(20, 'schen', 3, '196.25.168.11', NULL, 'LOCK: ??\n\n1. Kill Lord Koran there to get a key (royal seal) to the palace gates\n2. (dwde2se;un n;o n, i think). You''ll get an Orb of Light from the king\n(actually you can get as many as you want by going in and out of the room).\n3. You need to get the other Orb (the Orb of Darkness, which\ncombines with the Orb of Light to get the Orb of the World)\n4. Kill undead general in skullgore plains for a key...\n5. Keep checking all the skullgore rooms for an up (hidden on\nscan door) unlock up, go 2u\n6. There''s a mob Omkas the Reaper. If you''re good align,\nyou have to kill him for the Orb of the World.\nIf you''re evil align, he''ll give you it and teleport you.\n7. Go back to the beginning of the area, unless you were teleported,\nand get the Light of Dawn from Orionis the Blacksmith. So long\nas you have the Orb of the World in your inventory, he''ll forge you a\nLight of Dawn.\n8. Go back through skullgore, go to the Inn with the\nghost of the innkeeper. In that room, say "murder."\n9. He''ll give you a key and purge himself, so you can only\nget one.\n10. Go swn, kill all the guards in the room,\notherwise they''ll teleport you if you try and go north.\n11. Unlock n;o n;n, go up as far as you can.\n12. Kill the mob before the locked room.\n13. Unlock and go east, and make SURE you wield the\nLight of Dawn for at least the last hit on Geofram --\notherwise you''ll receive none of the items from the\nending and you''ll be teleported to the beginning of the\narea. The end depends on your align, so you might want\nto go through it twice with both an evil/good align.\n\n-- Note that the items are the same for\nevil and good align, just the story ending is\ndifferent.\n-- Note that if you are trying to get all rooms you will\nhave to go through it once as good then evil align.', 0, 1145656723, NULL, NULL, 18),

(393, 'cadmus', 12, '97.82.90.42', NULL, 'lock?', 0, 1210347432, NULL, NULL, 18),