

Spirit #1: Hidden Messages

What? Who's there? I... oh, I suppose you're here for the Planar Viola. Goodness, I haven't seen a living, breathing person in... centuries, must be. My name is Lydia Cartwell, it's a pleasure to make your acquaintance. I suppose you're musicians? I miss making music in the land above, the music everywhere, the symphonies in the streets! Down here it's so quiet. Nobody around. I play the oboe myself. Or, played, I suppose. Chamber music was always my favorite, I loved getting together with a few friends and making something beautiful, no conductor telling us what to do, just us and the music! I can't exactly play the oboe anymore. Oh, goodness, you haven't come down here to hear me babble, you have a task ahead of you! If you're to find the Planar Viola, you must complete a series of musical challenges to prove your worth. You'll find the first one right beside me. Crack the code and then move on and see what Marcus has for you in the next room.

Spirit #2: Time Trials

Mm... you made it past the first test. Very good. My name is Sir Marcus Burns, I am a scholar of the theory and practice of music. You demonstrate great courage; few dare even enter the Caverns. This is a mark in favor of your worthiness. It is my honor to present you with your next task. Before you, you may find several rhythms, as well as a time signature for each of them. Some rhythms fit the written time signature; others do not. Your job is to circle the rhythms that do NOT fit within their time signatures, then proceed to Mitchell Jones for your next challenge. Is that understood? Good. Oh, and while you're here, you may want to start preparing your case for the Final Guardian. They'll want to know why you believe yourselves worthy of the viola.

Spirit #3: The Name Game

Oh, golly, hi there! I'm Mitchell, it's so nice to meet you! Goodness, real, live people! Tell me, what's it like up there nowadays? I bet you get to talk to other humans like, all the time! That's so cool. Oh, I'd better let you get on with your quest. This one's simple: take a look at these pieces of music and write down what keys they're in, ok? Then you can say hi to my pal Evelyn Highwater in the next room. Well anyway, this has been nifty! Good luck!

Spirit #4: Accidents Happen

I suppose you're here for the Planar Viola, eh? Well, good luck. You may have completed the first challenge, but you've no idea what awaits you! Have you ever heard of a major scale? (Singing) Do re mi fa sol la ti do! Oh, well, I suppose you have, very good then. Here's your challenge. Before you, you'll see several scales. These might not be major scales. Your job is to make them major scales. Add sharps, add flats, whatever you need, but whatever you do, do not change the first note, you hear me? Don't change it! Then head to the next room when you're done.