(886, 'tinky', 34, '58.182.121.46', NULL, '[color=blue]Note: This goal was done with sneak and invis off. Use at own risk.[/color]

[color=green]1. From the first room of Den of Thieves, run 6en to get to Mysterious Man and type ''nod man''.[/color]

A cloaked man stands here looking like a displaced mountain. A Mysterious Man says, "You look like you could be someone I can trust. Give me a nod if you have a moment." You nod at A Mysterious Man. A Mysterious Man says, "You seem like a vile being whom I can trust with a most important task. I am with the Aylor Thief Round Up Society. I have been given the most important of jobs: to clear this system of tunnels of all pick pockets before tonight when the almighty Ivar will be touring through here with his brigade of hawt chix0rz and mindless worshipers. Perhaps you can be of service, if you wish to help all you have to do is [color=green]2. Say yes to get Knife of Slow Speed.[/color] You say ''yes'' A Mysterious Man grins evilly. A Mysterious Man says, "I knew I could count on you. Let''s begin by hitting them in their legs. Take this knife and see to it that Fast Freddy is unable to run away." You receive Knife Of Slow Speed from A Mysterious Man. \*\* Goal Added : Chapter 1: A Terrible Mistake. Type ''goals thieves'' for full details on this quest. \*\* Task Added : Slow down Fast Freddy. [color=green]3. Wield Knife of Slow Speed. Find and kill Fast Freddy. You will get Speed.[/color] Fast Freddy says, "What is the meaning of this, I suddenly am moving too s...l....o....w. You will not get away with this." Fast Freddy begins to run away, well more like walks in slow motion. You receive Speed from Fast Freddy. Perhaps you should show the Mysterious Man what you have received. [color=green]4. Return to Mysterious Man and give him Speed. You will get Huge Chunk Of Ice.[/color] You give Speed to A Mysterious Man. A Mysterious Man bows before you. A Mysterious Man says, "You have done Aylor a great service, but alas the job is far from done. Hot Hands Magee has been burning up these tunnels for awhile. It''s her time to finally cool off. By the way if you lose this ice, just come back and ask for more." You receive A Huge Chunk Of Ice from A Mysterious Man. \*\* Task Done : Slow down Fast Freddy. \*\* Task Added : Cool Off Hot Hands Magee. [color=green]5. Find Hot Hands Magee. Drop Huge Chunk of Ice in the room he is in. You get Heat.[/color] Hot Hands Magee shivers uncomfortably. Hot Hands Magee says, "Wow did it get cold here. I''m so not standing around here." Hot Hands Magee flees and leaves behind her warm personality. You receive Heat from Hot Hands Magee. Well this job is done, let''s go see what he thinks of this item. You drop A Huge Chunk Of Ice. [color=green]6. Return to Mysterious Man and give him Heat. You will get Snake Fang Comb.[/color] You give Heat to A Mysterious Man. A Mysterious Man shakes your hand. A Mysterious Man says, "Yes, you are doing so well, don''t stop now, find a way to tame Stefan and his wild DO. Here try this. Now don''t lose it they cost me a good 500 gold to make." You receive A Snake Fang Comb from A Mysterious Man. \*\* Task Done : Cool Off Hot Hands Magee. \*\* Task Added : Tame Stefan''s wild "do". [color=green]7. Find Stefan and give him Snake Fang Comb. He drops A Pocket Mirror. Get it from the ground.[/color] You give A Snake Fang Comb to Stefan. Stefan combs back his hair and straightens his shirt. He then pulls out a mirror and begins to admire himself. Out of nowhere a little red Hatchet Man smacks Stefan in the behind. Stefan drops the mirror and chases after the little red fiend. Stefan drops A Pocket Mirror. Maybe you should grab that mirror and show the Mysterious Man. [color=green]8. Return to Mysterious Man and give him A Pocket Mirror. You will get A Gold Dagger.[/color] [color=green]9. Find Dougie Doug and give him A Gold Dagger. He drops Three Golden Daggers. Get it from the ground.[/color] You give A Gold Dagger to Dougie Doug. Dougie Doug exclaims, "What am I to do with this? Can''t you see I already have two of them? You want me to use three? I am not Three Arm Alarm over here. I only need two. You know what, I am not going to let you trick me into looking stupid. I can use three, just you watch!" Dougie Doug begins to juggle and make stab motions with his three daggers, until one slips and falls on his foot, hilt side first thankfully. Dougie Doug rushes off to get a bandage and leaves all three of his daggers on the ground. Dougie Doug drops Three Golden Daggers. Back to the Mysterious Man we go, oh don''t forget to pick up the daggers. [color=green]10. Return to Mysterious Man and give him Three Golden Daggers. You will get A Five Course Meal.[/color] [color=green]11. Find Tom Dub. Eat A Five Course Meal in the room he is in. You will get A Bloody Nose.[/color] You eat A Five Course Meal. Tom Dub whines pathetically about everything. Tom Dub says, "That is so freaking cruel. I have been hungry since tomorrow, wait, I mean yesterday before tomorrow. Anyhow I have been more hungry than spoiled Aylor children are for attention. You know what, I''m going to hit you." Tom Dub puts up his dukes and circles you, you can''t help but have a chuckle as you show him that you are armed. Tom Dub exclaims, "What''s so funny? I don''t care, bring an army!" You laugh even more and struggle as your eyes water from the hilarity. Tom Dub takes this time to sneak in a punch to the nose and blood begins to drip out. You receive A Bloody Nose from Tom Dub. Now look at this, you do not deserve this, time to complain of job hazards. [color=green]12. Return to the Mysterious Man, the mobprog activates when you enter the room. You will get Some Strong Sedatives.[/color] The Mysterious Man points at your nose and laughs. A Mysterious Man says, "I see he snuck in a nice one. Never mind him, we have bigger issues. Billy Bill is one big dude. We need to make sure he is nowhere near Ivar later tonight. Take this and see to it that he sleeps through the night. You can get more if you simply ask." You receive Some Strong Sedatives from A Mysterious Man. \*\* Task Done : Have dinner while dealing with Tom Dub. \*\* Task Added : Go and Sedate Billy Bill. [color=green]13. Find Billy and type ''sedate billy''. You will get A Sinfully Nude Demoness Picture.[/color] You drop the pills into Billy''s ale. Luckily he doesn''t see and grabs the tankard and downs it in one gulp. As you gleefully watch he looks at you with a glare and yells. Billy Bill screams, "What in the Nyne''s name are you looking at!!!" Billy approaches you to punch your overly happy to stare eyeballs but begins to tilt and finally falls over asleep. You get bold and decide to raid his wallet for some spending cash but only find a picture of a naked demon lady, ewww. Maybe that strange guy would like to see. You receive A Sinfully Nude Demoness Picture from Billy Bill. [color=green]14. Return to the Mysterious Man and give A Sinfully Nude Demoness Picture to him. You will get A bottle of "Gut Rot".[/color] You give A Sinfully Nude Demoness Picture to A Mysterious Man. \*\*STEAM\*\* is shooting out of A Mysterious Man''s head. he seems pissed! A Mysterious Man says, "Wait, where did you get this? What?!?!? Billy Bill had it? Why I ought to! Never mind that for now. We need to get Rude Boy out of the way. He drinks like a fish so we need to get him so bombed he will be hungover the whole time Ivar is here. Don''t drink it yourself, and if you do, for Ivar''s sake ask for more." You receive A bottle of "Gut Rot" from A Mysterious Man. \*\* Task Done : Go and Sedate Billy Bill. \*\* Task Added : Rot Rudeboy''s guts with this "Gut Rot". [color=green]15. Find Rudeboy and give him A bottle of "Gut Rot".[/color] You give A bottle of "Gut Rot" to The Rudeboy. The Rudeboy high fives you and instantly downs the entire bottle. He burps loudly and gives back the empty bottle. You receive An Empty Bottle from The Rudeboy. The Rudeboy exclaims, "Whoa now that''s what I''m talking about!" Rudeboy stumbles off already feeling the affects of the liquor. Go tell your new friend that Jumpsteady is alone. [color=green]16. Return to the Mysterious Man and say jumpsteady is alone.[/color] You say ''jumpsteady is alone'' A Mysterious Man grins evilly at you. Hmmm. Better keep your distance. A Mysterious Man says, "Good good, we''re right on track now. Just one more problem to take care of. Jumpsteady is quite the lavish playboy, his only issue is he gambles away all his funds. I just so happen to know he is flat broke so he won''t be going out to the secret tables. Perhaps you can go and stimulate his income with this and clear the way for Ivar''s safety. Of course as always you can get another bond by saying so." You receive A Savings Bond from A Mysterious Man. \*\* Task Done : Rot Rudeboy''s guts with this "Gut Rot". \*\* Task Added : Stimulate Jumpsteady''s bank account. [color=green]17. Find Jumpsteady and give him A Savings Bond, then give him 9,999 gold. Not sure of actual amount, 999 too little, but 9,999 was enough. You will get The Thieves'' Lantern.[/color] You give 9,999 gold to Jumpsteady. Jumpsteady says, "Thanks pal! Oh one more favor, could you hold this lantern and keep an eye on things and make sure the tunnels don''t fall into chaos. Whatever you do, don''t leave your post." You receive The Thieves'' Lantern from Jumpsteady. Finally all of the thieves are out of the way, time to go and collect your payment from the Mysterious Man. [color=green]18. Return to the Mysterious Man and give him The Thieves'' Lantern.[/color] You give The Thieves'' Lantern to A Mysterious Man. A Mysterious Man cackles gleefully at you. Better keep your distance from him. A Mysterious Man says, "You have ensured that Ivar''s visit will go over without a hitch. Good job! As far as a reward goes, go to the mountain peak later tonight for your reward. Go on, find a bed and get some sleep." \*\* Task Done : Stimulate Jumpsteady''s bank account. \*\* Task Added : Go to The Mountain Peak for your reward. [color=green]19. Run 3sdse;sleep bed;wake;run wnu2n2w4u. Mobprog activates when you enter the room.[/color] You walk to the peak of the mountain where a large portal has opened, swirling about in the sky. You can see various forms of evil creatures dropping out of said portal. First the tiny lil red men with sharp hatchets, the moving slimes of acid and blood, the twisted humans of evil intent and finally a massive man who looks strangely familiar. Oh no, it''s the man who you helped earlier in the day. War The General points at you. How rude! War The General says, "Haha, it''s the fool which made this all possible. Lord Damian sends his thanks. What''s that? A reward? The thanks of Lord Damian is reward enough! Now begone before I make an example of you." Oh no, what have you done? You had better find Jumpsteady and tell him about the portal before all is lost. [color=green]20. Run 4d3wne and say portal.[/color] You say ''portal'' Jumpsteady says, "What, a giant portal opened up? Then our worst fears have been realized." Jumpsteady sighs. You are interrupted by one of the members of the thieves guild who has rushed in and screamed out about the invasion and how massive losses are already to be found. Jumpsteady says, "We have no time, find all the thieves and send them into battle. Tinky, go and slay as many of the demons as you can. You have to make amends for what you have done here." \*\* Task Done : Go to The Mountain Peak for your reward. \*\* Task Added : Make amends by killing as many demons as you can. [color=green]21. Run ws. Starting from this room, kill all the demon mobs in the area. A demon of insanity, A blob of blood and guts, An evil human, A zombied thief, A hatchet man, A killer monkey, etc.[/color] [color=green]22. Return to the Rudeboy. Mobprog activates when you enter the room.[/color] You arrive just in time to witness a fight between a powerful mage and the two heads of the thieves guild. The powerful mage first casts spells to web them both and then makes Jumpsteady disappear. Rudeboy fights off his own web and just as the mage is about to blast him you enter the room and the mage thinks twice and transports himself out. Rudeboy looks frantic as he yells at you. Rudeboy says ''We have no time to waste, go to the summit and first destroy the juggernaut then Wa4r himself. I will be going to find where they have taken Jumpsteady. Hurry we have no time to waste.'' \*\* Task Done : Make amends by killing as many demons as you can. \*\* Task Added : Destroy the juggernaut. [color=green]23. Run ws3e3u and kill Juggernaut.[/color] The Juggernaut falls in battle opening the way for you to bring the attack to War himself. \*\* Task Done : Destroy the juggernaut. \*\* Task Added : Send War the general back where he came from. [color=green]24. Run u and kill War. You will be teleported to the final room of the area.[/color] War The General cackles gleefully at you. Better keep your distance from him. As you go for the final strike, War the general dodges the blow and rises into the sky. He slowly floats towards the swirling portal above the mountain and laughs maniacally down at you. War The General exclaims, "You have failed here today fool, Lord Damian will walk again. You will never be able to save Jumpsteady. Give it up, there is no reason to perish here. Mwahahahahaha!" As War disappears into the portal, a loud bang echoes over the entire mountain. You quickly grab onto something to prevent yourself from being sucked through the portal. All the demons, as well as the dead bodies of the thieves guild are flying up into the vortex. Finally the portal closes leaving just you sitting there, bloody and mangled body parts left about. You can''t help but feel the incredible guilt associated with what you have brought about here. You look down at your dagger and then down at your stomach. You consider killing yourself for a moment and as you pierce your flesh with the sharp tip of your dagger you grow weak and pass out. You go to sleep. A Thief Hideout This is a room set up for one of the thieves to relax in. Not very often do visitors come here and when they do, it is normally a male being seduced into bed by a female thief and leaving with a little less than his spent lust. Don''t you fall victim here too; even females are not protected from the charms of a young thief teen. Still, that bed looks awfully comfy... [Exits: none] (Golden Aura) (White Aura) The spirit of the lotus lingers here. [color=green]25. Type ''wake''. You will get A Crystalized Lotus Blossom.[/color] You wake and stand up. A Thief Hideout This is a room set up for one of the thieves to relax in. Not very often do visitors come here and when they do, it is normally a male being seduced into bed by a female thief and leaving with a little less than his spent lust. Don''t you fall victim here too; even females are not protected from the charms of a young thief teen. Still, that bed looks awfully comfy... [Exits: none] (Golden Aura) (White Aura) The spirit of the lotus lingers here. You open your eyes slowly and look around you. You are in the bedroom you slept in before. You stretch your arms and look around, everything seems silent. You leave the room and venture about the caves and see all the clueless nobles and thieves lurking. Everything seems fine; it seems you dreamed it all up. Overjoyed, you dance around and cheer. People look at you as if you have lost your mind. You turn to the left and trip over a stone and fall into the dirt road. Written in the dirt it reads... SEE YOU AT THE KILLING FIELDS!!! You rise back to your feet to find the tunnels empty and barren. You call out and no one answers. If it wasn''t a dream then why are you still alive? Almost as if answering your thoughts a voice calls out... The Spirit Of The Lotus says, "Tinky you may have failed here, but there is still time to redeem yourself. Go to the Killing Fields and find Jumpsteady; only he can help you now. As far as help from me, take this;it isn''t much." You receive A Crystalized Lotus Blossom from The Spirit Of The Lotus. \*\* Task Done : Send War the general back where he came from. \*\* Goal Completed: Chapter 1: A Terrible Mistake. INFO: Tinky has made a fatal mistake within the Den Of Thieves. [code]+-----------------------------------------------------------------+ | Keywords : crystalized lotus blossom | | Name : A Crystalized Lotus Blossom | | Id : 238711991 | | Type : Armor Level : 25 | | Worth : 500 Weight : 1 | | Wearable : hold | | Flags : invis, magic, held, burn-proof, V3, saveable | +-----------------------------------------------------------------+ | Stat Mods : Damage roll : +4 Luck : +1 | +-----------------------------------------------------------------+ | Resist Mods: Magic : +1 All physical : +1 | +-----------------------------------------------------------------+[/code]', 0, 1260077668, NULL, NULL, 412),