(881, 'tinky', 34, '58.182.121.46', NULL, '[color=blue]Note: This goal was done with sneak and invis off. Use at own risk.[/color]\n\n[color=green]1. From the first room of Reme, run 6e2s4en to get to priest of Claire. Type ''listen priest''.[/color]\nA priest of Claire exclaims, "I''m late, I''m late! Oh, this is a disaster!"\nAs the world ends, that annoying jerk, a priest of Claire, reminds everybody not to panic.\nA priest of Claire exclaims, "Everything''s going wrong! I don''t even know where to start, I don''t know what to do! My assistant is down with the flu, or so he claims, and I don''t have time for all of this!"\nA priest of Claire perks up, something must have grabbed its attention.\nA priest of Claire asks, "But you look like you''re fit, healthy, and have time. How about it, will you help me out?"\n\n[color=green]2. Say yes.[/color]\nYou say ''yes''\nA priest of Claire says, "Great, I knew you looked like a sucke...err...a decent guy! Or girl! So here''s the deal: The first problem I''ve got is the Emperor. He''s been wandering around lately claiming he''s hearing the voice of his grandmother. Of course, she''s been dead for about a decade, so that''s pretty unlikely. Your job is to figure out what''s really going on there - if it''s all in his head we can give him medication, and if it''s outside influence...well, we can take care of that too."\n\*\* Goal Added : Something Fishy in the City of Reme\n Type ''goals reme'' for full details on this quest.\n\*\* Task Added : The Emperor''s New Voices\nA priest of Claire says, "The second problem is our legionnaire - the one guarding our gate. He''s like a bulldog with a sore tooth right now, because his bookie is pestering him for the money he lost in the game last week. Something''s got to be done about that problem - either the bookie''s gotta go, or the legionnaire''s gambling problem has to be cured."\n\*\* Task Added : His gambling is Legion-naire\nA priest of Claire says, "The third problem is the guard commander. Poor guy, he''s got a beautiful new wife at home, a wicked left hook down at the boxing parlor, and a mistress out in Kerofk. Doesn''t have time for any of that, though, since he''s practically buried under reports dating back to the third emperor of Reme."\n\*\* Task Added : Reports Getting You Down?\nA priest of Claire says, "Number four is the harbourmaster. You''d think he''s on top of the world, he''s got the best job down at the docks and all the halibut he can eat. Unfortunately, he''s also got seagulls. Lots of seagulls, and do they mess the place up! He''d probably appreciate a hand with that. Personally, I''d say you''d have to kill a few hundred of those little suckers, but talk to him, he''ll tell you the exact amount."\n\*\* Task Added : Ever Seen a Gull Fly?\nA priest of Claire says, "Fifth problem is the Empress. Or rather, the Empress''s dog. Err, the Empresses'' dog. Hmm, the Empress'' dog. Ahh, the dog of the Empress. Or one of them. You know the type, small, fuzzy, yappy, and remarkably similar to a three-day old breakfast roll. Little sucker keeps escaping, though, and I know she''d appreciate it if you could catch the sucking thing."\n\*\* Task Added : Is It a Breakfast Roll...Or a Dog?\nA priest of Claire says, "The last problem is Tanda. Now, you''d think I wouldn''t have anything to do with those dirty rebels out there, but Tanda is a fine, fine figure of a woman."\nA priest of Claire peers about, leering like a filthy pervert!\nA priest of Claire says, "Last time I, err, saw her, though, she did nothing but complain that she''s broken a nail. Not sure what you can do to help her out, but you''ll have to do something."\n\*\* Task Added : Broken Nails, Broken Promises\nA priest of Claire says, "So, that''s it. Just head off to the various people and mention me. I''m sure they''ll all be grateful for your help."\nA priest of Claire beams with pride.\n\n[color=green]3. Run s4e4n5w to find Emperor Octavian and say priest of claire.[/color]\nYou say ''priest of claire''\nEmperor Octavian boggles, "Do you hear that? Do you hear it! Voices, talking about the priest of Claire! Where are they coming from?!"\nThe Emperor looks directly at you, and lowers his voice to a conspiratorial whisper.\nEmperor Octavian exclaims, "Sometimes, I think they''re coming from the vents. Other times I''m sure it''s the voice of Great-Aunt Matilda. All I know is it''s driving me crazy!"\nEmperor Octavian screams loudly!\nEmperor Octavian says, "You''ve got to help me! Maybe that alchemist has something that can make the voices stop! Go see him and mention my name. He can either give me something that helps, or he can lose his head."\nEmperor Octavian beams with pride.\n\*\* Task Added : The Alchemist and the Cure\n\n[color=green]4. Run 5e4s8w2n4e2n to find mad alchemist and say emperor octavian.[/color]\nYou say ''emperor octavian''\nA mad alchemist exclaims, "You rush the miracle man, you get a lousy miracle!"\nThe alchemist runs around like a loon!\nA mad alchemist asks, "I can''t make any sort of potion for the Emperor without ingredients, though. You really didn''t expect it was going to be that easy, did you?"\nA mad alchemist boggles at the concept.\nA mad alchemist says, "Eye of newt and toad of frog and that kind of stuff just won''t do it, I''m afraid. The first thing I''ll need is an apocalypse cloak. It''s blacker than shadow and more shadowy than black. When you''ve found that, bring it to me and I''ll tell you the next ingredient."\n\*\* Task Added : Apocalypse Cloaks for the Masses\n\n[color=green]5. Run 3s;enter picture. Kill shadow demon for apocalypse cloak (death load).[/color]\n\n[color=green]6. Enter picture;run 10e2n and give apocalypse cloak to mad alchemist.[/color]\nYou give an apocalypse cloak to a mad alchemist.\nA mad alchemist says, "Are you sure this is blacker than black? Looks sort of grayish to me."\nA mad alchemist eyes the room suspiciously.\nA mad alchemist says, "Well, fine then. The next ingredient I need is a pigeon who is mostly dead. Bring its body here to me when you have it."\n\*\* Task Done : Apocalypse Cloaks for the Masses\n\*\* Task Added : Dead Pigeons in your Stew\n\n[color=green]7. Run 2s4w2s and kill a pigeon. Pick up the corpse from the ground.[/color]\nYou get the dripping corpse of a pigeon.\n\n[color=green]8. Run 2n4e2n and give dripping corpse of a pigen to mad alchemist.[/color]\nYou give the dripping corpse of a pigeon to a mad alchemist.\nA mad alchemist asks, "Hmm, are you sure this is mostly dead?"\nA mad alchemist peers around himself intently.\nThe pigeon corpse conveniently twitches.\nA mad alchemist says, "Well, I guess so. Okay, the next thing I need is a wheelbarrow. You''ll have to assemble it yourself, I''m afraid, since we don''t have any wheelbarrows around here. You''ll need a half-bucket for the body, two sticks, and a wheel. I''m sure you can find the pieces of those somewhere around here, probably by scavenging the parts from other contraptions in the city. When you''ve got all the pieces, just bring it back here and assemble the wheelbarrow."\n\*\* Task Done : Dead Pigeons in your Stew\n\*\* Task Added : The Wheelbarrow Cometh\n\n[color=green]9. Run 2s4w2s2e and type ''wrench wood'' twice.[/color]\nYou grab hold of the wood and give it a mighty pull! With a sickening CRACK! the wood splinters and gives way, leaving you holding a length of wood! Remember that you''ll need two of these for the wheelbarrow!\n\n[color=green]10. Run 2w5neu and get empty amphora from the ground. Drop it, and a half will appear in your inventory.[/color]\nAs you drop the amphora, it breaks into two pieces!\nWell, actually, it breaks into one piece roughly equivalent to half the amphora, and about a million other little tiny shards of dust you''d never find with a microscope and a REALLY tiny itsy bitsy set of tweezers. The complete half of the amphora looks kind of...half-bucket shaped. You reach down and scoop up the broken amphora before any of the drunks around here can take it! You drop an empty amphora.\n\n[color=green]11. Run dw2n and type ''wrench wheel''.[/color]\nYou grab hold of the wheel and give it a mighty wrench! Of course, since the wood is mostly rotten on the cart, wrenching the wheel that\nhard throws you back against the wall. Ouch! Well, at least you''ve got the wheel!\n\n[color=green]12. Run 5s4e2n and type ''assemble wheelbarrow'' to get a wheelbarrow... sort of.[/color]\nYou carefully place your first stick on the ground, and measure the width of the amphora twice.\nYou carefully place your second stick in exactly the right location, wedge the handles of your broken amphora through the sticks, and tie the wheel on with a loose piece of string yanked from the alchemist''s robes while he''s not watching.\nAs a wheelbarrow, it leaves something to be desired. Oh, well, maybe the alchemist is as crazy as he looks!\n\n[color=green]13. Give wheelbarrow to mad alchemist.[/color]\nYou give a wheelbarrow ... sort of to a mad alchemist.\nYou hand the, err, wheelbarrow to the alchemist and watch in amazement as the alchemist seizes it and begins dancing and singing while clutching it to his chest. He wheels around the room, grabs the apocalypse cloak and the mostly dead pigeon from where he has them stashed, stands in the wheelbarrow, and looks out across the room.\nA mad alchemist exclaims, "I am the dread alchemist Roberts. See me and know despair!"\nHe then sets himself on fire. Hmm. The only thing left behind when the fire burns itself out (leaving the alchemist nothing but a pile of smouldering ashes) is a fiddle on the table. You grab it quickly and head out. Maybe the Emperor can use this to drown out the voices!\n\*\* Task Done : The Wheelbarrow Cometh\n\*\* Task Done : The Alchemist and the Cure\n\n[color=green]14. Run 2s4w5n6e2s4e and give fiddler to Emperor Octavian. You will get 2,000 gold.[/color]\nYou give a fiddle to Emperor Octavian.\nThe Emperor holds up the fiddle and looks at it lovingly.\nEmperor Octavian exclaims, "I''ve always wanted to play the fiddle, but my mother wouldn''t let me! Said there was some stupid old prophecy about an Emperor of Reme playing the fiddle. Well, she''s gone now, and I won''t let her voice distract me from it now!"\nThe Emperor sets the bow to the fiddle and begins playing very loudly and very inaccurately. His music is so bad, a cat lounging in the sunlight yowls and races from the room, knocking over a candle as he flees. The candle rolls across the room, bumping up against a tapestry, which immediately catches fire. A scream emits from behind the tapestry, and one of the Empress''s spies, now ablaze, runs from the room, spreading the fire through the palace.\nFeeling discretion is the better part of valor, you leave the palace, and (upon finding the city has also caught fire) Reme itself. As you stand on the road leading into Reme, marveling at the fire, you hear a brief squabble from somewhere in the direction of the palace. The music abruptly stops, and the fire brigades are able to quickly extinguish the fires. The fiddle soars through the air from the city, and lands at your feet.\nRather than give it back to the Emperor and ignite another\nconflagration, you sell it to a passing gypsy for 2000 gold.\n\*\* Task Done : The Emperor''s New Voices\n\n[color=green]15. You have now been teleported to the first room of Reme. Run 6e to find reman legionnaire and say priest of claire.[/color]\nYou say ''priest of claire''\nA reman legionnaire asks, "So, that meddling priest sent you, did he?"\nThe legionnaire sighs and scratches himself. Examining\nhis finger carefully, he pulls off a louse and eats it.\nA reman legionnaire says, "Look, it''s none of his business, but I appreciate the thought. Ain''t nothing gonna help me though, except a big infusion of cash. Or if those darned gangsters were run out of town on a rail."\nA reman legionnaire exclaims, "I owe them ten thousand easy. If you''re willing to lend that to me, I''d pay you back, next payday. Honest!"\nThe legionnaire carefully crosses his fingers behind his\nback.\nA reman legionnaire says, "Or you could take out those gangsters for me - I figure it''ll take killing about five of them before they''d get the picture and head out of town. I''d do it myself, but, err, I''ve got to work tonight."\nA reman legionnaire eyes the room suspiciously.\nA reman legionnaire says, "So it''s your choice - you can give me the gold, or say gangsters. Of course, getting rid of the gangsters will help me out more in the long run, so I''m likely to be more generous for that choice."\n\n[color=green]16. Say gangsters.[/color]\nYou say ''gangsters''\nA reman legionnaire exclaims, "You''ll help me out!? Wow, thanks, buddy!"\nA reman legionnaire beams with pride.\nA reman legionnaire exclaims, "Those gangsters are hiding out somewhere in the bad section of town. Like I said, just taking out five of them or so should make the rest clear out in a hurry. Come back to me and say gangster again when you''ve finished ''em off!"\n\*\* Task Added : Gangsters backwards-r Uz\n\n[color=green]17. Run 4nw and kill 5 gangsters.[/color]\n\n[color=green]18. Run e4s and say gangsters to get antique pendant.[/color]\nYou say ''gangsters''\nA reman legionnaire exclaims, "You''ve done it! That darned gang will never dare show their faces around here again! I''ve got my mother''s old pendant here I''d like to give you. It''s an heirloom, but you definitely deserve it!"\nYou receive an antique pendant from a reman legionnaire.\n\*\* Task Done : Gangsters backwards-r Uz\n\*\* Task Done : His gambling is Legion-naire\n\n[color=green]19. Run 5n6e2s4ws to find Guard commander and say priest of claire.[/color]\nYou say ''priest of claire''\nAs you speak, a small hole opens in the ceiling, and a giant pile of tablets crashes onto the desk, narrowly missing your head.\nGuard commander sighs.\nGuard commander exclaims, "You see what I have to put up with? It was my own fault, really. I started digging into the Empress''s expenditure reports, and she set her people to digging up every teensy little cold case to dump on my desk. I haven''t had time to scratch my butt, let alone investigate her. Seriously, I don''t even CARE about her expenditures anymore, let her use the empire''s money for her dogs and her wardrobe!"\nThe hole opens again, and another giant pile of tablets\nhits the desk.\nGuard commander exclaims, "Her spymaster is somewhere in the city, but I can''t find him - the man could be anyone, he''s a master of disguise! He could even be a woman. What I need is for you to track him down, and tell him I surrender. Bring back whatever he gives you, so I can give it to the Empress and she can call off her attack dogs!"\nGuard commander sits down and thinks deeply. \nGuard commander exclaims, "But how will he know I''m surrendering...Ah, you must find the spy eye I placed in the city when I was investigating the Empress. The only problem is, I don''t really remember where I put it, but I''m sure you can find it. It could be anywhere, though, under a rock or in a tree, or possibly even picked up by one of those annoying children. Just keep looking for it until you track it down!"\n\*\* Task Added : Spy Eye for the Straight Guy\n\n[color=green]20. Recall and return to the first room of Reme. Give 10,000 gold to old man to get counterfeit spy eye.[/color]\nYou give 10,000 gold to An old man.\nYou receive a counterfeit spy eye from An old man.\n\n[color=green]21. Run 6e5n6e2s4ws and give counterfeit spy eye to Guard commander.[/color]\nYou give a counterfeit spy eye to guard commander.\nGuard commander says, "You found it! You''re the bomb! Look, the other thing I need to pass on to the Spymaster is a coded message I intercepted from one of his people...but after having gone through all that hassle, I''d hate to just hand it over without knowing what it says. I know he has agents scattered across the entire city, if you could track them down and, err, muscle them into giving you the answers."\nGuard commander sits down and thinks deeply. \nGuard commander exclaims, "His agents should be easy enough to find, he hires all the dirty little urchins around the city to do his job. I don''t mind if they''re left unable to perform their duties after you''re done with them!"\n\*\* Task Done : Spy Eye for the Straight Guy\n\*\* Task Added : Did you say D or Z?\n\n[color=green]22. Run n4e2n6w3s. Start finding and killing dirty little urchins. Each one you kill will unlock one alphabet, so kill as many as the number of alphabets your message has. Note that the message is RANDOM, it is possible to get a different message from mine.[/color]\nThe commander gave you a scroll to give to the spymaster, but it''s in code! You''ll have to translate it before it''s any use to the Guard Commander, so get ready to play a fun game of Cryptology!\n>> T H E B I G C A T W A I T S I N S I L E N C E D.\nHurry back to the Commander and give him this secret code!\n\n[color=green]23. When the message is decoded, return to Guard commander and say it (in my case, say the big cat waits in silenced).[/color]\nYou say ''the big cat waits in silenced''\nGuard commander exclaims, "Great job! Of course, I have no idea what it means, but I imagine if you go around saying this to people, you''ll eventually track down the spymaster, and then you can give him the spy eye, and we can all be friends again!"\nGuard commander beams with pride.\nYou receive a spy eye from guard commander.\nGuard commander asks, "Remember, the spymaster could be anyone! He could even be you...he''s not you, right?"\nGuard commander eyes the room suspiciously.\n\*\* Task Done : Did you say D or Z?\n\*\* Task Added : Which Way Did He Go?!\n\n[color=green]24. Now walk around Reme and say your message (in my case, say the big cat waits in silenced) in every room. The mob that is the spymaster varies. In my case, it was the newt priest. When you get the correct mob, he will give you a message and the task will complete. You will get 5 qp.[/color]\nYou say ''the big cat waits in silenced''\nA newt priest says, "And the torrid darkness parts the waters."\nThe spymaster, disguised as a priest, nods thoughtfully.\nYou quickly explain to him the Commander''s position.\nA newt priest says, "Well, as long as he''s willing to cry uncle, no reason I can''t be magninimous..magnificen...generous. I''ll just pop down there and let him know he can go home to see his wife tonight."\nA newt priest beams with pride.\nYou receive 5 quest points.\n\*\* Task Done : Which Way Did He Go?!\n\*\* Task Done : Reports Getting You Down?\n\n[color=green]25. From first room of Reme, run 6e5n4es to find harbourmaster and say priest of claire.[/color]\nYou say ''priest of claire''\nThe harbourmaster ignores you for a moment, as he\npicks up another paper and shakes it. A fine white\npowder drifts from the paper onto the floor.\nThe harbourmaster exclaims, "Those god forsaken seagulls! They fly around everywhere, just flying and crapping! It''s too much, I tells you! Someone''s gotta do something about them, and that someone looks to be you! Congratulations, you''re hired!"\nThe harbourmaster convulses as he shudders in disgust.\nThe harbourmaster exclaims, "Just kill 20 of the damn things, that''s all I ask. That''ll take a chunk out of the flock for sure!"\n\n[color=green]26. Go north. Now find and kill 20 filthy seagulls.[/color]\n\n[color=green]27. Return to harbourmaster. Mobprog activates when you enter the room. You get 1 train.[/color]\nThe harbourmaster grumpily shifts through papers.\nThe harbourmaster exclaims, "You did it! Those stinking things will never dare bother me again!"\nThe harbourmaster dances wildly before you!\nThe harbourmaster exclaims, "I don''t have much, but I can help you out a little!"\nYou receive 1 training session from the harbourmaster.\n\*\* Task Done : Ever Seen a Gull Fly?\n\n[color=green]28. Run n2e2s2w to get to Empress Jehanine and say priest of claire.[/color]\nYou say ''priest of claire''\nEmpress Jehanine exclaims, "My poor Fluffy! Oh, my poor, poor little Fluffy Puppy! He''s gone, run away from that horrid, horrid Octavian! He''s lost somewhere in this horrible city, and can''t find his way home!"\nEmpress Jehanine sobs in misery.\nEmpress Jehanine exclaims, "You have to find my poor little Fluffy, I know he must be terrified! Oh, please, bring him back to me!"\n\n[color=green]29. Find the mob "breakfast roll". Enter the room it is in and type ''swipe dog''. It will run away. Continue to chase it and type ''swipe dog'' until you catch it. You will get 2,000 gold.[/color]\nYou pounce on the breakfast roll like a starving man!\nOr woman. Hauling its little fuzzy butt back to the Empress, you accept her grateful thanks and a handful of gold. 2,000 gold, to be precise.\n\*\* Task Done : Is It a Breakfast Roll...Or a Dog?\n\n[color=green]30. From first room of Reme, run 4e3n and kill mortally wounded legionnaire for heavy silver key.[/color]\n\n[color=green]31. Run n;open d;run 2d8ne to get to Tanda and say priest of claire.[/color]\nYou say ''priest of claire''\nTanda exclaims, "Look at this! Just look at it! My nail, broken, and me without a manicurist!"\nTanda sobs in misery.\nTanda exclaims, "I used to have the best manicurist in Reme working for me down here, but then that little traitor had to go and get leprosy! Leprosy! Can you imagine? It''s so...so...V2!"\nTanda sighs.\nTanda exclaims, "If only I had him back to do my nails...Wait! The newt priest, rumor has it, knows a cure for leprosy. Of course, he won''t help me out, pathetic little do-gooder that he is, but maybe he''ll help out an innocent little adventurer like yourself. How about it? Will you help me? Great!"\nYou notice she assumes you''re going to help her without getting an actual yes from you...\nTanda exclaims, "Just go to that miserable little priest and mention leprosy to him, and see what you can get from him!"\n\*\* Task Added : Leprosy - Cure or Kill\n\n[color=green]32. Run w8su;open u;run u4s2e2s4end to get to newt priest and say leprosy.[/color]\nYou say ''leprosy''\nA newt priest exclaims, "Hah! As if I''d help you! I''ve been banished down here for years, and I don''t like you. That''s right, I don''t like you, or the camel you rode in on! So get out of here, go back to that worthless Tanda and tell her where she can stick it!"\n\n[color=green]33. Run us4w2n2w4n;open d;run 2d8ne to get to Tanda and say pig won''t fly.[/color]\nYou say ''pig won''t fly''\nTanda exclaims, "He said WHAT to you? That little slimy newt! You go back to him and remind him he owes me 10,000 gold, and if he doesn''t help I''ll be calling the debt in now!"\n\n[color=green]34. Run w8su;open u;run u4s2e2s4end to get to newt priest and say 10,000 gold.[/color]\nYou say ''10,000 gold''\nA newt priest exclaims, "She said what!? Hah! I paid her that 10k ages ago! The stupid bint has been drinking too much, that''s pretty clear!"\nA newt priest snorts.\nA newt priest exclaims, "You just go back and tell her to find some other sucker to do her dirty work for her!"\n\n[color=green]35. Run us4w2n2w4n;open d;run 2d8ne to get to Tanda and say sucker.[/color]\nYou say ''sucker''\nTanda says, "He said what!? The nerve of that little, that little, that...that..."\nTanda splutters for a few moments, unable to speak.\nTanda exclaims, "You go back and tell that NEWT he''ll give you the cure for leprosy, or I''ll see to it he meets his god sooner rather than later!"\n\n[color=green]36. Run w8su;open u;run u4s2e2s4end to get to newt priest and say meet your god.[/color]\nYou say ''meet your god''\nA newt priest exclaims, "Hah! Threats won''t work! Tell her I want gold, hard cash, cold dough! An extra 10k gold ought to do it!"\n\n[color=green]37. Run us4w2n2w4n;open d;run 2d8ne to get to Tanda and say 10,000 gold.[/color]\nYou say ''10,000 gold''\nTanda exclaims, "I won''t give him a penny! Not a single red copper, do you hear me!"\nTanda suddenly turns sweet and cuddly.\nTanda says, "But you''ll do it for me, won''t you? You''re such a big, strong adventurer, and I''m just a lonely girl all alone in this lonely world..."\n\n[color=green]38. Run w8su;open u;run u4s2e2s4end to get to newt priest and give him 10,000 gold to get cure for leprosy.[/color]\nYou give 10,000 gold to a newt priest.\nA newt priest exclaims, "Yep, this about does it. That nasty little bimbo thinks she can get one over on me, this''ll show her!"\nYou don''t mention YOU were the one who paid him.\nA newt priest exclaims, "Let''s see, I''ve got the cure around here somewhere. Just give it to the leper and stand back!"\nThe priest digs through his junk and comes up with a small crystal bottle, which he proudly presents to you.\nYou receive the cure for leprosy from a newt priest.\n\*\* Task Done : Leprosy - Cure or Kill\n\*\* Task Added : Cure of the Leper\n\n[color=green]39. Run us4w5neue and give cure for leprosy to leper. You will get some gold.[/color]\nYou give the cure for leprosy to a leper.\nThe leper takes the bottle from you, and begins babbling madly. Fearing he''s going to do something horrible and make you go through that mad dance again.\nAnd thus a chase ensues, with you racing after the leper, and the leper laughing and dancing just out of your reach!\nFinally, the leper uncaps the cure and swallows it. Phew!\nA leper exclaims, "What? What''s going on? What am I doing here? And look at these clothes! Tres gross! Oh my, oh my!"\nBehold! It''s a leperna!\nA leper exclaims, "And what''s become of my poor little Tanda? She''s completely helpless without me! Oh, I have to go to her, she could have broken a nail!"\nThe ex-leper races away, leaving behind a small and grimy bag.\nCarefully prying it open, you discover a tidy pile of gold coins!\n\*\* Task Done : Cure of the Leper\n\*\* Task Done : Broken Nails, Broken Promises\n\*\* Goal Completed: Something Fishy in the City of Reme\nINFO: Tinky has prevented total chaos in the City of Reme.\nA small boy runs up to you, and hands you a proclamation. Apparently the Priest of claire has given you religious status within the City of Reme, which means that pesky Centurion at the gates will have to leave you alone!\n\n[color=green]40. In future, the stocky Reman centurion 6e from the beginning of Reme won''t aggro you.[/color]', 0, 1259973271, NULL, NULL, 409),