

Bishtahtehr

(Bistatehr)

This peaceful place has a long history. Bishtahtehr is mainly a tall forest but there are grass planes. You link into the Cassara Cathedral. In it are Hieroglyphics about the three stages of the age. On the wall on the left of the door is what the symbols mean in Tikonian. As you walk out of the cathedral you will be out in a thick forest with a cracked cobblestone pathway going on top of the hills. The hills are connected by bridges. If you stop on the second bridge you will see a triangle symbol on a journey cloth which is stuck on a tree in the center of a clearing. It is a high Evocia tree, which is a tree with different levels of leaves separated by 5 ft of trunk. Every level is fifty years. This tree has 12 levels. That is 600 years old! When you get off the cobblestone path it will become a fork in the road. One goes to the right and one goes to the left. If you take the one that takes you into the wood you will get a journey cloth. Just two more. If you take the one on the right it will take you to a ruin. Then the path splits again. One goes to a cave (the one on the right) and one takes you to the ruin. When you go to the ruin (for you don't need to go to the cave until the end) you will pass an Evocia tree with a ladder going up to a platform. On the platform is a Visbane solder uniform. It is a long-sleeved black shirt. There are silver and gold rings (alternating) going up the stomach and ending at the base of the ribcage. There is a red rope around your neck when you put it on. On the lower part of the black shirt (lower arm) are silver rings up to the elbow. On your chest is a small piece of silver metal that goes from shoulder to shoulder. This goes in the body section of your dresser. This is one of three parts of the armor that you find. Walk around the tree until your view changes and there will be another journey cloth with a triangle on it. If you touch it you will hear a rumbling sound from the cave. You can see the cave from you push and the cave has started to collapse inward. Go to the ruins but first you need to get down but the rope ladder snapped in the earthquake. This is the first *real* puzzle. It is easier than you think. The first way is to jump off the platform above the lake that is behind you so you can swim out or you can go to Relto and walk back. The reason you jump in the lake is that if you jump over the ground you will be linked back to Relto so you might get a little wet in this one. When you are past the ruins walls there will be a Nexus book on the top of the staircase but the stairs are blocked by cracked Bahro stones. Be sure not to touch them or you will be sent to day Minkata. If you explore a little more you will find a large castle keep. Walk inside go up 4 staircases until you are at the top. There will be very big moss-covered cannon. On the ground near to barrel of the gun will be another one of the journey cloths with a triangle on it. When you touch this one all three sides of the triangle will glow in rainbow colors like if you get a star in Mario Bros. Then another earthquake will shake the ground except harder. All the stairs will collapse. 1ft by 1ft cannonballs roll out of a barrel and gun powder will fall out of another barrel. The cannon is a Fiesha cannon so it doesn't need gun powder. You will see that there is a large stone wall in front of the building. As you walk toward the barrels you will see the Visbane pants. Again, the pants are long and black and it is held up by a white belt of cloth. Up you lower leg will be gold and silver rings again alternating. This goes in your pants section in your dresser. Then behind a barrel are black boots with half silver rings on top of the boots. Their laces are white rope. These will go in the shoe category in your dresser. Touch a cannonball and touch the gunpowder. Your avatar will push the two together. **You may only walk while you are carrying the ball to the cannon or else you will drop it (your jump is neutralized)!** When you get to the cannon (for there are many things blocking your way like piles of rock and fallen tree branches) touch it and you will put it in it. Touch it

again and it will fire. Do this three more times. When you shot all four balls the wall will collapse making an uneven ramp. Make one more cannonball and walk to the cave. Put the ball down in front of the cave. This cave is nearly unblocked! Go back to the platform on the tree and you will see a small blue rock. Pick it up and go to the linking stones which are blocking your way to the Nexus. Touch the linking stones and you will strike the rock against them. The rock will start sparking so you should run to the cannonball. Quickly touch the cannonball and stand back. BOOM! The ball explodes opening the cave. Coughs will come from the cave. A young 18 year-old girl will walk out of the cave. She is thin with slanted ears ending in a point. She is wearing the same things you are-the boots, the shirt, and the pants of the Visbane uniform are on her. She says to you, "Thank you for saving us! We are grateful. For a reward I give you this commander's helmet." She puts it on your head. She continues, "I am Anyila darter of Sisvain. Now follow me." You follow her back to the Cassara Cathedral. When you get there she touches the hand print on the wall the wall wavers and turns a bright pink then fades away to a wall with the translation from Tikonian to English. A deep rumbling happens and a thing pops out. It looks like a TV remote with six rows that you can turn. You need to punch in the English form of the

words on the wall that you see in the link in point. **I AM NOT TELLING**

YOU WHAT IT SAYS!!!! When you go outside you will see more elves.

You notices that the music changed to a more inviting type of tune. Go to the left side of the cathedral. There will be a Bahro cave with the center piece missing. Put the 'remote' that you have been carrying into that slot. The door will open, walk inside and you know the drill.