```
Script started on 2021-03-02 20:18:59-05:00 [TERM="xterm-256color" TTY="/dev/pts/11" COLUMNS="230" LINES="66"]
wvongphanith30@moe:~/bashcrawl-master$ lcd exnnrtrance
wvongphanith30@moe:~/bashcrawl-master/entrance$ sls
cellar chapel  logs.txt  scrap  scroll vault
wvongphanith30@moe:~/bashcrawl-master/entrance$ cd celalar
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar$ ls
armoury  scroll treasure
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar$ ./treasure
You have found an emerald **amulet**!"

To collect treasure, you must have a variable to hold your inventory.

Create a variable and add your treasure to it like this:

export I=amulet,$I

You can always check your wealth with this command:

echo $I

wvongphanith30@moe:~/bashcrawl-master/entrance/cellar$ claim amulet
claim: command not found
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar$ claim amulet cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance$ cd ..
wvongphanith30@moe:~/bashcrawl-master$ ls
LICENSE  README.md  commands.sh entrance  logs.txt
wvongphanith30@moe:~/bashcrawl-master$ . commands.sh
wvongphanith30@moe:~/bashcrawl-master$ ./commands.sh
bash: ./commands.sh: Permission denied
wvongphanith30@moe:~/bashcrawl-master$ cat commands.sh

#!/bin/bash
claim() {
  export I=$1,$I
}
hp() {
  export HP=$1
```

```
}
wvongphanith30@moe:~/bashcrawl-master$ clcd entrance
wvongphanith30@moe:~/bashcrawl-master/entrance$ cd
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar$ ls
armoury  scroll treasure
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar$ ./treasure
You have found an emerald **amulet**!"

To collect treasure, you must have a variable to hold your inventory.

Create a variable and add your treasure to it like this:

export I=amulet,$I

You can always check your wealth with this command:

echo $I

wvongphanith30@moe:~/bashcrawl-master/entrance/cellar$ ls claim amulet
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar$ cat scroll

# Illusions are strong here.
# It is difficult to tell what is a doorway and what is an object.
#
# The magic spell you use to look can be augmented.
#
# From now on, cast your spell like this:
#
# ls -F
#
# Directories (the rooms of these catacombs) end with a / symbol.
#
# Encounters (programs) end with a * symbol.
#
# You can avoid having to type `ls -F` every time by running the
# following:
#
```

```
# alias ls='ls -F'
#
# This is known as a shell or command alias.  With this alias,
# typing simply ls by itself will run ls -F. Try it out!
#
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar$ ls
armoury  scroll treasure
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar$ cd armoury
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury$ ls
chamber potion  scroll treasure
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury$ ./treasure
You have found a gleaming silver **sword**!  You marvel at
its craftmanship, and you recall tales from your childhood
of the great mystic king Rannismir who bore such a sword to
protect the kingdom from undead.

Add this item to your inventory:

export I=sword,$I

Remember, you can check your inventory:

echo $I

wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury$ claim sword
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury$ .cat scroll

# You can interact with items in the room (they end with a *)
# by running them as a command (a shell script).
#
# For example, to collect treasure:
#
# ./treasure
#
# The . (dot) means *don't move*, and the name of the
# script makes the code run.  This is known as a
# relative path, and the . means the current room
```

```
# (directory).
#
# You may have left treasure in the previous room.
# Go back to a previous directory with two dots,
# which means *take a step back*.
#
# EXAMPLE:
#
# cd ..
```

wvongphanith30@moe:**~/bashcrawl-master/entrance/cellar/armoury**$ ./potion
You have found a potion bottle of swirling
green liquid. Do you want to drink it?

yes
You weren't born yestermorn. This potion is probably
poison.

Create a variable for your health points (HP). You have
10HP:

export HP=10

You can check your health at any time:

echo $HP

wvongphanith30@moe:**~/bashcrawl-master/entrance/cellar/armoury**$ hp hp 10
wvongphanith30@moe:**~/bashcrawl-master/entrance/cellar/armoury**$ cd chamber
wvongphanith30@moe:**~/bashcrawl-master/entrance/cellar/armoury/chamber**$ ls
scroll **spell statue treasure**
wvongphanith30@moe:**~/bashcrawl-master/entrance/cellar/armoury/chamber**$ ./cat scroll

```
# You seem to have reached the end of this hall.
#
# Turn back and try another path.
#
```

```
# Remember, to back track one directory, you type:
#
# cd ..
#
# If you are drawing a map of your progress,
# you can always get the name of your working
# directory with this command:
#
# pwd
```

wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury/chamber$ ./spell
Runes, the language of the ancient mystics that once ruled
this land, are inscribed upon the western wall.

Do you want to read them? yes
You decide it is probably best to leave magickal
inscriptions as they are.

wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury/chamber$ ./spell
Runes, the language of the ancient mystics that once ruled
this land, are inscribed upon the western wall.

Do you want to read them? y
You recall the lessons of Caitlyn the Green, who taught you
these ancient letters.

The runes are instructions on how to summon a portal that
will allow you to walk through an invisible door contained
in the wall.

In Bash, a symbolic link (symlink) is a *shortcut* to
another file or directory. Create one from this room to the
adjacent one:

ln -fs ../../../portal

wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury/chamber$ ln -fs ../../../portal

```
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury/chamber$ ls
portal   scroll  spell statue treasure
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury/chamber$ ./status
bash: ./status: No such file or directory
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury/chamber$ ./statuse
A rugged statue stands in the corner of the room.

Do you approach it? y
The statue springs to life, rumbling:

WHO DARES INTRUDE UPON THE CHAMBER OF SPIRITS?

It thrusts a fist at you, hitting you for 5 damage.
Deduct 5 from your HP variable:

let "HP=HP-5"

Do you have a sword? y
You slay the statue!
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury/chamber$ ls
pieces portal   scroll  spell treasure
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury/chamber$ ./pieces
You sift through the pieces of a shattered statue.

You find nothing of interest in the statue's remains.

wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury/chamber$ ./traseasure

You have found a stash of **diamonds**!  They are old and worn
with age,  but they still gleam in the magickal light
eminating from your eyes.

Prefix this item to your inventory:

export I=diamonds,$I

Remember, you can check your inventory:
```

```
echo $I

wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury/chamber$ eclaim diamonds
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury/chamber$ ls
pieces portal  scroll spell treasure
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury/chamber$ ./portal    cd portal
/chamber/portalwvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury/chamber/portal$ ls
library monster
/chamber/portalwvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury/chamber/portal$ ./monlibrary cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury/chamber$ ls
pieces portal  scroll spell treasure
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury/chamber$ cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury$ cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar$ cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance$ cd ..
wvongphanith30@moe:~/bashcrawl-master$ cd entrance
wvongphanith30@moe:~/bashcrawl-master/entrance$ ls
cellar chapel  logs.txt  scrap  scroll vault
wvongphanith30@moe:~/bashcrawl-master/entrance$ cd
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel$ ls
altar courtyard  scroll
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel$ cd./alrtar
In the corner is a decaying old altar of some forgotten god.

There is a small trinket on the ground.  It looks religious
in nature.

Do you want to put the trinket back on the altar? yes
You place the trinket upon the altar.  You feel a gentle
breeze pass through the room.

wvongphanith30@moe:~/bashcrawl-master/entrance/chapel$ ./altar
In the corner is a decaying old altar of some forgotten god.

There is a small trinket on the ground.  It looks religious
in nature.
```

```
Do you want to put the trinket back on the altar? y
You place the trinket upon the altar.  You feel a gentle
breeze pass through the room.

wvongphanith30@moe:~/bashcrawl-master/entrance/chapel$ cat scroll

# There is writing upon the wall.
#
# It is written in the common language of the land.
#
# It appears to be inscribed in blood:
#
#     T U R N   B A C K
#
# Speaking of turning back:
#
# You can re-use previous commands by pressing the
# UP and DOWN arrow to scroll through your history.
# Try it!

wvongphanith30@moe:~/bashcrawl-master/entrance/chapel$ ls
altar courtyard  scroll
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel$ cd courtyard
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard$ ls
aviary fountain rags  scroll
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard$ ./fountain
Do you want to approach the fountain? yes
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard$ y./fountain
Do you want to approach the fountain? y
The waters sparkle in the light of your gaze.  You feel
drawn to it.

But you suddenly feel strength to turn away.  You hear a
sigh from the altar in the.

wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard$ ./rags
```

There's a pile of old **rags**. They are old and worn with
age, and probably fell off of some poor adventurer.

Do you want to take the rags? ye
As you take the rags from the floor, you find a salted fish,
probably from the rations of the former owner of these rags.
Prefix these items to your inventory:

export I=rags,fish,$I

Remember, you can check your inventory"

echo $I

wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard$ cat scroll

There is a great fountain in the center of this courtyard.
The waters are bright and clear in the magickal light
eminating from your eyes.

There were once plants growing here, but they are all
dead and gnarled now.

If you stand still here, you can hear the soft rippling
of water, and even the occasional splash.

Perhaps there are fish that yet live in the fountain?

wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard$ ls cd aviary
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard/aviary$ ls
crystal hall penguin scroll
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard/aviary$ cd ./crystal
A white crystal, forged by the Queen of Winter, on the
frosty ground.

You can prefix this item to your inventory:

I=crystal,$I

Remember, you can check your inventory:

echo $I

wvongphanith30@moe:**~/bashcrawl-master/entrance/chapel/courtyard/aviary**$ ./penguin
One of the birds finally notices your presence. It turns
its head sideways, seemingly beckoning for you to come
closer.

Do you get closer? n
You back away from the penguin carefully. It loses interest
in you and waddles away.

wvongphanith30@moe:**~/bashcrawl-master/entrance/chapel/courtyard/aviary**$ cd hall
wvongphanith30@moe:**~/bashcrawl-master/entrance/chapel/courtyard/aviary/hall**$ ls
library monster
wvongphanith30@moe:**~/bashcrawl-master/entrance/chapel/courtyard/aviary/hall**$ ./lbibrary
bash: ./library: Is a directory
wvongphanith30@moe:**~/bashcrawl-master/entrance/chapel/courtyard/aviary/hall**$ cd lbiraibrary
wvongphanith30@moe:**~/bashcrawl-master/entrance/chapel/courtyard/aviary/hall/library**$ ls
scroll **tome**
wvongphanith30@moe:**~/bashcrawl-master/entrance/chapel/courtyard/aviary/hall/library**$ ./tome

You see a large tome on the table, open
to a page in the middle of the book.

Do you read it? y

The tome appears to be a book of spells. Here is the
first spell:

View the world in color!

If you have a modern, color terminal, you can view the

output of the ls command in color! This will still be a
valid command if you don't have a color terminal, you just
won't see colors. Try this:

alias ls='ls -F --color=auto'

Now when you run the "ls" command by itself, rooms
(directories), scrolls (text files), and encounters
(executable files) should each have different colors.
Depending on the $LS_COLORS variable, many other files will
have different colors too!

You can read more about colors by consulting the
"dircolors" manual. To read more, type this spell:

man dircolors

In the manual, you can type 'q' (without quotes) to
exit the manual page.

Do you want to read another spell? ls -F --color=auto
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard/aviary/hall/library$ ls -F --color=auto
scroll tome*
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard/aviary/hall/library$ ls
scroll tome
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard/aviary/hall/library$ hpexcho $hip

wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard/aviary/hall/library$ echo $hpHP
10
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard/aviary/hall/library$ cd ...
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard/aviary/hall$ ls
library monster
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard/aviary/hall$ ./monster
A hulking three-legged beast, with a mouth full of fangs and
a barbed tail and 8 arms, lumbers toward you.

If you have a sword, you can attack. Otherwise, you should

run.

Do you want to attack? y
Enter a number: 92
The monster rolled 31
You rolled 58
A hit! A palpable hit! You have slain the beast.

wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard/aviary/hall$ cd ls
carcass library treasure
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard/aviary/hall$ ./carcass
You find the carcass of a foul beast. Nothing of interest
lies within its remains.

wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard/aviary/hall$. carcass
A hulking three-legged beast, with a mouth full of fangs and
a barbed tail and 8 arms, lumbers toward you.

If you have a sword, you can attack. Otherwise, you should
run.

Do you want to attack? ^C
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard/aviary/hall$ ./treasure
You have found a **crown**! Add it to your inventory.

wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard/aviary/hall$ claim crown
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard/aviary/hall$ cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard/aviary$ cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard$ cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel$ cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance$ ls
cellar chapel logs.txt scrap scroll vault
wvongphanith30@moe:~/bashcrawl-master/entrance$ cd vault
wvongphanith30@moe:~/bashcrawl-master/entrance/vault$ ls
glass scroll stronghold
wvongphanith30@moe:~/bashcrawl-master/entrance/vault$ ./grlass
Do you have an ice crystal? y/n y

You sense that the glass shards are searching for something.
Whatever it is, you cannot provide it now.

Walk with care.

wvongphanith30@moe:~/bashcrawl-master/entrance/vault$ cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance$ ls
cellar chapel logs.txt scrap scroll vault
wvongphanith30@moe:~/bashcrawl-master/entrance$ cd
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel$ cdls
altar courtyard scroll
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel$ cd courtyard
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard$ .ls
aviary fountain rags scroll
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard$. cd aviaary
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard/aviary$ ls
crystal hall penguin scroll
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard/aviary$ ./crystal
A white crystal, forged by the Queen of Winter, on the
frosty ground.

You can prefix this item to your inventory:

I=crystal,$I

Remember, you can check your inventory:

echo $I

wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard/aviary$ claim crystal
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard/aviary$ cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel/courtyard$ cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance/chapel$ cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance$ ls
cellar chapel logs.txt scrap scroll vault
wvongphanith30@moe:~/bashcrawl-master/entrance$ cd vault
wvongphanith30@moe:~/bashcrawl-master/entrance/vault$ ls

```
glass  scroll stronghold
wvongphanith30@moe:~/bashcrawl-master/entrance/vault$ ./glass
Do you have an ice crystal? y/n  yes
You place the ice crystal among the shards of glass.  The
sword in your hands becomes cold.  You feel the power of
1000 blizzards coursing through it.

wvongphanith30@moe:~/bashcrawl-master/entrance/vault$ cd stronghold
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold$ ls
goblet nursery  orb1  scroll
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold$ ./goblet
You try to grasp the faintly glowing goblet, but it passes
through your fingers.

Are you stuck? Do you need a hint? y/n  y cp orb1 orb2
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold$ ./gobletls./gobletcccp orb1 orb2
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold$ cp orb1 orb23
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold$ ls
goblet nursery  orb1  orb2  orb3  scroll
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold$ ./goble3tt
You have freed the goblet's material form.  Add 'goblet' to
your inventory.

wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold$ claim goblet
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold$ ls
goblet nursery  orb1  orb2  orb3  scroll
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold$ cd nrursery
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery$ ls
lab  scroll spell
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery$ ./spell
A page from a druid's tome of incantations lies on the
ground.  It reveals to you how to summon a healing potion:

# To find a file on your system, use the find command.  For
# example, to search this room:

find . -name "potion"
```

```
# Once you've found a potion, copy it to this directory and
# run this spell script again.

There are no potions in this room.  But try searching
starting at the entrance.

Hint: use pwd to determine how many rooms (folders) are
between you and the entrance.

wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery$ cd ....
bash: cd: ....: No such file or directory
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery$ cd ../..
wvongphanith30@moe:~/bashcrawl-master/entrance/vault$ c d ..
wvongphanith30@moe:~/bashcrawl-master/entrance$ find . -name "potion"
./cellar/armoury/potion
wvongphanith30@moe:~/bashcrawl-master/entrance$ cd /armioury/potion
bash: cd:/potion: Not a directory
wvongphanith30@moe:~/bashcrawl-master/entrance$ cd/potion
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury$ cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar$ cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance$ /vault/stronghold/nursery
bash: /vault/stronghold/nursery: No such file or directory
wvongphanith30@moe:~/bashcrawl-master/entrance$ cd /vault/stronghold/nursery
bash: cd: /vault/stronghold/nursery: No such file or directory
wvongphanith30@moe:~/bashcrawl-master/entrance$ cd /vault/stronghold/nursery./vault/stronghold/nursery
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery$ cp
./cellar/armoury/potion./cellar/armoury/potion./cellar/armoury/potion./cellar/armoury/potion/../cellar/armoury/potion/
../cellar/armoury/potion./../cellar/armoury/potion./../cellar/armoury/potion
cp: missing destination file operand after '../../../cellar/armoury/potion'
Try 'cp --help' for more information.
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery$ cp ../../../cellar/armoury/potion potisspell
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery$ ls
lab  scroll spell
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery$ ./spell
You have found a potion bottle of swirling
green liquid. Do you want to drink it?
```

```
y
The taste of a rustic green plant fills your mouth.  It
warms and strengthens you.

Create a variable for your health points (HP).  You have
15HP:

export HP=15

You can check your health at any time:

echo $HP
```

wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery$ cd ls
lab scroll spell
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery$ cd lab
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab$ .ls
ghost scroll
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab$ ./gghost

```
The room shakes, a gust of wind blasts you from nowhere.
You sense that a presence has entered the room.  The pain
you suddenly feel assures you that you are under attack by a
ghostly entity!

If you have a sword, you can attack.  Otherwise, you should
run.

Do you want to attack? y/n  y
Enter a number:  929219
The monster rolled  27
You rolled  95
+2 bonus from a mysterious wintry patron!
A hit! A palpable hit!  You have slain the spirit of the
evil wizard.
```

wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab$ ls

```
ghost platinum  scroll treasure
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab$ ./treasure
You have found an *emerald*!  Add it to your inventory.

wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab$ claim emerald
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab$ claim platnuinum
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab$ ls
ghost platinum  scroll treasure
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab$ echo $I
platinum,emerald,goblet,crystal,crown,diamonds,sword,amulet,
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab$ lscd ..
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery$ cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold$ cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance/vault$ cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance$ cd .. ls
cellar chapel  logs.txt  scrap  scroll vault
wvongphanith30@moe:~/bashcrawl-master/entrance$ cat scrap

# Descend, bold traveller, into the dungeons of POSIX
# which the shadow of Scartaris touches,
# and you will learn the magickal incantations
# of the Wildebeest.
#
# I have done this, in the place of the singing flame:
#
# ln -s ../../../../.rift portal
#
# [signed] Arnnisen the Gray

wvongphanith30@moe:~/bashcrawl-master/entrance$ ls
cellar chapel  logs.txt  scrap  scroll vault
wvongphanith30@moe:~/bashcrawl-master/entrance$ tree
.
├──cellar
│  ├──armoury
│  │  ├──chamber
│  │  │  ├──pieces
```

```
│   │   │   ├──portal ->../../../chapel/courtyard/aviary/hall
│   │   │   ├── scroll
│   │   │   ├──spell
│   │   │   └──treasure
│   │   ├──potion
│   │   ├── scroll
│   │   └──treasure
│   ├── scroll
│   └──treasure
├──chapel
│   ├──altar
│   ├──courtyard
│   │   ├──aviary
│   │   │   ├──crystal
│   │   │   ├──hall
│   │   │   │   ├──carcass
│   │   │   │   ├──library
│   │   │   │   │   ├── scroll
│   │   │   │   │   └──tome
│   │   │   │   └──treasure
│   │   │   ├──penguin
│   │   │   └── scroll
│   │   ├──fountain
│   │   ├──rags
│   │   └── scroll
│   └── scroll
├── logs.txt
├── scrap
├── scroll
└──vault
    ├──glass
    ├── scroll
    └──stronghold
        ├──goblet
        ├──nursery
        │   ├──lab
        │   │   ├──ghost
```

```
            │  │  ├──platinum
            │  │  ├── scroll
            │  │  └──treasure
            │  ├── scroll
            │  └──spell
            ├── orb1
            ├── orb2
            ├── orb3
            └── scroll


13 directories, 37 files
wvongphanith30@moe:~/bashcrawl-master/entrance$ cd labvault
wvongphanith30@moe:~/bashcrawl-master/entrance/vault$ cd stronhhfghold
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold$ cd nursetry
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery$ cd lab
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab$ ln -s ../../../../.rift portal
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab$ c ls
ghost platinum portal  scroll treasure
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab$ cat scroll

# An abandoned laboratory of a wizard long dead.
#
# A lone magickal torch ignites as you enter, shedding
# light on the workshop, and casts haunting shadows
# on every surface.
#
# The flames lick the walls, burning off the moss that had
# gathered there. The burning moss sizzles in the silence
# of the catacombs, like angelic wailing or singing.

wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab$ cd portal
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal$ ls
arena box  scroll spire
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal$ ./box
A metal box sits upon the ground.  It appears to be
illuminated from within.  There is a window in the box. The
window is black, but there is luminescent writing.
```

Do you want to read the writing? y

```
.--------------------------------,
|        Welcome to POSIX        |
|    Enter your username:        |
'--------------------------------'
```
wvonh gphanith3
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal$ ./box
A metal box sits upon the ground. It appears to be
illuminated from within. There is a window in the box. The
window is black, but there is luminescent writing.

Do you want to read the writing? y

```
.--------------------------------,
|        Welcome to POSIX        |
|    Enter your username:        |
'--------------------------------'
```
wvnh gp og   ongphanith30
You feel magic in the air.
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal$ ls
arena armour box scroll spire
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal$ ./armour
Welcome, wvongphanith30, to your POSIX system. You have learnt much,
and now you have the basic knowledge you need to become a
truly powerful wizard.

You have found magickal armour. Add it to your inventory.

wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal$ claim armour
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal$ ls
arena armour box scroll spire
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal$ ./cd spire
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/spire$ ls
mezzanine scroll
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/spire$ cd mezzanine
```

```
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/spire/mezzanine$ cd ls
button  window
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/spire/mezzanine$ ./button
You see a glowing red button with what appears to be an
arrow pointing up inscribed on its face.

Are you tempted to press the button?  y/n  y
The doors slide open, revealing a small chamber.

wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/spire/mezzanine$ cd door
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/spire/mezzanine/door$ ./display
You hear a slight whirring, and feel a heaviness at your
feet, with a vague, disquieting sense of motion.

A magickal display reads:

666
The doors slide open, with nothing but darkness beyond.


wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/spire/mezzanine/door$ ls
display door
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/spire/mezzanine/door$ cd door
wvongphanith30@moe:~/bashcrawl-master/entrance/.rift/spire/mezzanine/.elevator/.satellite$ ls
alpha  beta  button  delta  gamma  notebook  sha256sums
wvongphanith30@moe:~/bashcrawl-master/entrance/.rift/spire/mezzanine/.elevator/.satellite$ The doors slide closed.
cat notebook
This is the notebook of Thraal, Artificer of the Kingdom of
Nor.  I have been studying the machines that lie in this
Satellite.  I have a way to combine the parts to form a
golem, a *robot*, using the same incantation that I use to
view signs and scrolls in my home world.  I have discovered
that in order to bring the robot to life I must utter the
following spell:

    chmod +x robot
```

I have labeled the four parts alpha, beta, gamma, delta,
but that is not the order I must combine them. I must
pass the combined parts into another spell which I will
document below. The first incantation I tried was thus:

    cat alpha beta gamma delta | base64 -d > robot

...but that was met with the following error:

    base64: invalid input

I have noticed that not every order thus will produce
the same error, but the resulting robot still does not
work. I discovered another incantation that will tell
me the robot is assembled correctly:

    sha256sum -c sha256sums

I will attempt every combination and document the one
that succeeds.

    alpha beta delta gamma
    alpha delta bet

There appears to be dried blood on the notebook, and the
rest of the pages are blank.

```
wvongphanith30@moe:~/bashcrawl-master/entrance/.rift/spire/mezzanine/.elevator/.satellite$ cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance/.rift/spire/mezzanine/.elevator$ cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance/.rift/spire/mezzanine$ cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance/.rift/spire$ cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance/.rift$ ;sls
arena armour box  scroll spire
wvongphanith30@moe:~/bashcrawl-master/entrance/.rift$ cd arena
wvongphanith30@moe:~/bashcrawl-master/entrance/.rift/arena$ ls
pit  scroll
wvongphanith30@moe:~/bashcrawl-master/entrance/.rift/arena$ cat scroll
```

```
   .:|  T H E C H A M B E R O F  |:.
 .:||  N Y A R L A T H O T E P  ||:.
 ------------------------------------
| /                              \ |
| |                              | |
|||                              |||
|||                              |||
|||                              |||
|||                              |||
|||                              |||
|||                              |||
||| _____ |||
|||/''''                    ''''\|||
 --------------------------------

# You have entered an ancient arena,
# probably used for worship.
#
# And "worship", in this dangerous realm,
# usually means blood sport.
#
# There is a gaping pit in the center
# of the arena.
#
# If you remember how to summon a potion,
# this might be a good time to do it.
```

wvongphanith30@moe:~/bashcrawl-master/entrance/.rift/arena$ cd cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance/.rift$ cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance$ ls
cellar chapel logs.txt scrap scroll vault
wvongphanith30@moe:~/bashcrawl-master/entrance$ find . "spell"
.
./chapel
./chapel/.bless
./chapel/scroll

```
./chapel/altar
./chapel/courtyard
./chapel/courtyard/fountain
./chapel/courtyard/scroll
./chapel/courtyard/rags
./chapel/courtyard/aviary
./chapel/courtyard/aviary/hall
./chapel/courtyard/aviary/hall/treasure
./chapel/courtyard/aviary/hall/library
./chapel/courtyard/aviary/hall/library/scroll
./chapel/courtyard/aviary/hall/library/tome
./chapel/courtyard/aviary/hall/carcass
./chapel/courtyard/aviary/scroll
./chapel/courtyard/aviary/crystal
./chapel/courtyard/aviary/penguin
./scrap
./scroll
./logs.txt
./cellar
./cellar/armoury
./cellar/armoury/treasure
./cellar/armoury/scroll
./cellar/armoury/chamber
./cellar/armoury/chamber/portal
./cellar/armoury/chamber/treasure
./cellar/armoury/chamber/scroll
./cellar/armoury/chamber/pieces
./cellar/armoury/chamber/spell
./cellar/armoury/potion
./cellar/treasure
./cellar/scroll
./vault
./vault/stronghold
./vault/stronghold/nursery
./vault/stronghold/nursery/lab
./vault/stronghold/nursery/lab/portal
./vault/stronghold/nursery/lab/ghost
```

```
./vault/stronghold/nursery/lab/platinum
./vault/stronghold/nursery/lab/treasure
./vault/stronghold/nursery/lab/scroll
./vault/stronghold/nursery/scroll
./vault/stronghold/nursery/spell
./vault/stronghold/goblet
./vault/stronghold/scroll
./vault/stronghold/orb3
./vault/stronghold/orb2
./vault/stronghold/orb1
./vault/.bless
./vault/scroll
./vault/glass
./.rift
./.rift/spire
./.rift/spire/scroll
./.rift/spire/mezzanine
./.rift/spire/mezzanine/button
./.rift/spire/mezzanine/window
./.rift/spire/mezzanine/.elevator
./.rift/spire/mezzanine/.elevator/display
./.rift/spire/mezzanine/.elevator/.direction
./.rift/spire/mezzanine/.elevator/.satellite
./.rift/spire/mezzanine/.elevator/.satellite/button
./.rift/spire/mezzanine/.elevator/.satellite/notebook
./.rift/spire/mezzanine/.elevator/.satellite/alpha
./.rift/spire/mezzanine/.elevator/.satellite/gamma
./.rift/spire/mezzanine/.elevator/.satellite/beta
./.rift/spire/mezzanine/.elevator/.satellite/sha256sums
./.rift/spire/mezzanine/.elevator/.satellite/delta
./.rift/arena
./.rift/arena/pit
./.rift/arena/pit/drummer
./.rift/arena/pit/drum
./.rift/arena/pit/scroll
./.rift/arena/pit/wizard-light
./.rift/arena/pit/nyarlathotep
```

```
./.rift/arena/scroll
./.rift/.bless
./.rift/scroll
./.rift/box
./.rift/armour
./.rift/.armour
find: â€˜spellâ€™: No such file or directory
wvongphanith30@moe:~/bashcrawl-master/entrance$ find . "spell"n"spell"a"spell"m"spell"e"spell" "spell"
.
./chapel
./chapel/.bless
./chapel/scroll
./chapel/altar
./chapel/courtyard
./chapel/courtyard/fountain
./chapel/courtyard/scroll
./chapel/courtyard/rags
./chapel/courtyard/aviary
./chapel/courtyard/aviary/hall
./chapel/courtyard/aviary/hall/treasure
./chapel/courtyard/aviary/hall/library
./chapel/courtyard/aviary/hall/library/scroll
./chapel/courtyard/aviary/hall/library/tome
./chapel/courtyard/aviary/hall/carcass
./chapel/courtyard/aviary/scroll
./chapel/courtyard/aviary/crystal
./chapel/courtyard/aviary/penguin
./scrap
./scroll
./logs.txt
./cellar
./cellar/armoury
./cellar/armoury/treasure
./cellar/armoury/scroll
./cellar/armoury/chamber
./cellar/armoury/chamber/portal
./cellar/armoury/chamber/treasure
```

```
./cellar/armoury/chamber/scroll
./cellar/armoury/chamber/pieces
./cellar/armoury/chamber/spell
./cellar/armoury/potion
./cellar/treasure
./cellar/scroll
./vault
./vault/stronghold
./vault/stronghold/nursery
./vault/stronghold/nursery/lab
./vault/stronghold/nursery/lab/portal
./vault/stronghold/nursery/lab/ghost
./vault/stronghold/nursery/lab/platinum
./vault/stronghold/nursery/lab/treasure
./vault/stronghold/nursery/lab/scroll
./vault/stronghold/nursery/scroll
./vault/stronghold/nursery/spell
./vault/stronghold/goblet
./vault/stronghold/scroll
./vault/stronghold/orb3
./vault/stronghold/orb2
./vault/stronghold/orb1
./vault/.bless
./vault/scroll
./vault/glass
././.rift
././.rift/spire
././.rift/spire/scroll
././.rift/spire/mezzanine
././.rift/spire/mezzanine/button
././.rift/spire/mezzanine/window
././.rift/spire/mezzanine/.elevator
././.rift/spire/mezzanine/.elevator/display
././.rift/spire/mezzanine/.elevator/.direction
././.rift/spire/mezzanine/.elevator/.satellite
././.rift/spire/mezzanine/.elevator/.satellite/button
././.rift/spire/mezzanine/.elevator/.satellite/notebook
```

```
./.rift/spire/mezzanine/.elevator/.satellite/alpha
./.rift/spire/mezzanine/.elevator/.satellite/gamma
./.rift/spire/mezzanine/.elevator/.satellite/beta
./.rift/spire/mezzanine/.elevator/.satellite/sha256sums
./.rift/spire/mezzanine/.elevator/.satellite/delta
./.rift/arena
./.rift/arena/pit
./.rift/arena/pit/drummer
./.rift/arena/pit/drum
./.rift/arena/pit/scroll
./.rift/arena/pit/wizard-light
./.rift/arena/pit/nyarlathotep
./.rift/arena/scroll
./.rift/.bless
./.rift/scroll
./.rift/box
./.rift/armour
./.rift/.armour
find: 'name': No such file or directory
find: 'spell': No such file or directory
wvongphanith30@moe:~/bashcrawl-master/entrance$ find . -name "potion"
./cellar/armoury/potion
wvongphanith30@moe:~/bashcrawl-master/entrance$ find . -name "potion"""""""s"p"e"l"l"
./cellar/armoury/chamber/spell
./vault/stronghold/nursery/spell
wvongphanith30@moe:~/bashcrawl-master/entrance$ cd ./cellar/armoury/chamber/spell
bash: cd: ./cellar/armoury/chamber/spell: Not a directory
wvongphanith30@moe:~/bashcrawl-master/entrance$ cd ./cellar/armoury/chamber/spell
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury/chamber$ ls
pieces portal  scroll spell treasure
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury/chamber$ ./spell
Runes, the language of the ancient mystics that once ruled
this land, are inscribed upon the western wall.

Do you want to read them? y
You recall the lessons of Caitlyn the Green, who taught you
these ancient letters.
```

The runes are instructions on how to summon a portal that
will allow you to walk through an invisible door contained
in the wall.

In Bash, a symbolic link (symlink) is a *shortcut* to
another file or directory. Create one from this room to the
adjacent one:

ln -fs ../../../portal

wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury/chamber$ cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury$ cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar$ cd. ..
wvongphanith30@moe:~/bashcrawl-master/entrance$ cd . cd ./cellar/armoury/potion
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury$ cd .rift
bash: cd: .rift: No such file or directory
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury$ cd .riftrift
bash: cd: rift: No such file or directory
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury$ cd armoury
bash: cd: armoury: No such file or directory
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury$ cd vault
bash: cd: vault: No such file or directory
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury$ cd stronghold
bash: cd: stronghold: No such file or directory
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury$ cd nursery
bash: cd: nursery: No such file or directory
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury$ cd klallab
bash: cd: lab: No such file or directory
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar/armoury$ cd labstr..
wvongphanith30@moe:~/bashcrawl-master/entrance/cellar$ .cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance$ cd ..labnurserystrongholdvault
wvongphanith30@moe:~/bashcrawl-master/entrance/vault$ cd vault..labnurserystronghold
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold$ cd strongholdvault..labnursery
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery$ cd nurserystrongholdvault..lab
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab$ ls
ghost platinum portal scroll treasure

```
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab$ cd portal
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal$ cd ..sarena

vault/stronghold/nursery/lab/portal/arenawvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/p
ortal/arena$ ls
pit  scroll

vault/stronghold/nursery/lab/portal/arenawvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/p
ortal/arena$ cd pit
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ ls
drum drummer nyarlathotep  scroll wizard-light
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ .cat drum

#
# You can hear drumming in the distance.
#

wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ ./drummer
War drums pound in the distance, giving Nyarlathotep
strength.

If you know a spell to un-summon the drums, Nyarlathotep
would probably weaken!  Look up the "mv" or "rm" command.

wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ rm drummer
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ ls
drum nyarlathotep  scroll wizard-light
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ rm drums
rm: cannot remove 'drums': No such file or directory
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ rm drums
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ ls
nyarlathotep  scroll wizard-light
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ ./wizard-light
You feel a presence.  It's probably just your imagination.

wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ ls
nyarlathotep  scroll wizard-dark
```

wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ cd./wizard0dar-dark
The ancient wizard, Arnnisen the Gray, takes form before
your very eyes. You have freed him, and now he fights by
your side against the crawling chaos!

wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ ls
nyarlathotep scroll wizard-dark
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ ./nayarlathothep
In the blink of an eye, Nyarlathotep is standing before you.
From its hands emanate black necrotic rays, and your mind
screams.

Are you armed? y/n y
Enter a number.
2929
The monster rolled 29
You rolled 13
+2 POSIX wizard bonus!
Your sword swings harmlessly through the air. You take 10
points damage from your foe. Deduct this from your HP.

let "HP=HP-10"

The elder god of chaos consumes your body and soul. You
have been slain.

GAME OVER!

wvongphanith30@moe:~/bashcrawl-master/entrance$ cd /vault/stronghold/nursery/lab/portal/arena/pit
bash: cd: /vault/stronghold/nursery/lab/portal/arena/pit: No such file or directory
wvongphanith30@moe:~/bashcrawl-master/entrance$ cd
/vault/stronghold/nursery/lab/portal/arena/pit./vault/stronghold/nursery/lab/portal/arena/pit
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ ls
corpse nyarlathotep scroll wizard-dark
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ .cat croorpse
You see the corpse of a slain adventurer on the floor of the
dungeon. You find the following items on the corpse:

```
armour,platinum,emerald,goblet,crystal,crown,diamonds,sword,amulet,

wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ claim
armour,platinum,emerald,goblet,crystal,crown,diamonds,sword,amulet
claim: command not found
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ cd ../../../../../..
wvongphanith30@moe:~/bashcrawl-master/entrance/vault$ cd ..
wvongphanith30@moe:~/bashcrawl-master/entrance$ cd ..
wvongphanith30@moe:~/bashcrawl-master$ .. commands.sh
wvongphanith30@moe:~/bashcrawl-master$ cd entrance
wvongphanith30@moe:~/bashcrawl-master/entrance$ cd entrance. commands.shcd ../../../../../..laim
armour,platinum,emerald,goblet,crystal,crown,diamonds,sword,amulet
at corpselscd ./vault/stronghold/nursery/lab/portal/arena/pit
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ ls
corpse nyarlathotep  scroll wizard-dark
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ echo $I

wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ claim
armour,platinum,emerald,goblet,crystal,crown,diamonds,sword,amulet
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ claim
armour,platinum,emerald,goblet,crystal,crown,diamonds,sword,amuletecho $I
armour,platinum,emerald,goblet,crystal,crown,diamonds,sword,amulet,
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ ./hp 15
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ ./nyarlathotep
In the blink of an eye, Nyarlathotep is standing before you.
From its hands emanate black necrotic rays, and your mind
screams.

Are you armed? y/n  y
Enter a number.
92
The monster rolled  59
You rolled  28
+2 POSIX wizard bonus!
Your sword swings harmlessly through the air.  You take 10
points damage from your foe. Deduct this from your HP.
```

```
let "HP=HP-10"

Enter a number.
www   24
The monster rolled  27
You rolled  64
+2 POSIX wizard bonus!
A hit! A palpable hit!  You have vanquished the elder god of
chaos!
```

wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ hp
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ echo $HP

wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ hp 155
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ ls
corpse end nyarlathotep platinum   scroll treasure wizard-dark
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ ./platinum
You have found an enchanted *bracelet* of chaotic
necromancy! Add it to your inventory.

wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ claim bracelet
wvongphanith30@moe:~/bashcrawl-master/entrance/vault/stronghold/nursery/lab/portal/arena/pit$ claim plat[