(70, 'schen', 3, '196.25.168.11', NULL, '1. Head to the beggar and give him 10,000

gold for the map.

2. Give the map to the captain(be vis) and head up to mordaga.

3. Kill mordaga for the chaos shield.

4. Head back and go to the torturer

5. Get the powder from the table.

6. Head to the ex-slave and give the powder to\nthe right slave for the sculpture.

7. Find the cold woman then head to the shop to buy a

cloak.

8. Give the cloak to the woman to get another hard to find\nroom and a potion.

9. Kill guard all north from the captain for the law and

head to pyaray and kill him for a ring.

10. Repeat until you have 3 rings all together.

11. Head to the beggar and give him the ring.

12. Wait a few ticks for him to transport you.

13. Head north and say ''horn'' to vivian. She will

give you the key to roland''s tomb.

14. Head inside and kill roland for the horn.

15. Move fast to get out of that section, make sure you are

wearing the shield, and ring and are vis and\nenter horn.

16. Remove the horn and keep it in inventory then go\nsouth, retreat south again and intim all mobs out of room\nand go west

17. The knight should give you the blank standard. Wear it.\n18. Head up and look around the gods for the way

down. Find the way down and head into it.\n19. The storm will block your way. Say ''balance''\nto get by the storm.

20. Kill Jagreen , he will transport you to another room.\n21. Say ''hello'' to the knight and give him the standard.

22. Head back into the area and give a ring to the beggar\nand get another horn from roland by following the steps\nmentioned above.Then get a blank standard from inside\nthe horn as noted above and recall. Go and grab another

horn and head to Adventurer.

23. Wear The ring, The horn, The Law, The Blank

Standard and The Shield and go to begining where the

adventurer is.

24. Give the helmet you got from Jagreen to the

adventurer and you will recieve the end piece of eq, a light.

Object ''light balance balancelight'' is type light

Extra flags: glow hum magic rot-death no-locate melt-drop.

Weight is 0, value is 0, level is 190.

Worn take.

Affects wisdom by 5.

Affects hit roll by 15.

Affects damage roll by 15.\nAffects intelligence by 1.'

(271, 'tinky', 34, '58.182.122.168', NULL, 'A booming voice echoes around you!\n''Tinky, your destiny is complete- leave this battle''\n''for those who have yet to prove their heroism.''\n\nSuppose there''s a level lock for this.', 0, 1196499438, NULL, NULL, 68),