(17, 'schen', 3, '196.25.168.11', NULL, 'Basics\n\n1. Go all down and north, say ''join the light'', or say ''join the dark\n to enter the different sections.\n\n2. Attack the cube and randomly during the fight he will eat you\n and you will get transfered to another room.\n\n3. Killing the Chimera in Dark Section will transport you to the tower.\n\n4. Entering trap door at top of tower will get you to the peek of the\n tower.\n\n5. There you can enter either section, or kill gargoyals and go north\n to the clouds section.\n\nPortal Quest\n\n1. Head into Dark section and kill Chimera until you get a set of\n three eyes. (This is very low random so keep killing him.)\n\n2. Give eyes to Unicorn for book of the light.\n\n3. Head into Light section and kill Unicorn until you get the\n unicorn''s horn. (This is very low random so keep killing him.)\n\n4. Give horn to Chimera for book of the dark.\n\n5. Head to the top of tower and into the clouds, find Malcrom.\n\n6. Give both books to Malcrom to get the final book, it is a nosave\n portal, enter it and kill the orb.\n\n7. If you are in the level range you get the Orb Portal, if you are\n above the level lock, you get nothing hehe.\n\n8. Portal leads to peek of tower, allowing access to all 3 sections.\n\nObject ''orb'' is type portal\nExtra flags: glow magic bless rot-death no-locate burn-proof.\nWeight is 10, value is 793, level is 50.\nWorn take hold.\nAffects wisdom by 4.\n\nStaff\n\n1. Go to Tommy and say ''i will help you'' to get tommy.\n2. Go to Centaur Child and give tommy to him.\n3. Kill for Red Ball.\n4. Give ball to Malcrom for Staff.\n\nObject ''sapphire staff'' is type weapon\nExtra flags: magic no-locate burn-proof.\nWeight is 5, value is 1000, level is 70.\nWorn take wield.\nWeapon type is spear/staff.\nDamage is 9d14 (average 67).\nDamage type is magic.\nWeapons flags: shocking.\nAffects hit roll by 7.\n\n\nLucky Locket\n\n1. Go to Lady in Light section and buy a receipe.\n2. Give receipe to Werewolf in Dark section to awaken the spirit.\n3. Kill Spirit to recieve the lucky locket.\n\nObject ''lucky locket'' is type treasure\nExtra flags: bless burn-proof.\nWeight is 1, value is 200, level is 50.\nWorn take neck.\nAffects save vs spell by 4.\nAffects luck by 2.\nAffects armor class by 1.', 0, 1145656499, NULL, NULL, 15),