AQ Summary so far:

1. Kill the harried couriers on level 1 until you get the sealed letter (random drop)
2. Go to level 3. Give the sealed letter to Zarconis when he loads for the master key.
3. Use the master key to open the 3 hidden rooms (Vault, Fountain of Youth, Fountain of Power) and kill the 3 guardians for the key fragments
4. Use the forge (room “The Star Forge”, ID 38260) and “forge key” to get the completed key
5. Do something with the fountains:( No idea what.
6. ?!??!?!?!!??!?!?!?!?!?!?!?!?!?!!?!?!?

**Musings**

The titans were banished to the Void by the Gods. They built the keep out of mana to protect themselves. They recently have been able to reestablish a connection with the main MUD. When they did, they realized the Demons have used the same access point to establish a connection. The Titans sent a letter (see documents below) to the Elves suggesting that the Titans, elves, and other races on Andolor form an alliance to defeat the Demons.

A courier in L1 is carrying a letter addressed to Zarconis. In response to this letter, Zarconis asks you to update the records in the vault [which i cannot do]. This is where you learn of the alliance. Is the incoming letter something from the alliance?

There is an elven scout on L1 looking for “proof” of what she sees. I've tried giving her all the items on L1, the dark sphere, etc and she does nothing. Are the elves still deciding about an alliance with the Titans? Can I facilitate this? Do I need to go talk to an elf?

There is also a ‘cloaked figure’ that looks like a Demon (from the desc) on L1. Also doesn't respond to items/says/etc.

Possibilities:

Open a door with the dark key, give it to someone.

> Can't find a door anywhere, no one wants the key.

Need to do something with the information from the decrypted messages

> Decrypted messages are meaningless trolling

Need EQ from the titan epic bosses for something

> OMFG I will die if this is true.

Need to use the fountains somehow

> Most likely. What are the veins? Mana?

Use the guard EQ. Maybe if you wear that gear the titans think you’re one of them?

Maybe the guardians do?

Tried having 1 person in each hidden room, drink/look at the bowls, no change

Tried having all 3 guardians dead, 1 person in each room, no change

Tried killing the 3 fountain guardians at the same time, nothing (3rd guardian was

dead). Maybe need someone at the energy flowers?

Do something with the elf/demon on L1?

Need to be good align?

What are the ethereal guardians in the hidden rooms?

As you strain your eyes in the gloom, you can make out a faint silhouette

hovering in this room. With no Titans nearby, what could this strange

creature be? It seems to be composed of mists and shadows, but is

still real enough to inflict considerable hurt on you.

An Ethereal Guardian has quite a few wounds.

These hold the key fragments. So far I can’t find anything else they do, but I

haven’t looked very hard.

Other ?!?!?!?!

**Hidden rooms**:

38311 The Fountain of Youth

Displaying room description for 38311:

Having managed to open the secret door, you find yourself in a small

chamber. In the centre of it stands a small crystal bowl. Above it,

like a stalactite, the ceiling curves inwards to a single point. A drop

of liquid gathers slowly at the point, before dripping into the bowl

below.

> There are no extra descs, commands, etc here I could find, and I looked very hard.

38312 The Fountain of Power

Displaying room description for 38312:

Having managed to open the secret door, you find yourself in a small

chamber. In the centre of it stands a small crystal bowl. Above it,

like a stalactite, the ceiling curves inwards to a single point. A drop

of liquid gathers slowly at the point, before dripping into the bowl

below. The liquid is a pale blue, and looks like the occasional veins

you have seen in the crystal walls around the Keep.

> There are no extra descs, commands, etc here I could find, and I looked very hard.

38313 The Vault

Displaying room description for 38313:

Having opened the secret door, you find yourself in a large vault.

Countless artifacts are lined neatly along the walls, enclosed in crystal

viewing cases. The cases are tough, and resist all attempts to open

them. In the center of the room stands a crystal pedestal, which

seems to be an archive of some sort. It glows when touched, pulling

up countless documents with information. Unfortunately, the vast

majority seem to be written in glyphs that you cannot understand,

presumably the Titans' native language. However, a few seem to

have been translated to elvish. An old language, but one you can

still understand. Nearby, lies some sort of metallic band, which unlike

the artifacts in this room has not been placed in a viewing case yet.

A little note is scribbled in modern language, but seems meaningless.

> There are no extra descs (other than the documents and the note), commands, etc here I could find, and I looked very hard.

> What about updating the vault? Is there a command/etc to do that? I couldn’t find one… maybe > it needs special EQ/whatever?

*(bold - emphasis mine)*

*Looking at the extra descs in the vault.*

@wYou entered: look documents

@wOne of the few documents you can understand appears to be a

@wdiplomatic letter written to the Elves:

@wTo the High King of Elves,

@wGreetings. It has been a long time since our races have crossed paths, and

@whistory has likely been unkind to us. As one of the oldest races that still

@wsurvives, perhaps you remember of the Great War fought between the Titans

@wand Gods aeons ago, perhaps not. The Gods would likely have worked hard to

@werase all trace of us, and it is understandable if you no longer have heard

@wof us, or have been fooled by their deceit. But here is the truth of the

@wmatter, and it is up to you to decide whether to believe us.

@wWhen your Gods first created Andolor, it was barren, and devoid of life.

@wUnsatisfied with the empty worlds, they joined forces to create us, the

@wTitans, in their image. However, they were arrogant, and desirous of

@wconstant praise and worship, like children. As our civilization matured

@wwe increasingly came to realise how petty they were, constantly bickering

@wamongst themselves while demanding praise and adulation.

@wWe decided that worshipping the Gods was a pointless endeavour, and our

@wrespect had to be earned. The Gods were not pleased with this development.

@wThey decided to exterminate our race, and replace it with a more compliant

@wone, which would not question their perceived "greatness". We refused

@wto go down without a fight. Unfortunately for the Gods, they were

@wmyopic and in creating us had perhaps granted us too much power, in both

@wstrength and intellect, with mastery of battle and magics. They made

@wus too similar to them, and the Great War lasted for many millenia

@wwith neither side gaining the upper hand.

@wHowever, the impasse ended one day, when they banded together to

@wsacrifice the entire race of Perans, an extinct subservient race they

@wcreated to replace us. Converting their souls into energy, they banished

@wus into the Eternal Void, the realm which preceded both worlds and

@wthemselves, and encased our greatest Generals within powerful seals.

@wImmortal and undying, our great race did not die in the Void. But many

@wwere driven to madness, for within the Void lurk powers far greater

@wthan the Gods, and whose purpose and designs even we cannot comprehend.

@w**The few of us that remained banded together and built a solitary Keep**

**@win the Void, comprised of pure mana to house and shelter us from the**

**@wforces within the Void.** We treaded carefully, and utilized every defensive

@wand concealing enchantment that we knew to protect ourselves, and

@wslowly established a new home. But what home is one in the eternal

@wemptiness compared to the lush plains of Andolor? We sought a way back.

@wFor millenia we toiled and researched, and perfected our understanding

@wof the Universe and realms, until recently, when we discovered a distortion

@win space that would lead us back to Andolor, almost simultaneously, it

@wseemed that the seals placed on our Generals were weakening, and they

@wbegan to free themselves. With the added free power of our Generals,

@wwe managed to open a portal back to Andolor, and began to move our

@wfortress into the realm **anchored by a pylon of power we discovered.**

@w... The letter is continued on @Wpage2

@wYou entered: look page2

@wBut we soon realised that Andolor had changed much since we left it. A new

@wrace the humans identified as Demons were also seeking entry into the

@wworld at the pylon of power, a race we have seen before. They come not from

@wyour realm, but another, through the Eternal Void. **Created by entities**

**@wthat rival your Gods, these Demons seek to consume worlds for energy.**

@wAlready, they have begun to infiltrate this world, and the depths of the

@wCrystal Mountain teem with them. Your Gods have become too weak to stop

@wthem, and we believe it is up to the races of this world to unite against

@wthem. We have fought them before, and know their weaknesses. They are

@wscheming, and given to deceit and cunning. But they can be repelled. If

@wthere is enough resistance, they will move on and find another target

@wthat is easier, and that will be our victory.

@wJoin your power with us, and use your diplomatic channels to rally the

@wother races of Andolor. It will be easier for you than for us. Haste

@wis needed, for already we sense that the Demons have noticed our

@wpresence and seek to prevent our return. Believe not their lies, for

@wwe come in peace. We await your response.

@wYou entered: look note

@wThe little note simply says 'Nayuki. Caesar. Portuguese.'

> this note is how to decrypt the messages

**Key fragments:**

**Fountain of Power:**

+-----------------------------------------------------------------+

| Keywords : shadowy wisp key |

| Name : the shadowy wisp of a key |

| Id : 1731302672 |

| Type : Key Level : 201 |

| Worth : 400 Weight : 5 |

| Wearable : hold |

| Score : 0 |

| Material : dust |

| Flags : invis, magic, held, nolocate, V3, iskey |

| Found at : The Titans' Keep |

+-----------------------------------------------------------------+

The shadowy tendril of the key seems to be darkness incarnate, and destroys

all light it touches.

**Fountain of Youth**:

+-----------------------------------------------------------------+

| Keywords : shadowy wisp key |

| Name : the shadowy wisp of a key |

| Id : 1731302670 |

| Type : Key Level : 201 |

| Worth : 400 Weight : 5 |

| Wearable : hold |

| Score : 0 |

| Material : dust |

| Flags : invis, magic, held, nolocate, V3, iskey |

| Found at : The Titans' Keep |

+-----------------------------------------------------------------+

Looking at the vague shadowy form, you sense that the key is incomplete.

Perhaps others may be found, and joined somehow.

**Vault**:

+-----------------------------------------------------------------+

| Keywords : shadowy wisp key |

| Name : the shadowy wisp of a key |

| Id : 1731302675 |

| Type : Key Level : 201 |

| Worth : 400 Weight : 5 |

| Wearable : hold |

| Score : 0 |

| Material : dust |

| Flags : invis, magic, held, nolocate, V3, iskey |

| Found at : The Titans' Keep |

+-----------------------------------------------------------------+

You entered: exam 3.key

The darkness of the tendril is absolute, and it seems to play tricks with

the mind. Strange names for it seem to creep into your mind, and you struggle

to remember that it is a **key**, and nothing more.

>>> Strange names for it seem to creep into your mind ????!?!?!?!?!

>>> Why is key highlighted in the extra description “key” anyways?

**Fused key**:

+-----------------------------------------------------------------+

| Keywords : dark key |

| Name : the Dark Key |

| Id : 1735941677 |

| Type : Key Level : 201 |

| Worth : 50,000 Weight : 5 |

| Wearable : hold |

| Score : 0 |

| Material : dust |

| Flags : invis, magic, held, nolocate, V3, iskey |

| Found at : The Titans' Keep |

+-----------------------------------------------------------------+

Exam dark:

You sense a tendril of darkness lying in the corner.

You entered: exam key

You have somehow forged a Key of utter Darkness. It seems to call to you,

seemingly of immense value. Its purpose though, may forever be shrouded

in mystery.

**Giving the key to people**:

In Titan:

A man in a suit is not interested in the Dark Key.

Salkin is not interested in the Dark Key.

In Terra:

A crazed priest is not interested in the Dark Key.

Terra is not interested in the Dark Key.

Try giving it to Z, the other 2 bosses… who else?

Gave to Z, nothing happened.

Gave to Durthur, nothing happened

Zarconis of the Abyss gives a Master Key to Rhodes.

@B(M) @x051a Mas@x049ter @x047Key

> Can give while fighting

You give a sealed letter to Zarconis of the Abyss.

Zarconis of the Abyss skims the contents quickly.

Zarconis of the Abyss says, "Thank you, I've been waiting anxiously for

that letter. Update our records in the Vault, you'll need this key."

You receive a Master Key from Zarconis of the Abyss.

+-----------------------------------------------------------------+

| Keywords : master key |

| Name : a Master Key |

| Id : 1691662969 |

| Type : Key Level : 250 |

| Worth : 500 Weight : 5 |

| Wearable : hold |

| Score : 0 |

| Material : crystal |

| Flags : magic, noremove, nolocate, melt-drop, V3, nodrop, |

| : iskey |

| Notes : Expires in 23 hours, 57 minutes and 55 seconds. |

+-----------------------------------------------------------------+

@GThe Fountain of Youth

@w{coords}5,41,19

@wHaving managed to open the secret door, you find yourself in a small

@wchamber. In the centre of it stands a small crystal bowl. Above it,

@wlike a stalactite, the ceiling curves inwards to a single point. A drop

@wof liquid gathers slowly at the point, before dripping into the bowl

@wbelow.

@G[ Exits: east ]

@w{roomobjs}

@wAn ornate crystal bowl is placed prominently in the center of the room.

@w{/roomobjs}

@w{roomchars}

@w{/roomchars}

try updating the records in the hall

-- nothing

As you strain your eyes in the gloom, you can make out a faint silhouette

hovering in this room. With no Titans nearby, what could this strange

creature be? It seems to be composed of mists and shadows, but is

still real enough to inflict considerable hurt on you.

An Ethereal Guardian has some big nasty wounds and scratches.

You sneak a look at an Ethereal Guardian's inventory:

(I)(M) the shadowy wisp of a key

@w+-----------------------------------------------------------------+

@w| @RKeywords @w: @Wshadowy wisp key @w|

@w| @RName @w: @bthe shadowy wisp of a key @w|

@w| @RId @w: 1649432044 |

@w| @cType @w: @WKey @cLevel @w: @W201 @w|

@w| @cWorth @w: @W400 @cWeight @w: @W5 @w|

@w| @cWearable @w: @Whold @w|

@w| @cScore @w: @Y0 @w|

@w| @cMaterial @w: @Wdust @w|

@w| @cFlags @w: @Winvis, magic, nolocate, V3, iskey @w|

@w| @GFound at @w: @MThe Titans' Keep @w|

@w+-----------------------------------------------------------------+

exam key

Looking at the vague shadowy form, you sense that the key is incomplete.

Perhaps others may be found, and joined somehow.

@GThe Vault

@w{coords}5,41,19

@wHaving opened the secret door, you find yourself in a large vault.

@wCountless artifacts are lined neatly along the walls, enclosed in crystal

@wviewing cases. The cases are tough, and resist all attempts to open

@wthem. In the center of the room stands a crystal pedestal, which

@wseems to be an archive of some sort. It glows when touched, pulling

@wup countless @Wdocuments @wwith information. Unfortunately, the vast

@wmajority seem to be written in glyphs that you cannot understand,

@wpresumably the Titans' native language. However, a few seem to

@whave been translated to elvish. An old language, but one you can

@wstill understand. Nearby, lies some sort of metallic band, which unlike

@wthe artifacts in this room has not been placed in a viewing case yet.

@wA little @Wnote @wis scribbled in modern language, but seems meaningless.

@G[ Exits: none ]

@w{roomobjs}

@B(M) @wA large metallic band lies here, and has not been sorted yet.

@w{/roomobjs}

@w{roomchars}

(G) (Angry) A faint silhouette hovers within the room.

@w{/roomchars}

wYou entered: look g

@wAs you strain your eyes in the gloom, you can make out a faint silhouette

@whovering in this room. With no Titans nearby, what could this strange

@wcreature be? It seems to be composed of mists and shadows, but is

@wstill real enough to inflict considerable hurt on you.

@wAn Ethereal Guardian has quite a few wounds.

@wYou sneak a look at an Ethereal Guardian's inventory:

@w(I)@B(M) @bthe shadowy wisp of a key

@R(K)@B(M) @x051a Mas@x049ter @x047Key @W(@G250@W)

@wYou entered: get all

@wYou get a large metallic band.

otepad

@w<@CHP: 74677/84610, @GMN: 52882/82010, MV: 18723/30532, @YXP: 111 tnl @WQT: 0, @MAL: -2500@w>

@wYou entered: id band

@w+-----------------------------------------------------------------+

@w| @RKeywords @w: @Wlarge metallic band @w|

@w| @RName @w: a large metallic band |

@w| @RId @w: 1689865169 |

@w| @cType @w: @WContainer @cLevel @w: @W200 @w|

@w| @cWorth @w: @W0 @cWeight @w: @W10 @w|

@w| @cWearable @w: @Wwaist @w|

@w| @cScore @w: @Y325 @w|

@w| @cMaterial @w: @Wmithril @w|

@w| @cFlags @w: @Wmagic, V3 @w|

@w| @GFound at @w: @MThe Titans' Keep @w|

@w+-----------------------------------------------------------------+

@w| @cCapacity @w: @W500 @cHeaviest Item@w: @W25 @w|

@w| @cHolding @w: @W5 @cItems Inside @w: @W1 @w|

@w| @cTot Weight @w: @W14 @cItem Burden @w: @W2 @w|

@w| @w: Items inside weigh @Y80@w% of their usual weight |

@w+-----------------------------------------------------------------+

@w| @cStat Mods @w: @WStrength @w: @g+15 @WDamage roll @w: @g+20 @w|

@w| @WHit roll @w: @g+15 @w|

@w+-----------------------------------------------------------------+

@wYou entered: exam band

@wThe metallic band looks ancient, and has been engraved with harsh evil

@wlooking runes. You can hear something moving inside it as you shake it,

@wbut the means to open it are unknown. Perhaps if you gave it to someone

@wwho might be familiar with such artifacts they would be of assistance,

@wbut who here would be? Certainly not the Titans, for they don't seem

@wto have solved its mystery yet either.

@wThe large metallic band is closed.

With the 3 shadow keys from the 3 hidden rooms (didnt have the terra key):

@wYou hurl the shadowy fragments of the three keys at the blazing Star Forge!

@wFor a moment, the sun flickers, and goes utterly dark. Darkness floods the room.

@wThe six pylons start to glow an eerie blue, and suddenly, the Forge blazes brightly anew.

@wThe Forge seems to spit out the key fragments, now molded into a single complete key.

@wYou receive @bthe Dark Key@w.

@wYou entered: forge key

@wThe command you tried to use is not working. Oops.

@wYou entered: give ban man

@wYou give a large metallic band to a man in a suit.

@CA man in a suit says, @c"@CAhh, this brings back memories. Good old MKV-XI, I

@Chad so much fun with one of these. Wait, there's still one inside! Pity I

@Cdon't carry the keys with me any more since they stopped production.@c"

@CA man in a suit says, @c"@CIt is a relic of war from long ago, if you could

@Cfind the key and give it to me, I might still be able to open it. You

@Cwould have to find the site of an ancient battleground of my people

@Cthough.@c"

@wYou receive a large metallic band from a man in a suit.

Salkin is not interested in a large metallic band.

Salkin is not interested in A Skeletal Key.

@wYou entered: give skel man

@wYou give @WA S@wkele@Wta@wl @WK@wey to a man in a suit.

@CA man in a suit exclaims, @c"@CYes, that looks like the right key! Give me the

@Cbelt!@c"

@wYou entered: unkeep 'large metallic band'

@wYour large metallic band is not kept.

@wYou entered: give 'large metallic band' 'man demon suit impeccably dressed'

@wYou give a large metallic band to a man in a suit.

@wA man in a suit unlocks a large metallic band.

@wA man in a suit opens a large metallic band.

@wYou receive a large metallic band from a man in a suit.

@CA man in a suit leers, @c"@CHave fun ;)@c"

@wYou entered: exam band

@wThe metallic band looks ancient, and has been engraved with harsh evil

@wlooking runes. You can hear something moving inside it as you shake it,

@wbut the means to open it are unknown. Perhaps if you gave it to someone

@wwho might be familiar with such artifacts they would be of assistance,

@wbut who here would be? Certainly not the Titans, for they don't seem

@wto have solved its mystery yet either.

@wThe large metallic band contains:

@B(M)@W(G)@C(H) @wa dark sphere @W(@G200@W)

@wYou get a dark sphere from a large metallic band.

You entered: id sph

+-----------------------------------------------------------------+

| Keywords : dark sphere |

| Name : a dark sphere |

| Id : 1691701765 |

| Type : Treasure Level : 200 |

| Worth : 0 Weight : 5 |

| Wearable : hold |

| Score : 0 |

| Material : plasma |

| Flags : glow, hum, magic, nolocate, nosac, V3 |

| Found at : The Titans' Keep |

+-----------------------------------------------------------------+

You entered: look zar

Zarconis is the leader of the Titan's scouting forces. A master of

reconnaissance, he naturally slips into the shadows away from prying

eyes. While no pushover in combat, it is not his forte though. It would

be best to attack before he slips away again.

Zarconis of the Abyss is showing a few grazes.

You entered: listen zar

Zarconis of the Abyss says, "Now you see me, soon you won't."

Fountain of youth:

<HP: 77919/84970, MN: 82010/82010, MV: 29728, XP: 443tnl QT: 16 AL: 2500> ME: 91% Enemy: 96%

look g

As you strain your eyes in the gloom, you can make out a faint silhouette

hovering in this room. With no Titans nearby, what could this strange

creature be? It seems to be composed of mists and shadows, but is

still real enough to inflict considerable hurt on you.

An Ethereal Guardian has a few minor scratches.

You sneak a look at an Ethereal Guardian's inventory:

(I)(M) the shadowy wisp of a key

<HP: 77919/84970, MN: 82010/82010, MV: 29728, XP: 443tnl QT: 16 AL: 2500> ME: 91% Enemy: 96%

listen gu

An Ethereal Guardian says, "Leave this place"

The Fountain of Youth

{coords}5,41,19

[ Exits: east ]

{roomobjs}

An ornate crystal bowl is placed prominently in the center of the room.

{/roomobjs}

{roomchars}

(G)(Angry) [250] an Ethereal Guardian (Ethereal Guardian) [ID: 12465]

{/roomchars}

You retreat from the fight!

look bowl

An ornate crystal bowl is placed prominently in the center of the room.

get bowl

You can't take The Fountain of Youth.

Look point

You dont see that here.

look stalactite

You dont see that here.

Ceiling, curve, nothing

===================

The Fountain of Power

{coords}5,41,19

Having managed to open the secret door, you find yourself in a small

chamber. In the centre of it stands a small crystal bowl. Above it,

like a stalactite, the ceiling curves inwards to a single point. A drop

of liquid gathers slowly at the point, before dripping into the bowl

below. The liquid is a pale blue, and looks like the occasional veins

you have seen in the crystal walls around the Keep.

[ Exits: none ]

{roomobjs}

An ornate crystal bowl is placed prominently in the center of the room.

{/roomobjs}

{roomchars}

(G)(Angry) [Fighting YOU] - an Ethereal Guardian - [220,250] (guardian,Ethereal Guardian) [ID: 12360,12465]

{/roomchars}

look bowl

An ornate crystal bowl is placed prominently in the center of the room.

get bowl

You can't take The Fountain of Power.

listen g

An Ethereal Guardian says, "Leave this place"

look g

As you strain your eyes in the gloom, you can make out a faint silhouette

hovering in this room. With no Titans nearby, what could this strange

creature be? It seems to be composed of mists and shadows, but is

still real enough to inflict considerable hurt on you.

An Ethereal Guardian has some small wounds and bruises.

You sneak a look at an Ethereal Guardian's inventory:

(I)(M) the shadowy wisp of a key

A strange dark creature prowls halls, dark like the Void outside. The

Titans seem familiar with it though, and seem to treat it as a companion

or pet. It looks like it has six legs, prowling the halls like a wolf, and

is made of some shadowy substance rather than flesh and bone. Its head,

if what it has counts as one, is featureless, but it turns as if looking

at you with eyes that do not exist.

A Goliath is showing a few battle scars.

A Goliath is carrying no visible inventory.

listen g

A Goliath says, "..."

===

A Titan warrior, clad in dusty green armor fights against you here. Yet

while other Titans may fall with fatal injuries, this one seems to possess

superior regenerative powers, and disregards all but the most deadly

wounds. Even then, it is only a matter of time before the wounds close and

they rise again; it is best to move quickly and leave them behind.

A Titan Immortal is showing a few battle scars.

A Titan Immortal is carrying no visible inventory.

listen imm

A Titan Immortal asks, "We have faced the Gods and survived, what are

you?"

===

look ael

Personally trained by Aelyn herself, this Titan is a master of destruction,

ready to destroy any who cross his path. His fists move in a blur,

pulverizing anything they get in contact with. It would be take a brave

man to challenge him.

Aelyn's Elite Desecrator is showing a few grazes.

Aelyn's Elite Desecrator is carrying no visible inventory.

<HP: 19093/84970, MN: 82010/82010, MV: 23

listen ael

Aelyn's Elite Desecrator says, "Die."

=====

Try saying the phrases in the 3 hidden rooms?

Red drop = might

Tried both might (port and english) and neither worked. Mob was alive.

Also, cannot fill, pour, or drink from bowl

Blue drop = magic

Vault = stealth

**Stealth**:

Your first sense is of irrational paranoia, a fear of everything when you hold

this tablet. Touching it you feel a carving, almost imperceptible, that burns

your skin when you trace your fingers through it

.

Yvzohu Ã© v tlb whzavy l uhkh tl mhsahyÃ¡!

Roshan ac o meu pastor e nada me faltara¡!

>> guess: The Lord is my shepherd, I shall not want

Refverse english to port: o senhor é meu pastor, eu não quererei

|  |
| --- |
| **23** The Lord is my shepherd; I shall not want.  **2** He maketh me to lie down in green pastures: he leadeth me beside the still waters.  **3** He restoreth my soul: he leadeth me in the paths of righteousness for his name's sake.  **4** Yea, though I walk through the valley of the shadow of death, I will fear no evil: for thou art with me; thy rod and thy staff they comfort me.  **5** Thou preparest a table before me in the presence of mine enemies: thou anointest my head with oil; my cup runneth over.  **6** Surely goodness and mercy shall follow me all the days of my life: and I will dwell in the house of the Lord for ever. |

**Magic**:

A small tablet, containing a blue symbol lies here. As you look closer, a sense

of danger and power causes shivers on your entire body, like hitting a wall

of electricity while wet.

PEPGTCRXP CPD T IJSD! HJP TMETGXTCRXP CPD XGP PYJSPG PFJX.

APARENCIA NAO E TUDO! SUA EXPERIENCIA NAO IRA AJUDAR AQUI.

APPEARANCE IS NOT EVERYTHING! YOUR EXPERIENCE WILL NOT HELP HERE.

I said the english phrase in the room with Zarconis, try port and cypher next time.

**Might**:

A small tablet, containing a red symbol lies here. As you look closer, you feel

a strange force emanating and infatuating you. The tablet pulses stronger each

second you look at it, and you feel an urge to subjugate your enemies.

Phvqnqb dhnaqb ibpÃª erphcren raretvn, vfgb cbqr gr zngne!

Cuidado quando voc recupera energia, isto pode te matar!

Careful when you recover energy, it can kill you!

You exclaim 'Yvzohu Ã© v tlb whzavy l uhkh tl mhsahyÃ¡!'

You say 'APARENCIA NAO E TUDO! SUA EXPERIENCIA NAO IRA AJUDAR AQUI.'

You say 'APPEARANCE IS NOT EVERYTHING! YOUR EXPERIENCE WILL NOT HELP HERE.'

You exclaim 'Cuidado quando voc recupera energia, isto pode te matar!'

You exclaim 'Careful when you recover energy, it can kill you!'

Said these in front of both Aelyn and Uthr, but not ZotA

Huge, even for a Titan's standards, this must be the one they call Uthr.

In charge of the Keep's security, he leads by example, and will destroy

intruders with brute force. His oversized fists are clenched, and ready

to crush you, as he rallies yet more to face any threat.

Uthr, Titan of Might needs a hospital.

Uthr, Titan of Might is using:

[ Primary Weapon ]: (I)(M) Thandcrist

You sneak a look at Uthr, Titan of Might's inventory:

(M) a Sigil of Might

====

While not particularly large, Aelyn is shrouded in an aura of magical

power. She is in charge of the Keep's security, and has mastery of all

things magical. Her wisdom and prowess in combat have earned the respect

of other Titans, who will answer her call to face any threat.

Aelyn, Titan of Magic has quite a few wounds.

You sneak a look at Aelyn, Titan of Magic's inventory:

(M) a Sigil of Magic

====

@x051A Mas@x049ter @x047Key @wcrumbles into dust.

Personally trained by Aelyn herself, this Titan is a master of destruction,

ready to destroy any who cross his path. His fists move in a blur,

pulverizing anything they get in contact with. It would be take a brave

man to challenge him.

Aelyn's Elite Desecrator is showing a few battle scars.

Aelyn's Elite Desecrator is carrying no visible inventory.

+-----------------------------------------------------------------+

| Keywords : tendrils void |

| Name : Tendrils of the Void |

| Id : 1692002727 |

| Type : Trash Level : 200 |

| Worth : 0 Weight : 10 |

| Wearable : light |

| Score : -4000 |

| Material : plasma |

| Flags : magic, rot-death, melt-drop, V3 |

| Found at : The Titans' Keep |

+-----------------------------------------------------------------+

| Stat Mods : Strength : -50 Dexterity : -50 |

| Wisdom : -50 Intelligence : -50 |

| Luck : -50 Constitution : -50 |

| Hit roll : -100 Damage roll : -100 |

| Affect Mods: Ix, Poisoned, Blindness, Diseased, Cursed |

+-----------------------------------------------------------------+

| Resist Mods: All physical : -50 All magic : -50 |

+-----------------------------------------------------------------+

Wisps of nothingness seem to creep right out from the ground…

All the titanic EQ says An aspect of the Titans' power lies here. When examined.

+-----------------------------------------------------------------+

| Keywords : titanic flash light201 aspect |

| Name : Titanic Flash |

| Id : 1692000378 |

| Type : Weapon Level : 201 |

| Worth : 3,000 Weight : 33 |

| Wearable : wield |

| Score : 200 |

| Material : gem |

| Flags : invis, magic, burn-proof, melt-drop, nosteal, V3, |

| : nodrop |

| Found at : The Titans' Keep |

+-----------------------------------------------------------------+

| Weapon Type: mace Average Dam : 475 |

| Inflicts : light Damage Type : Light |

| Specials : vorpal |

+-----------------------------------------------------------------+

| Stat Mods : Hit roll : +20 Damage roll : -20 |

| Strength : +5 Wisdom : +5 |

| Dexterity : +5 Luck : +5 |

+-----------------------------------------------------------------+

+-----------------------------------------------------------------+

| Keywords : titanic desolation cold201 aspect |

| Name : Titanic Desolation |

| Id : 1691998091 |

| Type : Weapon Level : 201 |

| Worth : 3,000 Weight : 33 |

| Wearable : wield |

| Score : 200 |

| Material : gem |

| Flags : invis, magic, burn-proof, melt-drop, nosteal, V3, |

| : nodrop |

| Found at : The Titans' Keep |

+-----------------------------------------------------------------+

| Weapon Type: axe Average Dam : 475 |

| Inflicts : freezing bite Damage Type : Cold |

| Specials : vorpal |

+-----------------------------------------------------------------+

| Stat Mods : Damage roll : +20 Luck : -10 |

| Wisdom : +20 |

+-----------------------------------------------------------------+

+-----------------------------------------------------------------+

| Keywords : titanic ground earth201 aspect |

| Name : Titanic Ground |

| Id : 1691994837 |

| Type : Weapon Level : 201 |

| Worth : 3,000 Weight : 33 |

| Wearable : wield |

| Score : 200 |

| Material : gem |

| Flags : invis, magic, burn-proof, melt-drop, nosteal, V3, |

| : nodrop |

| Found at : The Titans' Keep |

+-----------------------------------------------------------------+

| Weapon Type: polearm Average Dam : 475 |

| Inflicts : earth Damage Type : Earth |

| Specials : vorpal |

+-----------------------------------------------------------------+

| Stat Mods : Damage roll : +20 Luck : -5 |

| Wisdom : -5 Strength : +10 |

| Constitution : +10 |

+-----------------------------------------------------------------+

There is one weapon for each damtype that drops in L3, commonly.

All of these weapons have the same extra desc:

As the titanic foe falls, a piece of his body separates and solidifies into a

crystalized weapon of some sort. It appears fragile but you feel the strength

of the fallen titan pulsating from within the crystal. You wonder if it's even

possible to destroy this apparently fragile gem-made piece.

Harried courier, about 2n2w from ent

-- Tick in 20 seconds --

Listen:

A harried courier exclaims, "My hovercraft is full of eels!"

<HP: 51132/84406, MN: 57773/82251, MV: 25494, XP: 295tnl QT: 26 AL: 1476> ME: 60% Enemy: 47%

look cour

You can't understand why this courier is here. While he appears to be on duty

and searching for someone to deliver... something, he's clearly lost in

this place without any kind of protection. He seems to be harrassed by

something, but none of the creatures around here look like they are the

reason. Perhaps it is the burden of some heavy responsibility?

A harried courier has quite a few wounds.

A harried courier is carrying no visible inventory.

Quad’s runes to access any epic boss to test AQ stuff:

**Item ID: Titan Boss:**

1692157183 Gjaka

1692154455 Grakkr

1692153641 Hej

1692274988 Rog

1692162190 Orzbuk

1692201664 Lugthurg

1692151816 Morgak

1692203051 Durthurg

In fountain of Youth [38311]:

@wYou entered: wear sph

@DAs you hold a dark sphere in your hand, you see @rred @Drunes begin to glow all around it, and it feels like energy is being drained from the space itself.

@wIt begins to become unbearable, and you drop the sphere!

@wThe sphere flares with darkness for a moment... then shrinks into nothingness.

@DSuddenly, darkness explodes from the point where it disappeared, enveloping

@Dthe room with emptiness which devours all in its path.

@WJust as suddenly, the darkness clears and air rushes back in to fill the void created.

@RThe Darkness does UNBELIEVABLE things to you! [3207]

@wThe Darkness @Rdoes UNBELIEVABLE things to @wan Ethereal Guardian! @R[14478]

Mob was still alive - try again using the sphere to kill the mob

I did, the sphere cannot do lethal damage. Also brought a bunch of other mobs into the room and tried again, still nothing.

Level 3 weapons:

+-----------------------------------------------------------------+

| Keywords : titanic dynamo electric201 aspect |

| Name : Titanic Dynamo |

| Id : 1736301458 |

| Type : Weapon Level : 201 |

| Worth : 3,000 Weight : 33 |

| Wearable : wield |

| Score : 200 |

| Material : gem |

| Flags : invis, magic, burn-proof, melt-drop, nosteal, V3 |

| Found at : The Titans' Keep |

+-----------------------------------------------------------------+

| Weapon Type: exotic Average Dam : 475 |

| Inflicts : shock Damage Type : Electric |

| Specials : vorpal |

+-----------------------------------------------------------------+

| Stat Mods : Damage roll : +20 Luck : -5 |

| Wisdom : -5 Intelligence : +10 |

| Dexterity : +10 |

+-----------------------------------------------------------------+

exam dynamo works but not electric...

They all seem to say this:

As the titanic foe falls, a piece of his body separates and solidifies into a

crystalized weapon of some sort. It appears fragile but you feel the strength

of the fallen titan pulsating from within the crystal. You wonder if it's even

possible to destroy this apparently fragile gem-made piece.

Level 2 guard orb of light: A brilliant light hovers over the ground, illuminating everything.

1m duration

Use to try to see veins?

Use to try to prevent darkness?

Level 1 light: A giant crystal beacon casts a brilliant light onto its surroundings.

Level 1 guard to Level 2

Room 38255

Displaying room description for 38255:

You stand at the gates of the Titans' Keep. The twin gates are built of

huge crystal slabs, at least a meter thick. At present, the gates are open,

but the guards will not permit you to enter without a fight. What lies

before you may be one of the most challenging encounters you will ever

face. Dare you enter the realm of the Titans?

Warning: Proceeding further unpupped is likely suicidal.

You entered: look g

A powerful looking Titan stands at the entrance to the Keep, glaring

down at you. His polished silver breastplate bears the emblem of a

shield, and a massive greatsword has been suggestively placed in

front of your nose. The sword towers well over your height. It looks

like they do not intend to let you proceed without a fight.

A Titan Guard is showing a few grazes.

38281

Level 2 to Level 3

At the peak of the Crystal Obelisk, you find yourself before a great

portal. It is bounded by twin crystal pylons, and the fabric of space has

been rent. Through the portal lies an inky darkness, though light from

this side suggests that the Keep continues through and beyond this Portal.

The Titans are not pleased to see you here. What lies beyond? Perhaps

more answers as to where the Titans came from, and why.

WARNING: Proceeding further alone is likely suicidal.

You entered: look g

A huge Titan guard stands here before the portal. Unlike most other Titans

which seem to specialise in a single weapon, he is armed to the teeth with

a wide variety of intimidating weapons, from the common sword and hammer

to more elegant and otherworldly crystal staves and devices, strapped to

his belt or back. While he seems to be guarding the portal, you can't

really tell whether he's guarding it from intruders entering... or from

things coming out...