversation, she will flirt with the Avatar. Eventually, she will reveal what is necessary to earn her concession. The Avatar must agree to the Britannian equivalent of a date with Aimi for sometime in the future. Of course, the Avatar need not go on the date, but he must agree to it. If Aimi is not tending her garden, which is only at night and during meals, the Avatar can get the flowers without making any promises.

Duncan, one of the residents in Yew, is pining away for her fighter husband, Addom. She has little to offer the party, other than the same general information most NPCs have, so the party will feel little inclination to go track down Addom in Moonglow.

In the brotherhood, the party can talk to Jonlee, a thief who is in the Abbey posing as a monk. If asked about the Fellowship, he will offer to reveal much information in exchange for a potion of invisibility from Nicodemus' shop in Yew. If asked why he wants the potion, he will say it's part of an experiment a silency potion, since the monks aren't allowed to talk. Of course,

Jonlee knows little about the monks -- since he's not one -- and thinks the monks have to take a vow of silence. This is a good clue for the players to discover he's not what he seems. If the party can get a potion, he will thank them and then drink it, disappearing before telling the party anything.